

MagicFrames

Luke Elliott

COLLABORATORS

	TITLE : MagicFrames		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Luke Elliott	July 20, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	MagicFrames	1
1.1	MagicFrames Documentation	1
1.2	What is MagicFrames?	1
1.3	What do I need to use MagicFrames?	2
1.4	Disclaimer	2
1.5	Distribution	2
1.6	How does MagicFrames work?	2
1.7	How to install MagicFrames	3
1.8	The history of MagicFrames	4
1.9	The future of MagicFrames	4
1.10	About me, Luke Elliott	5

Chapter 1

MagicFrames

1.1 MagicFrames Documentation

MagicFrames v0.3

© Luke Elliott, May 1997.
email: ae3084@bris.ac.uk

What is MagicFrames?
Requirements
Disclaimer
Distribution

How does it work?
Installation

History
The future
About the author

1.2 What is MagicFrames?

MagicFrames is a (very) small utility which patches some features of the Amiga's OS to improve the look of GUI's when running on screens that have a 1:1 aspect ratio (such as 640*512, 800*600 etc...).

If you have ever used a screen like this, you will know that standard system gadgets (from GadTools) don't look quite right... they have thick sides and thin tops/bottoms. It simply looks unprofessional. Well, no more! MagicFrames will give all gadgets from GadTools thin edges on 1:1 screens!

After very long wait, this is the new MagicFrames, with two extra features(!):

1. Arrow images in cycle-gadgets (for CycleToMenu)
2. User-definable backfill colours for gadgets

A picture speaks a thousand words, so have a look at the example picture.

1.3 What do I need to use MagicFrames?

In order to use MagicFrames, you will require at least Kickstart 3.0 (v39) of the Amiga OS.

Obviously, you will also need to be running a 1:1 screen to see the improvements that MagicFrames brings to your Amiga environment.

MagicFrames 0.2 was reported to me as running correctly on Kickstart 3.1, but as before the new features are not tested on this version...

1.4 Disclaimer

MagicFrames 0.3 has only been tested on Kickstart 39.106 and runs with no problems. Whether the new features work under v40 I do not know, although there should be no reason why they wouldn't, so use carefully. I cannot be held responsible for loss of data yadda yadda....

1.5 Distribution

I don't care where MagicFrames is distributed, as long as the whole archive is kept intact and not changed in any way.

As far as "xxxx-ware" is concerned, MagicFrames used to be freeware, but now it is "Picasso-ware". In other words if you use MagicFrames you must send me a Picasso graphics card, preferably a P4. Obviously a Zorro board for my 1200 is also required. You think I am kidding...?!

1.6 How does MagicFrames work?

Although I have been referring to MagicFrames as changing the way GadTools looks, this is not strictly true... Watch out! I'm going to get technical now...

MagicFrames patches the OM_DRAW and OM_DRAWFRAME methods of the "frameiclass" BOOPSI class so that when the aspect ratio of the destination screen is 1:1, the frames are drawn "thin".

MagicFrames requires at least Kickstart 3.0 because on earlier versions frameiclass only contained the "thin" frame, and not the frame types used by GadTools (FRAME_BUTTON, FRAME RIDGE,

FRAME_ICONDROPOBOX and their complements).

Since I haven't got the RKM's for "frameiclass", I have only supported the following tags:

IA_EdgesOnly	Don't "fill" the frame
IA_Recessed	"Flip" the frame image

Please, if I have missed some tags or if I have incorrectly implemented something, contact me.

With this patch in place, all GadTools gadgets except the CHECKBOX and MX gadgets will look correct in 1:1. In order to make the CHECKBOX frame "thin", MagicFrames patches the OM_NEW method of "sysiclass" to remove the extra thickness from the frame. I have not changed the MXIMAGE because it looks alright in 1:1.

The other new feature of this release is that the standard cycle image of cycle gadgets will be replaced by an arrow image (similar to the Wordworth look). This is not fully scalable like the old cycle image which used 16-pairs of coordinates to draw itself; I would need at least 19 to achieve a fully scalable arrow which looks good. This would require new method code, and I really can't see the point... the arrow presented here is SMOOTH (as in its edges!). It does, however, have two sizes. Generally the smaller size will be used unless you are using very large fonts...

1.7 How to install MagicFrames

Unfortunately, there is no Install script yet. Maybe in a future release...

Anyway, copy the file "MagicFrames" to your C: directory.

MagicFrames now has a few options which can be selected. It's template is:

```
MagicFrames NOFRAMEPATCH/S, NOCHECKBOXPATCH/S,  
            NOCYCLEPATCH/S, MAGICFILLPEN/K/N
```

These are pretty self explanatory, the NO*PATCH options turn off the corresponding patch, and the MAGICFILLPEN option is used to specify the pen number used for filling frames with. An example is

```
MagicFrames NOCYCLEPATCH MAGICFILLPEN=5
```

which turns off the new arrow image for cycle gadgets (if you are not using CycleToMenu, for example) and sets the frame fill to pen 5.

MagicFrames needs the Workbench screen to be open when it is run, so since this does not usually happen until the "LoadWB" command is executed in the startup sequence, insert the following line after the "LoadWB" line:

```
C:Run <NIL: >NIL: C:MagicFrames <your options>
```

(You could put this line earlier in the startup-sequence, or even in the user-startup, but it will open the Workbench prematurely.)

MagicFrames can be removed by sending a BREAK signal, but I wouldn't recommend this as the patching is not safe (see Future).

1.8 The history of MagicFrames

- 0.0 Creation. Simply patched OM_NEW of "frameiclass" so that all FRAME_BUTTON objects became FRAME_DEFAULT.
- 0.1 Complete rewrite. Patches all frames of v39 "frameiclass" to look good in 1:1 screen.
- 0.2 Added "sysiclass" patch for CHECKBOXIMAGE type object.
- 0.3 Added cycle gadget patch - gives them a Wordworth arrow image look. Also now possible to specify backfill colour for frames. Command template added to disable patches. Example ILBM put in archive.

That's it!

1.9 The future of MagicFrames

I have the following ideas:

1. Add extra "MagicFrames" pen types, so that you can specify the background color used by gadgets. The way this currently works (with MAGICFILLPEN) is utter crap. It will always use the same pen, no matter what colour it may be. I suggest you don't use it!
2. Add the possibility to draw all frames in XEN style. Or maybe not! I hate the XEN look...
3. Perhaps a prefs editor when the need arises.
4. MagicFrames doesn't patch very safely. If you exit MagicFrames, it doesn't check to see if anything has patched over the top of the MagicFrames patches. This could cause big problems. There are various SetFunction handling doobries around, but which is the best / most accepted. Any info would be helpful!

If anyone has any good ideas, send them to me!

1.10 About me, Luke Elliott

I am a second year Computer Science student at Bristol University, England. I have not released any software on Aminet before. However, I did write the multimedia (menu?!) software used by "The Final Frontier" disk magazine.

My email address on the Internet is -
ae3084@bris.ac.uk

This is only valid up until the end of June 1997. After that you will have to use snail mail, but not for long hopefully!

Or snail mail -
7 Hathaway Close
Eaton Socon
St. Neots
Cambs. PE19 3HQ
England.

Any bugs reports, suggestions and the like to one of those, please!

Just for anyone interested, my Amiga setup is:
Amiga 1200/28, 4Mb FAST, 60Mb HD, Overdrive-CD

Interestingly enough, I don't have a monitor and hardly ever use a 1:1 screen! However, I am (hopefully) getting one soon!
