

MagicExpansion

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COLLABORATORS

	TITLE : MagicExpansion		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Johannes Beigel	December 2, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

MagicExpansion

1.1 MagicExpansion Guide (English) 1.4.1 - ©1994 by Johannes Beigel

MagicExpansion

Useful expansions for MagicWB and MUI

Version 1.4.1 (October 1994)

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GIFTWARE

Table of Contents

Welcome to the MagicExpansion AmigaGuide®. Select any of the following topics and links to other subjects as you please or simply step through the documentation page by page:

Introduction	What the hell is MagicExpansion?
Contents	What's included in the package?
Installation	How do I install all the stuff?
Copyright	What shouldn't I do with the package?
Thanks	Who helped?

1.2 ME.guide/Introduction

Introduction

MagicExpansion is a package with lots of expansions for MagicWB by Martin Huttenloher and MUI (MagicUserInterface) by Stefan Stuntz.

MagicExpansion ist GIFTWARE. That means you should send me a little gift, if you use MagicExpansion (I prefer CDs/MCs/LPs with all kinds of rock, techno, jazz or blues music :)

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1.3 ME.guide/Contents

Contents

The package contains...

Icons ,
Mouse Pointers ,
Palettes ,
Patterns ,
MUI Brushes ,
C Include File ,
Char Sets and
a few documentation and picture files.

1.4 ME.guide/Contents/Icons

Icons

You may have noticed already some of the icons of MagicExpansion: the small drawer and text file icons. If you open the drawer "Icons" you will find many more icons. They are stored in different directories to keep them in order.

The icons are drawn in XEN-style (MagicWB like icons). Some icons are very small, some icons are bigger. Use the icons you prefer.

If you want to draw icons yourself you can use the icon templates on the picture file "Templates.ilbm"~in the "Pictures" drawer.

1.5 ME.guide/Contents/Mouse Pointers

Mouse Pointers

NOTE: Users of ME 1.2 can skip this chapter since the mouse pointers haven't changed.

In this package are several 4 and 8 color mouse pointers for OS 2.x users. Of course OS 3.x users can use them, too, but the pointers were drawn for lo-res sprites. All the mouse pointers use at least one color for anti-aliasing. Since the resolution is very low you need anti-aliasing!

You'll find a few busy- (or sleepy-) pointers and -animations, too. They can be used with the BusyPointer prefs editor from the NickPrefs package which is included in the MagicWB package.

NOTE: If you want to use the bee (or its animation) as busy pointer you have to use a mouse pointer that uses the color yellow because the busy pointer uses the same colors as the normal mouse pointer. Otherwise you will get a lilac bee or something like that :)

If you are an OS 2.x user and you want to use the 8 color pointers, you can't load and save them with the Pointer prefs editor, since it processes only 4 color sprites. So you have to copy the pointer you want to use directly to "ENVARC:sys/pointer.ilbm" (or to "ENV:sys/pointer.ilbm" if you only want to USE it):

Copy MagicExpansion/Pointers/XXX TO ENVARC:sys/pointer.ilbm

(You must replace XXX with the name of the mouse pointer.)

1.6 ME.guide/Contents/Palettes

Palettes

NOTE: Users of ME 1.2 can skip this part, too :-(

You got a few color palettes with this packages. These color palettes should be alternatives to the original MagicWB palette. The palettes exist as old-style OS 2.x ".pre" files and as OS 3.x ".ilbm" files. The installation script will install the right palettes for you, so you don't have to care about this.

The color palettes "OriginalPalette.pre" and "OriginalPalette.ilbm" are the original MagicWB palettes.

1.7 ME.guide/Contents/Patterns

Patterns

There are a few background patterns in this package for the WBPicture prefs editor of the NickPrefs package or for the WBPpattern prefs editor of OS 3.x and a few old-style window patterns for the WBPpattern prefs editor of OS 2.x.

The background patterns use the original MagicWB palette, so OS 2.x users can use them immediately without converting.

1.8 ME.guide/Contents/MUI Brushes

MUI Brushes

The package contains 6 sets of MUI brushes (so called "MUI image sets"):

```
"Jojo_Black_11pt",
"Jojo_Black_13pt",
"Jojo_3D_11pt",
"Jojo_3D_13pt",
"Jojo_Outline_11pt",
"Jojo_Outline_13pt",
"Jojo_Blue_11pt" and
"Jojo_Blue_13pt".
```

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

The image set "Jojo_Black_11pt" contains images for arrows, all kinds of popup objects, checkmarks, radio buttons, cycle gadgets, the assign and network symbols and the tape pause symbol.

The other sets only contain the images which are different to the images in "Jojo_Black_11pt". Except of the tape pause, assign and network images, all images look like XEN-buttons (button gadgets with XEN frames). The tape pause symbol contains simply two vertical bars instead of one.

If you want the images to look best, do the following:

- Use a screen with at least 8 colors and a width similar to the height (e.g. 640x512).
- Use the MagicWB color palette (or a color palette of this package :)
- Use a 11 or 13 pixel font for screen text (The best font is Martin's XHelvetica.font).
- Start the MUI prefs editor.
- Chose "XEN Lo" or "XEN Hi" from the "Edit/Presets" sub menu.
- Change the images to the images in "Jojo_Black_..", "Jojo_3D_..",

"Jojo_Outline_..." or "Jojo_Blue..." (page "Images").

- If you don't have MagicWB (Why do you have MagicExpansion??) change the font names from "XHelvetica" to "helvetica" (page "Fonts").

You'll find an ILBM format picture file called "JojoMBrKit.ilbm"~in the "Pictures" drawer. This picture contains all the images of the sets. You can use this file as model for your own MUI brushes.

1.9 ME.guide/Contents/C Include File

C Include File

The include file contains some useful macro definitions for shorter and nicer source code:

- New macros for adding/removing children to/from their parent objects.
- New gadget types: ...UInteger..., ...SInteger..., ...Note(), KeyPopupButton(), ...ToggleButton(), ...Note(), Number() and Text()
- New label type ...CLabel() for centered labels
- New spacing macros: HBar, VBar, HBarFixed(), VBarFixed()
- "Wt" version for some gadget macros (additional weight argument)
- New Slider-macros: ...VSlider(), Quiet...Slider()

If you want to use the ...Integer...() or ...Note() macros of the include file, you have to insert the following code 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 so you can load the include file into GST files (with the SAS/C compiler) for example.

1.10 ME.guide/Contents/Char Sets

Char Sets

There are no char sets in this version any more. To have them, try to get an older version of ME.

1.11 ME.guide/Installation

Installation

NOTE: You need the Commodore Installer to install the package. The Installer is included in many commercial software packages and in the MUI package.

To install simply double-click one of the icons in the "Install" drawer. Since you read the English documentation you will probably use the script "Install_ME13_English". After that you should do what the script tells you.

The script won't install any icons so you have to update your old icons by hand. If you want to preserve position and tooltypes use "IconUpdate" from MagicWB or the tool "MUI_IconUpdate"~(Freeware) which does the same job but has a MUI GUI. (Re)Read the MagicWB documentation for the usage of "IconUpdate".

1.12 ME.guide/Copyright

Copyright

MagicExpansion is copyright © 1994 by Johannes Beigel. The package is Giftware (see chapter Introduction for details).

You are allowed to spread MagicExpansion all over the world using email, disks, CD-Rom or any other medium but you must spread the *whole* package. You should use the original ".lha" file called "MagicExpansion_14.lha".

You aren't allowed to take more than DM 5,- or US\$ 5,- for it (including disk and copying costs but not the postage).

If you want to include files from this package into non-commercial software (Shareware, Freeware, Giftware, Crippleware, ...) you have to send the product to me (address see chapter Introduction).

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

1.13 ME.guide/Thanx

Thanks

I want to thank the following persons:

- Stefan Stuntz for his MagicUserInterface. I think this is the best Amiga software product since years!

-
- Martin Huttenloher and all the other painters for their MagicWB icons and backgrounds.
 - ICP-Verlag (AmigaPlus) and Cloanto for "PersonalPaint 2.1"~with which all icons, brushes, palettes, patterns, char sets and pointers were made.
 - All MUI programmers who make MUI more and more popular.
 - Martin Schulze for everything.
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