

Default

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Chapter 1

Default

1.1 Melkor Magic Work Backs user manual

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Melkor Magic Work Backs

by Georges 'Melkor' Goncalves

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Let's go...

1 - Disclaimer      As always...
2 - Distribution    Important :-)
3 - Introduction    Why this...
4 - Requirements    What do you need...
5 - Usage           How to reproduce it...
6 - Hints and Tips  Some great ideas 8^)
7 - Acknowledgments Thank you guys...
8 - Author          Hey ! That's me...
```

Have a look to the "Pictures" directory to see how beautifull can be the pictures in 16 colors with MagicWB colors included :)

Note: Any copyright applied to any of the picture in this archive REMAINS to it's author. I'm in ANY case the owner of these pictures. They have been modified to suit a special need but their copyright is still active if any.

PS: These pictures are all 720 x 564 16 colors. This resolution is perfect for the DBLPal MAX OVERSCAN Hire: No flicker screen mode.

1.2 Disclaimer

1 - Disclaimer :

The author is not responsible for any damage caused directly or indirectly

by the use of this program. If your monitor explode, your hardisk crashed and no more formatable, your 680x0 changed in an Intel type processor or the FPU gives results like $1/1 = 0.999999956784$ its not my fault. Use it at your own risk.

1.3 Distribution

2 - Distribution :

You can distribute it as long as you don't make money with it :(It's NOT public domain but freely distribuable. Really, it's CardWare. That means if you enjoy and use it, you have the moral obligation to send me a postal card of your city or country, not so expensive I think ;-)

1.4 Introduction

3 - Introduction :

There are a lot of MagicWB background collections on Aminet. None of them suited my needs. I wanted a system to build 16 colors images with built in MagicWB palette. The problem was to remap them. The Workbench as some misfeatures that are very annoying for me. If you have a 16 colors WB (8 colors locked by the system the first and last 4) and you provide a 8 colors picture for background then the background picture will NEVER have the same aspect it had on your paint program. This is due to the fact that the Workbench never allocates ALL the available pens but only a certain percentage in order to leave some free pens for another application which can ask for free pens.

So I was very unsatisfied with this. I wanted to have a beautifull background and I found a way to obtain it but it was very boring to set. With the MagicWB 2.0 package comes a very handy tool, MagicWB-Demon. So I decide to take a picture, reduce it to 8 colors and allocate manually all the needed pens to have exactly the same picture as it was on the paint program. It worked but everytime I wanted to change my background picture, it was a pain to redo all this work.

Then came a great tool I discovered on Aminet : Colorado. This was the best program I ever found to replace the long lines in User-Startup for MagicWB-Demon. But there was a problem... How can I make 16 colors pictures with built in MagicWB palette ? The problem was great. How to make pictures with 16 colors, the first 8 colors in MagicWB palette, the 8 others for the picture itself and all of this with the best rendering result ? After some investigation, I found a way to do it ! Thanks to the marvellous image processor Art Department Professional. Now I have 16 color images in background and I can change them everytime I want. Another great tool did that for me : SuperSelect which is placed in my User-Startup and selects me randomly a picture to remap in the Workbench everytime I boot.

Ok, it's a bit long, there are a lot of programs but the result is simply AMAZING and you'll see that it's worth doing it ! Have a look to the Usage part to be able to do the same

1.5 Requirements

4 - Requirements :

You must have some little things in order to get marvellous pictures :

- Colorado 0.6 or better.
- Art Department Professional 2.5.1 or better,
but I think that ImageFX can do a similar job.
- SuperSelect if you want to have a new picture
each time you reboot :-)
- All of this of course, only work on the best machine
ever made : Amiga B^)

1.6 Usage

5 - Usage :

Here is the HARDER part (joke !)

Here I will only describe how to make the pictures. To know how to use Colorado or SuperSelect, please refer to their respective docs.

So.. Here we go..

- Launch Art Department Professional.
- Open a picture (See Hints and tips for more infos)
- Scale it to your Workbench screen size (See Hints and tips for more infos)
- In the ADPro main window, select "Set Render Screen...".
select the screen mode and set colors to 16.
- In the "Display" menu, select "Palette...".
- Check in "Custom palette"
- Set "Colors (Used)" to 8.
- Set "Offset Color Zero" to 8.
- Now, if the first 8 colors of your Workbench are ALREADY MagicWB 2.0 colors, ↵
then click
on "Get Workbench Palette" and go to the next step and skip the following part ↵
.
Else, click "Edit..." and set the first 8 colors to :
Grey : R: 149, G: 149, B: 149
Black : R: 0, G: 0, B: 0
White : R: 255, G: 255, B: 255
Blue : R: 59, G: 103, B: 162

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DarkGrey   : R: 123, G: 123, B: 123
LightGrey  : R: 175, G: 175, B: 175
Brown     : R: 170, G: 144, B: 124
Pink      : R: 255, G: 169, B: 151
Select then "Ok" in the "Edit palette window"
```

- Select "Ok" in the "Palette control" window
- Click "Execute" and see the result.
To enhance a lot the quality, it is advised to use a dither option.
For this, check the menu entry "Display type/Floyd" in the "Display" menu.
- Now you have an idea of the final image but follow the coming steps to extract the best from your picture :)
- Click on the picture to get back to the ADPro main screen.
- In the "Display" menu, select again "Palette...".
If you click on "Edit...", you'll notice that the first 8 colors are now MagicWB and the following 8 were selected by ADPro to best match the original picture palette. Don't forget to get back to the "Palette control" window.
- Select "Locked" for the "Palette Status" cycle gadget.
- Set the "Colors (Used)" to 16.
You'll notice that the "Offset Color Zero" will get back to 0.
- Click "Ok" in the "Palette control" window.
- Click "Execute" and see the result.
You have now a quite beautiful 16 colors image with built in MagicWB palette.
The advantage towards all other existing systems is the WYSIWYG approach.
What you see on screen is REALLY the picture you'll have in your Workbench background.

1.7 HintsAndTips

6 - Hints and tips :

Here is some useful hints and tips that make the usage of this package more handy :)

- Whenever possible, try to scale the image to the exact size of your Workbench screen ! This way, the image will be only blitted once which is the fastest way :-)

- Try to use pictures that can be reduced to 8~16 colors without too much loss. A multicolored picture will be AWFUL even with a great Floyd-Steinberg dithering. As an extreme example, if you have an image that look like a plasma screen (often found in demos :-), don't try to reduce it to 8~16 colors because it will be HORRIBLE =:*)

- The Shell windows and string gadgets use a cursor to type the text. This cursor is always the LAST color of the palette (unless the program using the cursor lets you set its color). Since ADPro produces a palette with a default

direction of "Darkest to lightest" you'll probably have some problems seeing the cursor if it's Grey or any other approaching color because the background of Shell windows and string gadgets is also Grey :)

To prevent this, you have two solutions :

- When in the "Palette control" window of ADPro, set the "Sort Direction" cycle gadget to "Lightest to Darkest". This way the cursor will have a dark color and you'll be able to correctly distinguish it from the Shell window background =*)
- The second solution is my preferred since it lets you select the color you want for the cursor =-) To do this you'll have to use a paint program since ADPro can't handle this. Use Brilliance or DeluxePaint, load the picture and bring to front the palette window. Select any of the LAST 8 colors (DON'T TOUCH TO THE FIRST 8 COLORS, THEY ARE MagicWB RELATED !) and swap it with the LAST color. Now perform a REMAP to get back the original picture and save it. Now the last color is also your preferred cursor color :)
- If you use MagicWB 2.0 then ALL your icons should be 3 bitplane deep. If not, then use any good utility to get them back to 3 bitplanes. You can find a lot of programs but my preferred are OptIcon and DoIcon. OptIcon is completely designed to do this job. DoIcon is the switz-knife utility for icons. It's COMPLETE and can do ANYTHING POSSIBLE for icons. It's usage template is very impressive =:*)

I think this should cover all the cases ! Anyway I hope ! :-))

1.8 Acknowledgments

7 - Acknowledgements :

Important things to know :

- Art Department Professional...: © ASDG Inc.
- Colorado.....: © Allan Odgaard
- DoIcon.....: © Lars Eilebrecht
- ImageFX.....: © Nova Design Inc.
- MagicWB-Demon.....: © Stefan Stuntz
- MagicWB.....: © Martin Huttenloher
- OptIcon.....: © Tobias Ferber
- SuperSelect.....: © Leo Davidson

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1.9 Author

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For greets, bug reports, suggestions, comments, flames :(, 1Gb HardDisks, CyberVision and/or CyberStorm060/80MHz/32Mb ram, money :) and Postal Cards I can be reached at :

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(Don't forget to check if it's really me :-)