

MagicExpansion/ME_English

COLLABORATORS

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Chapter 1

MagicExpansion/ME_English

1.1 MagicExpansion/ME_English.guide

MagicExpansion

Useful expansions for the MagicUserInterface of Stefan Stuntz
and MagicWB of Martin Huttenloher

Version 1.2 (June 1994)

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- Shareware -

Introduction

Contents of the package

Installation

Copyright

Thanks

1.2 ME_English.guide/EINLEITUNG

Introduction

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'MagicExpansion' shall be an expansion for the MagicUserInterface by Stefan Stuntz and MagicWB by Martin Huttenloher. If you haven't already done so, you should register both products.

With 'MagicExpansion', programmers (for MUI applications) and draftsman (for icons) shall be supported.

This is the second public version of 'MagicExpansion'. First

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'MagicExpansion' should be Giftware, but I got very few gifts so I decided that 'MagicExpansion'~is Shareware now. To become a registered user, you must pay a little shareware fee of

DM 15,  
US\$ 10,  
or an amount in any other currency which corresponds to US\$ 15 (15!),

either cash or in eurocheques. The best way is, to use the included order form. Send you registration to:

Johannes Beigel  
Fliederstr. 43a  
65396 Walluf  
GERMANY

Users in Germany can simply transfer DM 10 to the following account (please note, that you want to register for 'MagicExpansion'):

Volksbank Eltville e.V.  
bank code number: 512 910 00  
account number: 71 730

You'll get the full version of 'MagicExpansion' in the fastest way, in which are 4 fonts for your own icons. You mustn't spread this full version.

Registered users always get automatically the newest versions of 'MagicExpansion'.

## 1.3 ME\_English.guide/INHALT

Contents of the package

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Include file

MUI image sets

Icons

Color palettes

Background patterns

Color fonts

Mouse pointers

1.4 ME_English.guide/INHALT/INCLUDEFILE

The include file

The include file defines some useful new MUI-macros for shorter and nicer source code:

- New gadget types: ...UInteger(), ...SInteger(), ...Note(), KeyPopupButton(), ...ToggleButton()
- New label type ...CLabel...() for centered labels
- New spacing macros: HBar, VBar, HBarFixed(), VBarFixed()
- "Wt"-version for some gadget macros (additional weight-argument)

If you want to use the Integer- or Note-macros of the include file, you must insert the following lines before the first macro call.

```
TEXT acceptSNumbers[] = ACCEPTSNUMBERS; /* For ...SInteger() */
TEXT acceptUNumbers[] = ACCEPTUNUMBERS; /* For ...UInteger() */
TEXT acceptNotes[] = ACCEPTNOTES;      /* For ...Note() */
```

I haven't inserted the lines in the include file because then you couldn't include it into GST files (with SAS/C compiler) for example.

1.5 ME_English.guide/INHALT/IMAGESETS

The MUI-image sets

The package contains 6 MUI-Image-Sets:

- Jojo_Black_11pt
- Jojo_Black_13pt
- Jojo_3D_11pt
- Jojo_3D_13pt
- Jojo_Outline_11pt
- Jojo_Outline_13pt

The image sets should be used with a 11- or 13-pixel font.

The image set 'Jojo_Black_11pt' beinhaltet images for arrows, all kinds of Popup objects, Checkmarks, RadioButtons, Cycle gadgets, the Assign symbol, the Network symbol and the TapePause symbol. The other images were overtaken from the XEN-Sets. So you can delete the XEN-sets completely from your harddisk if you want to have place.

The other sets contain only the images which are different to the images in 'Jojo_Black_11pt'.

Except of the TapePause-, Assign- and Network-images, all images look like the XEN-buttons. The TapePause-image contains simply two vertical bars instead of one (I looked at every tape- and CD-player in the house and saw that everywhere is a '||' and not a '|' on the pause-buttons).

If you want my images to look best, do the following (If you use

MagicWB, the first 3 points should already be done):

- Use a screen with at least 8 colors and a width similar to the height (640 x 512 for example).
- Use the MagicWB palette (or something similar).
- Use a 11 or a 13 pixel font for Screen text.
- Start the MUI prefs program.
- Chose 'XEN Lo' or 'XEN Hi' from the 'Edit/Presets' menu.
- Change the images to the images in Jojo_Black.., Jojo_3D.. or Jojo_Outline.. (page Images).
- If you don't have MagicWB change the font names from 'XHelvetica' to 'helvetica' (page Fonts).

Additionally there is a so-called MUI image construction set in the package: an ILBM picture with the iamges of all sets on it. You can use this picture file as model for your own images.

1.6 ME_English.guide/INHALT/ICONS

The icons

I tried to let the icons to look like like the icons in the MagicWB package. I must say that *my* icons don't look as good as 'real' MagicWB icons, but maybe Martin Huttenloher sees my icons and draws better ones.

The package also contains a ILBM file with some new and old icon templates.

1.7 ME_English.guide/INHALT/FARBPALETTEN

The color palettes

The color palettes shall be alternatives to the orginal MagicWB palette. Every palette exists as ILBM file (OS 3.0 or better) and as 'pre' file (OS 2.x). But you needn't to know that because the installation will install the right palettes.

The palettes 'OriginalPalette.ilbm' and 'OriginalPalette.pre' are the original MagicWB palettes.

1.8 ME_English.guide/INHALT/PATTERNS

The background patterns

In the package there are a few new background patterns in ILBM

format. The patterns use the original MagicWB palette, so OS 2.0 users can use them at once with NickPrefs.

There are background patterns for the Workbench windows under OS 2.x, too. They have the format for the prefs editor 'WBPattern'.

1.9 ME_English/INHALT/FONTS

Fonts

In this version are 4 new color fonts included - but only in the full version of registered users. Unregistered users can display the ILBM picture file 'MEFonts.ilbm', on which are a few chars of every font.

The color fonts are ideal for your own icon projects, because they use the original MagicWB color palette. The following fonts are in the package:

- Helvetica/23
- HelveticaPlain/23
- Times/21
- TimesPlain21

The fonts don't exist as normal color fonts but every char exists as a single IFF/ILBM brush. The reason for that is that I didn't know a program to create color fonts but a shareware program, which I found so bad that I didn't want to pay the shareware fee (In the non-full-version you wasn't able to save). If someone knows a good program, it would be nice to tell me its name or to send it to me. Otherwise I maybe write such a program myself - certainly with MUI interface :)

1.10 ME_English/INHALT/MOUSEPOINTER

Mouse pointers

Another new thing in this version are the mouse pointers. I drew them for OS 2.x users (LoRes resolution, max. width 16 pixel). They use 4 or 8 colors, at least one of them is a grey which is used for anti-aliasing (With such a low resolution you must have anti-aliasing). There are normal mouse pointers in the package, busy pointers and busy pointer animations (The last two are for the 'BusyPointer'-prefs-ed from the NickPrefs package which is included in MagicWB).

The busy pointer 'Bee.ilbm' or its animation 'BeeAnim.pre'~should only be used with one of the '...Yellow...' pointers or with the 'ArrowLeftGrey.ilbm' or 'ArrowRightGrey.ilbm' pointers, because the bee needs the color yellow.

If you want to use one of the 8 color pointers (with the suffix '8Col.ilbm'), you have to copy it directly to 'ENVARC:sys'~or 'ENV:sys', because the 'Pointer'-prefs-ed only processes 4 color pointers. Example:

Copy Prefs/Presets/ArrowLeftYellow8Col.ilbm ENVARC:sys/Pointer.ilbm

1.11 ME_English/INSTALLATION

Installation

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Simply double-click the InstallMagicExpansion icon. You need the Commodore-Installer for the installation, but if you have got MUI you have the Installer.

Now you can select what you want to install and what not. If you don't know what to do, read the help texts.

The script won't install any icons, because I didn't know which icons you want to use. So you have to update the icons 'by hand' with IconUpdate. Example:

```
IconUpdate TCSWD MagicExpansion/Icons/Editor2 SC:c/se
```

This line would update the icon of the SAS/C++ editor 'se'. The tool 'IconUpdate' was written to update MagicWB icons. So it adds the tooltype

```
»»»»» Icon by Martin Huttenloher ««««« .
```

But don't get crazy because of this, the icon drawn by \*ME\*. :-)

## 1.12 ME\_English.guide/RECHTLICHES

Copyright

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This package is Shareware but it's also Copyright © 1994 by Johannes Beigel. That means you can (you should) spread this non-full-version all over the world without asking me, as long as you don't take more than DM 5,-- or US\$ 5,-- for it (including disk and copying costs but not the postage).

You are only allowed to spread the whole package.

If you want to include files from this package in non-commercial software (Shareware, Freeware, Giftware...) you have to send me the product.

If you want to include this package (or parts of it) into a commercial product you *have* to contact me (address see Introduction).

1.13 ME_English.guide/DANKSAGUNGEN

Thanks

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I want to thank the following persons:

- Martin Huttenloher and Stefan Stuntz for their great products MUI

and MagicWB

- ICP-Verlag (AmigaPlus) and Cloanto for PersonalPaint 2.1, with which all icons, images, palettes, patterns, color-fonts and pointers were made
  - A.P.S. - electronic - for the background pattern 'StoneBlue', which I took from the info disk (I changed the colors to the MagicWB palette)
  - Martin Schulze for his friendly support with the spreading of MagicExpansion 1.1 and for the creation of AmiNet-On-Disk (I don't have a modem, so I know to appreciate this institution). Besides: SaarAG is the best PD series of the world!
  - all MUI programmers who make MUI more and more popular
  - all MagicWB-style-icon-draftsmen, who make the Workbenches of the amiga users prettier.
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