

MWB_DOpus5

Trevor Morris

COLLABORATORS

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REVISION HISTORY

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Chapter 1

MWB_DOpus5

1.1 MWB_DOpus5 Guide 22-06-95

Magic WorkBench Stuff for Directory Opus 5 by Trevor Morris & Leo Davidson

What is this stuff? System Requirements... Installation... Hints & Tips & HELP! History The Authors

Thanks to... Nudel speaks... Distribution Disclaimer How to order DOpus5

What is PalPatch?

This archive is freely distributable, HOWEVER please have the courtesy to distribute this archive with all of its files and documentation in tact, as they are intended to help those who obtain this piece of software. Thanx!

All Users of DOpus5: The patch for DOpus5.11 is now on Aminet (Dopus511.lha)!!

1.2 What is this stuff?

What is this stuff?

The original archive should contain the following files:

c (dir) **Color&Pointer** (dir) **Drives** (dir) **Fonts** (dir) **Icons** (dir) **Images** (dir) **WBStartup** (dir) c.info Color&Pointer.info Drives.info fonts.info Icons.info Images.info WBStartup.info DirectoryOpus.info DOpus5Icons DOpus5Icons.info DOpusScreen.pic DOpusScreen.pic.info MWB_DOpus5.guide MWB_DOpus5.guide.info NudelDOpusScreen.pic NudelDOpusScreen.pic.info

The DOpus5Icons is just a picture of everything in the **images drawer** as well as well as some extra stuff (it's handy as a template for drawing your own, but if you do, make sure you upload them for everyone else to enjoy!)

DOpusScreen.pic is a snapshot of **my** DOpus screen which may give you some ideas!

NudelDOpusScreen.pic is a snapshot of **Leo Davidson's** DOpus screen (even more ideas for you A500 owners ;)

MWB_DOpus5.guide - you are reading it ;)

1.3 c

The "c" directory

This dir contains the following items:

PalPatch PalPatch.info

1.4 Color&Pointer

Color&Pointer

This drawer contains the following:

ClickForColors ClickForColors.info ClickForPointer ClickForPointer.info

These are just my palette and pointer configs. Clicking on them will change your prefs to emulate mine - but only until you reboot. The palette is quite useful, as most times I draw things to look good using my palette (of course) and it may not necessarily look good with yours!?

1.5 Drives

Drives

This archive contains the following drive brushes:

Plain.brush Plain.info Work.brush Work.info System.brush System.info

I intended to use these to make a drive bank, however DOpus put a significant sized border around them - which defeated the original purpose of making them small! However, you may still find a use for them!?

1.6 Fonts

Fonts

This directory just contains a couple of fonts which some of you might like to use for DOpus? Check out the NOoDLE & P0T fonts by [Leo Davidson](#).

P0T-IBM (dir) P0T-NOoDLE (dir) P0T-Prop (dir) PolarSmall-Prop (dir) PolarSmall (dir) P0T-IBM.font P0T-NOoDLE.font P0T-Prop.font PolarSmall-Prop.font PolarSmall.font

1.7 Icons

Icons

This archive contains the following icons:

AppIcon.info Buttons.info Environment.info Filetype.info Group.info Lister.info Settings.info

I realize that these may look identical to the ones supplied with DOpus, but they have been fixed. The original icons swim when you click on them - there were glitches in them which I fixed (I don't know why - it just bugged me I guess!?! ;)

1.8 Images

Images

This archive contains the following images:

3D.small AddIcon.small All.small Assign.small Balance.small Balls.small Boot.small Brush.small C.small Cache.small Calculator.small CD.small CheckFit.small CheckFit2.small Chip.small CLI.small ClipBoard.small ClipBoard2.small Clone.small Comment.small Computer.small Copy.small CopyAs.small Cut.small DateStamp.small DateStamp2.small DBase.small Delete.small Demon.small Device.small Dice.small Disk.small DiskCopy.small Disks.small Document.small DOpus5.small DownArrow.small Drawer.small DynaShow.small Edit.small EditNew.small EditSS.small Exclamation.small FastView.small Feet.small Film.small FirstAid.small Font.small Function.small FX.small Game.small Game2.small Gears.small GetSizes.small Globe.small Graphics.small HamLab.small HardCopy.small HD.small Hear.small Hippo.small Home.small Humans.small IBM.small IconInfo.small

Mail.small MakeDir.small Menu.small Monitor.small Mouse.small Move.small MoveAs.small Movie.small MUI.small MultiView.small Music.small None.small Optimize.small Opus.small Pack.small Panther.small PaperClip.small Parent.small Pattern.small Pie.small Piggy.small Play.small Prefs.small Print.small Protect.small Purge.small Relabel.small RemoveSizes.small Rename.small ReScan.small Root.small Sample.small Select.small Sheep.small Show.small Sparks.small Stacker.small Star.small System.small Toggle.small Tool.small ToolBarArrow.image Tut.small UnPack.small Wand.small Yield.small

These images are just a bunch which **myself and Leo Davidson** made (mostly a cut & paste operation from the **many archives** of beautifully drawn **MWB** icons which exist on Aminet), however, some are hand-drawn and all in all this archive still took quite a bit of time to compile.

NOTE: The ToolBarArrow.image is a replacement for the cycle gadget in the lister_toolbarmenu (the name must remain as is in order to work).

1.9 WBStartup

WBStartup

This archive includes the following items in the WBStartup drawer:

Opus5_Startup Opus5_Startup.info

I've just put this here, because I think that the icon I drew for the Opus5_Startup is better than the one which is provided (you may not?).

1.10 System Requirements...

System Requirements...

I believe DOpus5 requires OS2.0+, but you may use this stuff on any Amiga (but in order to get a 3 bitplane **MWB** atmosphere on OS1.2-1.3, you will need **MagicWB1.3** written by **Cléo Saulnier** in pix/icon on Aminet).

1.11 Installation

Installation

If anyone thinks that this archive requires an installation script then mail me. I think most people would actually prefer to install this stuff them- selves.

All you need to do is copy this stuff where you want it. One recommendation, however would be to rename the images drawer in DOpus5: to something else and then copy the included images drawer into DOpus5: (since this is where DOpus looks for icons by default).

As for the **pictures and the guide**, you can delete them when you're done with them (although you might like to hang on to the **DOpus5Icons picture** which serves as a good template for drawing your own icons and an index when you're not sure which icon to pick).

1.12 Hints & Tips & HELP!

Hints & Tips & HELP!

- If you decide to use the included toolbar icons, it is a good idea to delete or rename the default images drawer in DOpus5:. Then copy the **Images** drawer included in this archive into your DOpus5: directory (since this is where DOpus looks for images by default).

- If you want to make a drive bank (similar to DOpus4) you can use a button bank with the ScanDir command (see my **DOpus5-Screen.pic**).

· Is it possible to have drive icons on the DOpus screen which do not necessarily exist on WorkBench? For instance, for an assign?

-> Answered by **Leo Davidson**: You can leave out any directory, so long as it has an ICON. Directories left out on the DOpus screen are NOT left out on the Workbench (unless you also leave them out on the Workbench). BUT, you can't leave things out which do not have an icon.

· Is everyone having the same problems I am with snapshotting icons in DOpus.. wherever you snapshot the windows in DOpus is where they end up on the workbench? Am I doing something wrong?

-> Answered by **Leo Davidson**: Yes, there is currently no way around this :(

· What happened to the SWAPDIR and COPYDIR commands? Is there a way to impliment this through other commands (to operate on the source and the destination)?

-> Answered by **Greg Perry**: the COPYWIN command may be evoked via ARexx.

· Does it annoy anyone else that when you click on the button banks that they remain highlighted and then you have to go back and click on the window? Once the operation has been preformed, the window in which the action was preformed should be rehighlighted...right?

· Can you save the prefs so that the clock remains ON?

-> Answered by **Leo Davidson**: Yes, but you must quit DOpus for the changes to remain in effect.

· I wish you could get rid of the borders on the button banks...what a waste of space (it would nice to have a feature like ToolManager)!

· How do you replace the cycle gadget in the ToolBarLister?

-> Answered by **Leo Davidson**: See **Images** - at the bottom of the page, there is a note on how to replace the cycle gadget.

· Here are a couple of great tips from **Leo Davidson**: **How to add an LHA destination-path file-requester to a button (or menu) An LHA button (or menu) which creates seperate directories for each archive**

· Why do all screens remap whenever you change resolution (i.e. in paint programs) whenever DOpus is running? For instance if you change the page size in OpalPaint while the DOpus window is open then Workbench remaps it's screen, however if DOpus is iconified this doesn't happen (it is very annoying and it slows things down!).

· In order to play The Settlers (© BlueByte), you must kill DOpus or your machine goes Balistic (WHY, does it have something to do will the PAL mode?)

· Push this button -> to see a crash which **MCP (© ALiEN DESiGN)** reported: Can anyone tell me what it mean?

-> Answered by **Greg Perry**: GPSoftware believes these bugs have been fixed for 5.11 (available on Aminet).

· When you load DOpus after bootup, one window becomes the source and the other becomes the destination (that is good); however if you launch DOpus from the WBStartup, then both windows are off when you deiconify it (is there someway to fix this...if not what the hell is the good of that... I mean when I open DOpus I obviously want to use it, so why should I have to click on both windows to get the source and destination?)

· Where do you put the PublicScreen name for the {Qs} delimiter? I've tried: command {QsWorkbench} command {Qs"Workbench"} command {Qs}Workbench command {Qs}"Workbench" but none of these work...help!

-> Answered by **Leo Davidson**: {Qs} is like the {Qp} command. It inserts DOpus's public screen name into the command string. It doesn't check if a named public screen exists or anything like that.

NOTE: You can't use {} sequenses in "command" type commands. This is a common misconception.

· Has anyone ever had any luck installing **LhaDir.DOpus5** and getting it to work on the first try? I found this utility quite difficult to get going - maybe it is just me, but for those of you who are having trouble, here are some hints to help you install this MUST HAVE utility!

-> Make sure you edit the header in each script to suit your own machine (ie you may have to change the LhaCommand = from sys:c/Lha to Work:Arc/Lha or something like that).

-> Make sure you add the following lines to your startup-sequence (or user- startup): sys:system/rexxmast >nil: c:runback >NIL: sys:rexxc/RX DOpus5:ARexx/LhaHandler.rexx c:path sys:Rexxc add

Remember, however, that your paths may be different!

-> Make sure that you select the ARexx command Function Editor cycle gadget and that every command (which you wish to pass to LhaDir.DOpus5) calls LhaDir.DOpus5 (ie. DOpus5:ARexx/LhaDir.DOpus5 MakeDir {Qp}).

-> If you still can't get things to work, select the Output to Reader option in the function editor to find out what is going on (this is useful for debugging at any time and not just for LhaDir.DOpus5).

· I haven't got time to write any more.

If you have answers for any of these **I'd love to hear from you**. Or if you have something which you would like to share with others, contact **me** and I'll include it in this section.

1.13 Thanks to...

Thanks to...

· **Leo Davidson** - for his ideas & efforts and for making this archive possible! · The Gang at **GPSoftware** (Jonathan Potter, Leigh Malpas, **Greg Perry**, and Mark Anderson) for creating the most powerful/useful Amiga Utility! · **Cléo Saulnier** - for writing **PalPatch**! · **PRoToCoL** - for his images (listed in **History**) · Edmund Vermeulen - for his amazing/useful **LhaDir.DOpus5** Arexx scripts! · Marin "XEN" "Hutti" Huttenloher - for creating the **MagicWB** standard! · Roman Patzner - no MWB credits would be complete without this guy! Keep up the amazing work! (also, I stole some of your credits :) · Eddy Carroll - for creating **CheckGuide** · Jan-Tore "SCAREMONGER" Eliassen - for his JTEMWB collections · Richard "FOXX" Harris - for his FoxxIcons · Øyvind Falch for the gorgeous grey-scale MWB images (and a cool idea)! Also, Register MagicSelector - it's a must for MagicWB users! · Martin "GASTON" Rolfsmeier · Alisdair Walker · Mikael Berglund, Eirik Bogsnes, John Cruise, Troy Davis, Gregory Donner, Michael Grubba, Olivier Tonino, Ivan Wheelwright and anyone else who sent me mail. · Mario Cattaneo Makes - for his TinyMWB Icons · Timo C. Nentwig - for the beautiful EGS MWB icons (I like'em and I don't even have EGS :) · all other icon artists on the globe!!

1.14 CheckGuide by Eddy Carroll

CheckGuide 1.0 -- Checks AmigaGuide files for common errors

by Eddy Carroll, September 1994. Freely distributable.

Introduction

If you've ever tried creating even a modestly sized AmigaGuide file by hand, you'll have discovered that it can be quite difficult to keep track of all the various links and cross references. As your help file gets larger, it gets increasingly harder to ensure that you have remembered to reference all the nodes in the file from at least one place, and haven't left any unresolved links.

CheckGuide is a simple utility that can detect several common errors in AmigaGuide files. The errors it can detect are:

- Extra plain text between an @ENDNODE and @NODE (AmigaGuide won't allow such text to ever be displayed)
- Nodes that are defined but not referenced from any other node. Unless your program directly instructs AmigaGuide to access such nodes, the user won't easily be able to access them.
- Links to help nodes that aren't defined within the file.
- Open braces with no preceding @ character (usually a simple typo).
- @{" Button "} constructs with no LINK command (an easy mistake to make if you're entering a lot of them).

All of these options can be selectively enabled or disabled.

CheckGuide was used in the creation of THIS document!

1.15 Distribution

Distribution

I won't bother to put a whole wack of stringent regulations on this archive which I would never be able to enforce, and to which none of you would pay any attention, however I would ask you to please have the courtesy to distribute this archive with all of its files and documentation in tact, as they are intended to help those who obtain this piece of software. Thanx!

Directory Opus 5.0 is ©1995 by [GPSSoftware](#). See [How to buy Directory Opus 5](#).

1.16 Disclaimer

Disclaimer

THERE IS NO WARRANTY FOR THE SOFTWARE TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHERE OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE SOFTWARE "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE SOFTWARE IS WITH YOU. SHOULD THE SOFTWARE PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY REDISTRIBUTE THE SOFTWARE AS PERMITTED BELOW, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE SOFTWARE (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE SOFTWARE TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Please see [Nudel Speaks...](#)

1.17 History

History Release 4:

- Added [PalPatch by Cléo Saulnier](#) · Added the following brushes: Balance, Balls, Chip, ClipBoard, ClipBoard2, Demon, Dice, Drawer, FastView, FX, HamLab, Hippo, Opus, Panther, Pattern, PaperClip, Star and Tut (all by PRoToCoL - see [Thanks](#)) · Updated guide (more hints, full SMARTWRAP supported by [Nudel](#),...) · Updated DOpus5Icons Template to include images by [PRoToCoL](#)

Release 3:

- Updated the guide (added some more hints, history, fixed some errors...) · Added the fonts directory · Included a better snapshot of my DOpus screen · Added a snapshot of Nudel's DOpus screen · Added the ClickMe for color and pointer stuff · Included Drives icons (in Drives drawer as a request)

Release 2:

- Added a few more button icons (since the History node wasn't added until release three, I can't remember which ones...sorry). New icons were also added to the template · Expanded the Hints&Tips section · Added the Drives drawer (as a request) · Fixed some minor details in my DOpus icons and drew one for the DOpus tool (Only the commodity icon was included in Release one) · Added better DOpus.guide.info · New snapshot image included

Release 1:

- First release (everything was new 8)

1.18 The Authors

The Authors

Trevor Morris Comp 4, Site 7 RR#1 Oromocto, NB E2V 2G2 Canada Email: a3nb@unb.ca

For lots of pix, icons, and imagedrawers to go with MagicWB, grab up MagicWBStuff3.lha from aminet pix/icon!

Thanks a million to Leo Davidson (EMail: leo@hampschl.demon.co.uk, IRC handle: NUDEL) who originally started the enclosed template & developed the standards which I have also decided to use in this archive. Leo has not only granted me full permission to include and alter his material, but has also answered many of my **questions** related to the operation of DOpus5 (so if I can't answer your questions then bug this guy ;)!

Directory Opus 5.0 is ©1995 by **GPSoftware**. See **How to buy DOpus 5**.

1.19 MagicWB is © by Martin Huttenloher

MagicWB is © by Martin Huttenloher

MagicWB V2.0 =====

The definitive WB-Enhancer no Amiga can do without. MagicWB is a full replacement for the graphic user interface of the Workbench and has become the standard on the Amiga.

MagicWB 2.0 is completely restructured on a new color-allocation scheme which more than doubles the speed of the WB and reduces chip-consumption to only a third compared with all previous versions and also features a highly improved color palette. MWB 2.0 introduces a never-before-seen standard for over four dozen of new image-drawers to achieve a more diversified look on your WB. More icons, dock-brushes, a dozen of new patterns, fonts and a AA-support complete this special product.

To get the 'real' look and feel of MagicWB, you should make sure that...

- ...you have set the MagicWB-Palette. Do this by clicking on the 'ClickFor Colors' icon.
- ...you have set the resolution of your Workbench to a aspect ratio near 3:4 like 640x480, 800x600 or 1024x768.

The demo-version can be found on Aminet biz/demo/MagicWB20d.lha.

MagicWB is © by Martin Huttenloher.

1.20 Adding LHA with a destination file requester

How to add an LHA destination-path file-requester to a button (or menu)

To add an LHA command to DOpus with a destination file requester use the following to define either a button, a menu item or a gadget:

```
TYPE: COMMAND: ----- AmigaDOS - FailAt 21 AmigaDOS -
sys:c/RequestFile DRAWER={d} PATTERN=#?.(LHA|LZH) NOICONS -> PUBSCREEN=DOPUS.1 SAVEMODE>PIPE:LHA_{Qp}
AmigaDOS - IF FAIL AmigaDOS - QUIT AmigaDOS - ENDIF AmigaDOS - sys:c/LHA -r -x u ""Type PIPE:LHA_{Qp}`" {O}
-----
```

Check the following flags:

- CD source · Output to window · Window close button

NOTE: Make sure you change the sys:c/ in the last command line to point to the path where Lha can be found on your machine.

the -> means continued on the next line; however, you would type this all on one line.

the RequestFile command comes with OS3.x.

1.21 An LHA button (or menu) which creates seperate dirs for each archive

An LHA button (or menu) which creates seperate directories for each archive

TYPE: COMMAND: ----- AmigaDOS - sys:c/LHA -M x {fu} _{o}/

Check the following flags:

· Output to window · Window close button · CD destination

NOTE: Make sure you change the sys:c/ to point to where the Lha command can be found on your machine.

1.22 DOpus GURU Reported by MCP 1.05

DOpus GURU Reported by MCP 1.05

MCP GuruHistory =====
Date : Tuesday 06-Jun-95 08:59:37 Task : 075C6008 "dopus_buttons" Error : 8000000B (DEADEND) By : System Cause :
Line 1111 Emulator error ----- Date : Friday 09-Jun-95 19:40:06
Task : 075747E0 "Dopus5:DirectoryOpus" Error : 80000004 (DEADEND) By : System Cause : Illegal instruction -----

1.23 MCP by ALiEN DESiGN

MCP by ALiEN DESiGN

MCP is a definitive system control program which patches many WB functions to optimize speed and functionality on any Amiga machine - GET IT!

You can find it on any Aminet site or,

How to contact the Authors of MCP:

Stefan "zerocom" Sommerfeld Michael "Oxygene" Knoke Kaulbachstr. 3 Berlinerstr. 33 14612 Falkensee 14612 Falkensee
Germany Germany

Phone: +49-[0]3322-202452 Phone: +49-[0]3322-22440 EMail: zerocom@cs.tu-berlin.de EMail: knoke@cs.tu-berlin.de

Vincent "fOX" Schöttke

Phone: +49-[0]3322-3202

Support BBS: MagiC P0ti0N! +49-[0]3322-208768 (2400-28800) Type update on login, and you will be admitted to a part of the BBS where you can report bugs or suggestions, or download the newest version of MCP.

1.24 Directory Opus V5.0 ©1995 by GPSoftware. All rights reserved

Directory Opus V5.0 ©1995 by GPSoftware. All rights reserved

Directory Opus 5 and it's manual are © Jonathan Potter and GPSoftware, Brisbane, 1995. All Rights Reserved. The software was written by Jonathan Potter. Graphic design by Leigh Malpas. Manual written by Greg Perry. Help file system written by Mark Anderson and Greg Perry.

See [How to buy Directory Opus 5](#).

1.25 Support the Amiga, or use PC's forever!

Support the Amiga, or use PC's forever!

An open message regarding the future of the Amiga in connection with piracy, and in particular that of Directory Opus 5.

Written by **Leo Davidson** (POT-NOoDLE / Gods' Gift Utilities / Anthrox)

E-Mail: leo@hampschl.demon.co.uk (Until around July'95) IRC: Nudel in #Amiga

Contents:

Main Text Jonathan Potter's Message to AR How to order DOpus5

DOpus5 is a work of art: probably the most configurable, versatile, and useful program ever written, but you'll never see anything like it again on the Amiga unless you let the developers know that the Amiga isn't a lost cause.

1.26 Jonathan Potter speaks

Jonathan Potter speaks

From Amiga Report, 3.09 =====

POTTER ON PIRACY By Jonathan Potter =====

Jason,

I just thought I'd write a quick letter to AReport to express my disappointment with the actions of some members of the Amiga community. As you may be aware, Directory Opus 5 has just been released. This is a significant upgrade; the program has been completely rewritten after more than 6 months of hard work. Less than a week after its release, pirate copies have already spread around the world.

Software piracy is a problem as old as computers themselves, and of course we would be naive not to expect it. But to have the program appear so quickly on pirate BBS' makes me wonder just exactly how tuned in to reality some people are. The position of the Amiga at the moment is exceptionally precarious, as I would have thought was obvious to anybody, and the only thing keeping it alive are the developers who still believe in the platform.

Many times in the past six months I've had to ask myself why I was wasting my time programming for a nearly-dead computer. Obviously, I do it because I enjoy it, but the hard truth is that I have to justify it in dollar terms - philanthropy is all well and good, but if I don't make any money I don't eat. The Amiga market is already small enough without the added burden of rampant piracy to contend with.

I guess all I'm trying to do is to appeal to people; if they really believe in the Amiga, and really want to see it continue, don't contribute to its down- fall by ripping off the hard work of the very people who are keeping it alive.

Regards,

Jonathan Potter

+-----+ | Jonathan Potter yeti@adam.com.au +61-412-845-696 | +-----+
-----+

1.27 They can't keep the faith if they can't eat

They can't keep the faith if they can't eat

"What pirates must remember is that it takes 12 months of bloody hard work to get a product to market, then more time to get some money in etc. Development of Dopus 5 was actually funded by GPFax. It is quite simple if people keep pirating our Amiga software we will just have to give up and go elsewhere. It would be a pity."

Dr Greg Perry

GPSsoftware, PO Box 570, Ashgrove, Qld Australia 4060 Ph/fax +61 7 3661402 Internet: zzgperry@mailbox.uq.oz.au

First let me state: I'm not attempting to create any illusions here. I'm no angel, and I haven't bought every piece of software I own. I wish I had the money to, and if I were not a student with zero real-income I would certainly buy a hell of a lot more software. This message is aimed at those who can easily afford to buy software and support their machine but don't. Of course some people are worse than others. Think of those selling pirate copies of other people's software and making so much money that they can afford to buy mega-expensive pieces of hardware and all kinds of stuff through virtually no work of their own (there IS such a thing as a free-lunch).

Enough moral high-horsing, let's talk.

The Amiga is in a bad state. It isn't a machine which is in every other house, office, or school. Everyone who has really got past inserting a game at the kickstart screen knows that the Amiga has the best OS on any home computer (sure, AmigaOS has holes in it at the moment, but I'd rather wear a raincoat with holes than one that dissolves in water!). Another thing the Amiga has going for it is the great support by PD and shareware programmers - people who really love the machine and write software for that single reason. Let's face it, if you look at how much software comes out (from MicroSoft alone!) on the PC, commercial software development on the Amiga has all but stopped in comparison. (Of course, bar a few games, there's very little I could do on the PC that I would not do better on an Amiga, despite the vast amounts of releases). I would go as far as to say that if all commercial software development on the Amiga stopped today, I would continue to use the Amiga for a long time to come, using the PD software, and writing my own stuff until I could afford my own SiliconGraphics machine, because I'm used to a REAL computer, without bottlenecks, workarounds, bad standards, and inherently- flawed hardware covered with a paper-thin gloss of leading edge technology. There is some incredible shareware software out there, but none of these people are earning enough from it to support them. Broadly speaking, there is a point where projects become so large that none but the rich-hobbyist can afford to make them just for fun and the love of a machine. Unless you've already made your fortune, you are simply not able to spend a year developing a program, because you won't even be able to pay the bills to keep your machine fed with electricity (well, OK, my SAMiLog3 is taking about 2 years to develop, but so far it could have all been done in 2 weeks!).

So isn't it easy to understand why so many people have dumped the Amiga? No matter how much you love the machine, you can't make a living out of it if not enough people buy the software. The fact that developers who have experienced the JOY of programming on the Amiga can write software in the DREADFULL PC environment is an indication of just how much piracy has affected the Amiga market. On the PC, so many people own the machine that stupid things like a Screen-Blanker, which would never be a commercial product on the Amiga, have huge price tags slapped on them, and the stupid market buys it. (This is more or less what the PC is based on: a STUPID market who are happy to follow all the trends because they don't know that there is another way of doing things). Because the PC market is so huge now a product will make money even if only a tiny percentage of people buy it. Piracy may be a Robin Hood operation on the PC, but on the Amiga it is suicide for those who love the machine, and a disappearing way to make some quick money for those who don't give a stuff about it (notice how most of the parasites who were in the scene to make money have left the Amiga for the PC (of course, a large number of very talented and great people have also gone that way too, to our loss)).

It's even worse on the PC, but I still think that the price of games on the Amiga is too high, especially considering many will last two weeks at most for someone like me. But on the Amiga we simply cannot complain about the cost of productivity programs. Let's look at Directory Opus as an example. This is a program which PC users would kill for, (and they would have to) yet it cost about the same price as many PC games! Walk into a software shop some day and have a look at just how much serious software costs on the PC. Of course, just because our (better) software is cheaper than the PC's doesn't mean it is reasonably priced. What is reasonable is an individual's choice, but I personally feel that a program such as Directory Opus is very good value for money. Not everyone likes DOpus, especially the controversial new version (believe me, use it for a week and you won't ever want to go back to DOpus4!), and it's always been a program which has polarized opinions. You either love it or hate it, because a file management program is something that if you use at all, you probably use every single day you turn your computer on. When you use something as good as DOpus every day, and it costs as little as it does, there is very little excuse for not buying it.

If you're using a pirate copy of Directory Opus 5, just think about this. Is the cost (and I would hardly call it expensive!) really so great, considering how much work has gone (and continues to go) into the program which you use every day and wouldn't be the same without? If you're using DOpus5 it is because you think it's the best, not because there is nothing else to do the job, as there are many, many other file-management programs for the Amiga. It isn't like people using AmiExpress because it's virtually the only option, despite the fact that it is incompetently programmed and designed (if it is designed at all). If I hated DOpus as much as I hated AmiExpress when I used that every day too, I would never have paid a penny for it and certainly wouldn't be urging anyone else to. However, I have a great deal of respect for the people behind DOpus, and I wish that they were getting rich from it (but not so rich that they wouldn't talk to me any more :), because they certainly deserve to.

I know a lot of people read AmigaReport, so many of you will have seen the message from Jonathan Potter about how damaging the almost instant pirate release of DOpus was, and how upset he was personally. Now it seems that an internal beta copy has even been released (there isn't even honour among thieves). I've been talking to both Jonathan and Greg Perry a great deal during

the past few weeks and they have been both helpful with my problems and open to my suggestions, not to mention extremely friendly and willing to take the time to talk to me. You wouldn't get that from a lot of other companies, and I guess it's a little ironic that the smaller companies can often offer better tech-support. Greg and Jonathan have both done a great deal for me, and this is my small way of doing (trying to do) something in return.

I urge people not to release any more of the updates of DirectoryOpus. Those who would actually want the updates must like the program enough to be able to spend the small amount of money it takes to actually buy the program. You can not even use the excuse that you're doing it for respect, because virtually ANYONE who knows how to use DMS could release a new copy of DOpus.

For the same reasons, I urge people not to release copies of the manual, as this and tech-support are about the only incentives to buy the program for people who don't even care about the developers and the future of the Amiga. There are many features of DOpus5 that you will probably never find without reading the manual. Incidentally, there will not be an electronic (AmigaGuide) version of the ARexx commands appendix for the sole reason of sales. Think about what that means. (Looks like I'm too late in saying this, someone has already released the manual :(.).

Come on, if someone with as little money to spend as me at the moment can manage to pay the small cost, surely you can too.

The only other reason that you should buy your copy of DOpus5 (for those who really just don't care about anyone or thing but themselves) is that Directory Opus has to be the most frequently "faked" program of all time. If I had a pound for ever fake copy (some with a virus attached) of DOpus that I've seen on certain BBS, I would be able to buy myself a second copy. If you want to be able to TRUST your copies, you have to BUY them. (For those of you thinking things are dandy, BOTH of the TWO versions claiming to be Directory Opus v5.1 are BOTH BETA versions, and not the real v5.1!! (YES, even the "German release" one). How does that make you feel about trusting new versions? Next time it could look just as much like an official release but wipe your harddrive).

DOpus5 is STILL being worked on and updated. Think how many of the great Amiga programs you use on a daily basis are still being updated. We really cannot afford to let any more developers leave our platform if we want our software to continue to be up there with the other machines'.

1.28 Where to order DOpus5

Where to order DOpus5

To contact GPSoftware, mail/fax Greg Perry:

Dr Greg Perry GPSoftware PO Box 570 Ashgrove Qld Australia 4060 Ph/fax: +61 7 3661402 Internet: zzgperry@mailbox.uq.oz.au

To order Directory Opus 5 (GP Software):

Small-Biz Software Phone: +61 (74) 919 190 PO Box 24 Fax: +61 (74) 926 860 Golden Beach Queensland AUSTRALIA 4551

Wizard Developments Phone: +44 (01) 322 272908 PO BOX 490 Fax: +44 (01) 322 2811311 Dartford Kent DA1 2UH ENGLAND

Schatztruhe Phone: +49 201 788778 Veronikastr 33 Fax: +49 201 798447 45131 Essen GERMANY

Micro R&D Phone: +1 308 745 1234 721 'O' Street Fax: +1 308 745 1246 Loup City NE 68853 USA

(Taken from the registration card - I hope this information is accurate)

1.29 What is PalPatch?

What is PalPatch?

PalPatch is another utility which **Trevor Morris** requested of **me**. This one allows you to substitute the currently active Workbench palette into any image(s), pattern(s), brush(es), etc. provided it is an IFF.

Requirements Usage Author

1.30 System Requirements for PalPatch

System Requirements for PalPatch

Requires 2.X and higher.

1.31 How to use PalPatch

How to use PalPatch

Either execute PalPatch as a command or at the CLI prompt as follows:

PalPatch <path/filename (pattern)>

where path is the path of the images you wish to change, filename may either be a single file or a pattern.

For example:

10.System3.0:> PalPatch Work:Graphics/Brushes/#?.brush

or

10.Work:Graphics/Brushes:> PalPatch #?.brush

NOTE: The IFF file(s) MUST have the same number of colors as your Workbench.

1.32 Cléo Saulnier: Author of PalPatch

Cléo Saulnier: Author of PalPatch

Cléo Saulnier email: p8uu@jupiter.sun.csd.unb.ca

Author of the following utilities:

BootShow MagicWB1.3 PalPatch CSRen

ALL these utilities are available on aminet and are MAILWARE. This mean that I would like you to email me if you are using my product - even if it's just to say "Hi, I'm using Program X, L8R." In some cases, as in BootShow V2.0, you will need to email me to get the Prefs program. Just a way to enforce MAILWARE. Hey, if you are not even willing to email me, then why should I write a program for you? Besides I like to know who is using the utils, what machines it is running on, what bugs exist...Thanx.

1.33 BootShow

BootShow V1.0

THE Boot Pic viewer for you. Supports random palettes, timing, fading, and pattern file loading in the following resolutions:

ECS: 2-32 colors AGA: 2-256 colors 320x200 320x200 640x200 640x200 320x400 320x400 640x400 640x400

or any overscan variation of these resolutions.

BootShow V2.0!

Watch out for BootShow V2.0 coming out SOON. V2.0 will support ALL video modes on ALL Amigas! Will come with Prefs program and automatic random picture and palette loader if you register - Registration is FREE!

BootShow V1.0 may be found in pix/boot on any Aminet site.

1.34 MagicWB1.3

MagicWB1.3

MagicWB1.3 is a program which changes OS1.3 from 2 bitplanes (4 colors) to 3 bitplanes (8 colors) with the MagicWB palette preset so that you can use **Magic Workbench © by Martin Huttenloher** on your A500 or A1000!

Other utilities included with MagicWB1.3 are:

Pcheck: Allows you to verify the current number of bitplanes. You may use this program for any purpose or to confirm whether or not Magic- WB1.3 is installed.

IconFix1.3: A small icon fixing utility which will make your icons look like OS2+ icons.

IconUnfix1.3: This utility undoes what IconFix1.3 does.

MagicWB1.3 can be found in pix/icon on any Aminet site.

1.35 CSRen V1.0

CSRen V1.0

This little util is an animators dream come true. Have you ever wished you could rename all your frames to something else in a flash? Then this is the tool for you! CSRen will take any prefix, suffix and number of digits and then rename your files accordingly. That's right, you can even change the number of digits in the number of the filename.

For example:

CSRen pic???.iff whatever?????

This will convert pic000.iff, pic001.iff or anything else that fits the pattern to whatever00000, whatever00001 and so on. So you may include or omit any or all of the prefix(es) and suffix(es). And it's FAST!

1.36 LhaDir.DOpus5 1.0

LhaDir.DOpus5 1.0

LhaDir.DOpus5 is an ARExx script for **Directory Opus 5** that allows you to show the contents of Lha archives in an Opus lister window and operate on the files and directories inside the archive as if it is a normal directory.

With LhaDir.dopus5 you can:

- Browse through the directory structure of an archive file.
- Double click on files in an archive to read/play/show/etc (any DOpus internal command).
- Delete files and directories with the Delete button.
- Extract/add files and directories with the Copy or Move buttons.
- Double clicking on files and directories works.
- Can be compiled with the Rexx Plus Compiler for optimum speed.
- Works with more than one copy of Directory Opus running.
- View an archive in an archive by extracting it from it's mother archive to the current destination directory.
- Deletes strange filenames like '#?' without a problem.
- Create new (empty) Lha archives with the MakeDir button.
- Copy/move between two archives (via T:)
- Datestamps, attributes and comments are listed and preserved correctly.
- Localized (Dutch catalog provided).

LhaDir.DOpus5 is Copyright © 1995 by EAV Productions International. Placed in the public domain. No restrictions on distribution or usage.

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NOTE: LhaDir.DOpus5 is included with the DOpus511.lha patch on Aminet