EmBlank

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COLLABORATORS

	TITLE : EmBlank		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

EmBlank

1.1 EmBackdrops - Contents

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   |        (_/\/\|_) (_| (_|<(_|| (_)|_)`,   |
   |                             |             |
   |      Full-Screen Grey-Scale MagicWB Backdrops   |
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                    Introduction

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                    Legal  Stuff

                The Shameless Plug
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```

1.2 EmBackdrops - Introduction

```
Introduction
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```

Yes, it's a guide file and yes, I know a plain doc would do, but indulge
me, okay?

These 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'

They were converted to 3-colour 640*498 (Just big enough for my PAL
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.

The original images all came from either the Aminet Sets or The Colour
Library (both on CD-ROM).

1.3   EmBackdrops - Requirements

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Requirements
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WB 2+
NickPrefs (if used under WB2)
Magic-WB palette would be good (but is not essential)
Hard Disk is pretty essential
An Amiga :-)
```


1.4   EmBackdrops - Usage

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Usage
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The Boring-Always-The-Same-Way
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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!

1.5 EmBackdrops - Legal Stuff

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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. Some came from 'The Colour Library' CD
and some from the 'Aminet Set' and 'Aminet Set 2'. Those from 'The Colour
Library' are, according to the CD compilers, completely in the public
domain and may me changed, manipulated, eaten, hit with large mallets etc.
with no thought at all to the copyright owners. Those from the Aminet are
all either completely in the public domain, as above, or had no indication
that they were not, either in the '.readme's or in any documentation in the
archives.

(You can find information about some of the original files and where to get
them on the Aminet here).

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Disclaimer
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```
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!

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

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The Paper Counter
The ultimate in paper counting technology on your Amiga.
Should be available on the Aminet as 'EmSpool.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.

Other Good Archives
-------------------
These 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'

Some Of The Pictures In This Archive - The Full Colour Originals!
----------------------------------------------------------------
'Babylon5' - Uploader unknown!
  (The original image is on the Aminet in 'pix/trace' as 'B5.gif'.)

'B5logo' - Uploader Unknown!
  (The original image is on the Aminet in 'pix/trace' under
   'Babylon5.lha'.)

'CD32' - Uploaded by ? (asm@uk.ed.festival)
  (The original image is on the Aminet in 'pix/illu' as 'CD32.jpg')

'DeltaFighter' is by 'N.V' (?)
  (The original image is not, as far as I know, available on the Aminet.
   I got it on a disk of Babylon 5 objects from a friend.  He bought his
   copy of the disk from a PD library here in the UK.  I'm not sure which
   one.)

The 'DS9' images are by Fred Schulenburg.
  (The original images are on the Aminet in 'pix/trace' under 'DS9_1.lha'
   and 'DS9_2.lha'.)

'EngineRoom' is by Anders Erlandsson.
  (The original image is on the Aminet in 'pix/real3' as
   'ST_EngineRoom.jpg'.)

'EntPreview' is by Trevor Morris.
  (The original image in on the Aminet in 'pix/trace' under
   'EntPreview.lha'.)
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'Frontier' is by John Gager.
  (The original image is on the Aminet in 'pix/trace' under
   'Frontier.lha'.)

'ShipOverMountain' is by me! (the only one!)
  (If the original image is available on the Aminet [I'm still wondering
   whether to upload it] it will be in 'pix/misc' under
   'ShipOverMount.lha'.)

'Tie' is by G.H. Kuiper.
  (The original image is available on the Aminet in 'pix/imagi' in
   'TIE_Scenes.lha'.)

Various other pictures were taken from the 'pix/fauna' and 'pix/astro'
directories of the 'Aminet Set 2'.
```

1.7 EmBackdrops - Contacting The Author

```
Contacting the Author
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EmBackdrops were compiled and processed by Jamie Montgomerie

                                    5 Thornfield Crescent
                                    Earlston
                                    Berwickshire
                                    U.K.
                                    TD4 6EA

Sorry, no e-mail yet, but don't let that put you off.  All letters and
postcards are much appreciated.  It's nice to know if people are actually
using my stuff.
```

1.8 EmBackdrops - The Secret Node!

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The Secret Node!
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Congratulations! You've been inquisitive and either used the 'Browse'
buttons or loaded the guide into a text editor.  For your efforts you have
earned the right to read the secret node.  Well done.
```