EmBackdrops3

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

EmBackdrops3

1.1   EmBackdrops 3 - Contents

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        |                              |                     |
        |      Full-Screen *Colour* MagicWB Backdrops        |
        _____/


                          Introduction

                          Requirements
                            Usage
                          Legal  Stuff

                 Really Important Bit. Honest.
                      Contacting The Author
```

1.2   EmBackdrops - Introduction

```
Introduction
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They're back, and this time they're in colour!

Why?

Well, I liked my grey-scale backdrops, but with my 68030 18-meg 15" monitor
1.2gig HD Amiga, I thought it should be able to handle backdrops which were a
little more colourful (If you haven't seen the first two, they're dithered
3-grey shades - very nice though - download them and see :-)

The most colours I thought my workbench could be practical in was 64 though, so
```

I didn't really want huge 24-bit things.

I decided to dither them in much the same way as before, with custom contrast
levels so that you can still reat white or black text on them (e.g. if you have
a transparent background for your icon text) but into 32 colours.
The Magic WB colours are in the palette, to they can even be used on 32 colour
WBs if you don't mind not having any free pens for Multiview etc.

The original pictures (all from CD-ROMs or the internet, with a few by me) were
converted to 32-colour 704*564 (Just big enough for my DBLPAL Hires No-Flicker
HiresLaced Magic Workbench) using a combination of The Art Department (the
original version, not ADPro!) and ImageFX, both of which I got off CU
Amiga coverdisks, and PPaint (from an AF CD).

Oh, and yes, most of the guide is still the same as in the last archive :-)

1.3 EmBackdrops - Requirements

```
Requirements
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```
WB 3+
Magic-WB 2 would be good (but is not essential - some people might evan want to
                         use NewIcons!)
A DBLPAL Hires No-Flicker Workbench Screen (or equivalent size)
An 32+ colour Workbench
Hard Disk is pretty essential
An Amiga :-)
```


1.4 EmBackdrops - Usage

```
Usage
-----
```

```
The Boring-Always-The-Same-Way
------------------------------
Copy the files to a directory on your hard disk.
Use WBPattern preferences (or whatever the NickPrefs one is called) to
chose your favourite picture.
```

```
The Really-Good-Random-Way
--------------------------
I don't know about you, but I get bored with the same backdrop on my
Workbench all the time, and as there are plenty of backdrops to choose
from it's nice to change them every so often.  However, I don't enjoy
constantly changing my prefs files, so I get the Amiga to choose a a random
backdrop each time I boot up.  There are many ways to do this, but this is
the way I do it (and what I think is the easiest)
```

```
You'll need some sort of random file copier.  I use Chris Hodges'
'Randomfile'.  It's on the Aminet in 'util/cli' under 'RandomFile.lha'.
Copy it into your 'C:' directory.
```

First you need to copy all the backdrop files you want to use to a
directory on your hard disk. This should preferably be a new directory,
containing only the backdrops you want to use for your Workbench. Mine
are in 'Work:Utilities/MagicWB/Patterns/WBGrey' so you should replace this
with the path to wherever you put your backdrops when you see it.

You'll also need a temporary directory on your hard disk, which can be
used for some temporary files. You could use 'T:', but this is on the Ram
Disk, and I don't like using up too much ram. My temporary directory is
'Work:DiskTemp' so put your own path in whenever you see this.

Next, load 'S:Startup-Sequence' into a text editor (I'm afraid you can't
use User-Startup) and find the line which reads C:IPrefs. Make a new line
just above this one and enter:

```
  RandomFile FROM "Work:Utilities/MagicWB/WBGrey/~(#?.info)" TO
  "Work:DiskTemp/Backdrop.IFF"                   ^
             ^                                    |
             |                                    |
             +--------------+---------------+
                            |
              Put your own paths in here.
```

This should all be on one line, I've just put it on one here to fit in my
AmigaGuide window.

Now reboot. When the Workbench comes back on load the WBPattern (or the
NickPrefs equivalent) prefs program. Use it to choose 'Backdrop.IFF' from
your temporary directory and then save the preferences.

That's it! Your backdrop should now change every time you reboot.

I like to keep my window patterns the same on each reboot, but you could
use the same technique to select random window patterns too. Remember to
use a different filename for the file you put in your temporary directory
though!

Note: There are also various random backdrop choosing utilities on the
aminet, but I prefer this way as it is simpler (to me at least) and dosent eat
huge amounts of memory (in fact, it eats none!).

1.5 EmBackdrops - Legal Stuff

```
Legal Stuff
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```
I know it's boring, but it's really quite important, so do read it.
Please?

All the image files contained in this archive are, to the best of my
knowledge freely distributable and manipulatable. If the copyright owners of
these images don't like it, I can remove them from the arhive.

```
Disclaimer
```

```
----------
```
I, Jamie Montgomerie, will not be held responsible for any damage caused
as a direct or indirect result of the usage of any of the files contained
in this archive.

1.6   EmBackdrops - The Shameless Plug!

```
          _      _    _
        (_     (    (_|_
Other (_/\/\_)()| (_ Programs
---------------------------
```

The Paper Counter
The ultimate in paper counting technology on your Amiga.
Should be available on the Aminet as 'PaperCounter.lha' under 'util/misc'

EmSpool - The Frame-by-Frame Hard Disk ANIM 5 spooler.
CLI Animation spooler. (for Anims in DPaint etc. format)
Should be available on the Aminet as 'EmSpool.lha' under 'gfx/show'

Both are freely distributable and should be available from any PD library.
If you can't find them they are both available directly from me. Just send
an SAE and a blank disk to the address elsewhere in the documentation.

EmBackdrops 1 is available in 'pix/mwb' as 'EmBackdrops.lha', EmBackdrops 2 is
available in 'pix/mwb' as 'EmBackdrops2.lha', but remember, they're not the
same! They're grey-scale and for 8+ colour 640*512 WBs, (you weren't expecting
full colour mages for WBs that depth were you?) otehrwise, pretty similar.

Other Good Archives

The original, grey-scale pictures were inspired by Roman Patzner's 'RomImages',
which, in turn were inspired by Øyvind Falch's 'MiscPatterns'. If you fancy a
look at these (you really should) you can find on the Aminet in pix/mwb under
'RomImages.lha' and 'MiscPattern1.lha' (Have a look at the original EmBackdrops
first though :-)

1.7   EmBackdrops - Contacting The Author

Contacting the Author

EmBackdrops were compiled and processed by Jamie Montgomerie

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                                        Berwickshire
                                        TD4 6EA
                                        UK

                              Email now - jamiem@enterprise.net

Or have a look at my home page - homepages.enterprise.net/jamiem/

Please mail me if you actually use this stuff. I've never had a single mail
about my first two archives, but I'm sure SOMEONE must be using them.

If you're not 'connected' don't let it put you off - All letters or
postcards are much appreciated.

It's nice to know if people are actually using my stuff.

1.8   EmBackdrops3 - The Secret Node3 - The Revenge, erm, two!

The Secret Node!

Phase 5, PowerUp, Amiga Forever, Amiga International. Hmmm...