

# **MagicWB Documentation**

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<b>COLLABORATORS</b>
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## Chapter 1

# MagicWB Documentation

### 1.1 Welcome to MagicWB

MagicWB 2.1p

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- Released as SHAREWARE -

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» IMPORTANT «

Deutsch

About

Visit the official MagicWB homepage at <http://www.sasg.com>

### 1.2 IMPORTANT!!!

#### I M P O R T A N T

This is version 2.1p, the freely distributable public version ('p' stands for 'public'). You are allowed to evaluate this version for a period of 14 days. After that you have to register if you continue using it. This shareware version has been reduced to motivate you to register MagicWB. Additionally some icons remind you to register if you click on them and you will also experience a MagicWB requester from time to time. These "annoying" things are only included to motivate you to register and will be removed when you install the full, registered version of MagicWB.

This version is fully installable and usable, hence you can very much evaluate if you like MagicWB or not and if it's worth to register it. By installing this version you are also updating to the new MagicWB

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color-allocation scheme which makes you compatible with other applications using MWB. After this installation no graphics, icons etc. should appear in the wrong colors again. And the icon-build-up and general workbench performance will be much faster than before.

Please note that the version numbers of the registered version and this public release may be different since they use a different numbering scheme.

TO ALL REGISTERED USERS: This public version does not feature anything for you, except the XHelvetica/11 font! I have fixed a nasty bug in that font, so just replace your old XHelvetica font in the directory FONTS: with the one that is included in this release. Thank you!

NOTE: When registering for MagicWB please send CASH whenever possible since  
---- other means of payment will slow down your registration and the delivery of your MagicWB disk considerably!

Or even better: Come and visit the official MagicWB-Homepage on the Internet at <http://www.sasg.com/> and make use of the advanced and comfortable way to register online. It's not getting any faster or easier than that...

This documentation refers to the full version "MagicWB 2.0" except for the license agreement. So, do not wonder if you actually miss some of the mentioned features.

The full version "MagicWB 2.0" (which you receive if you register) includes a variety of new features, some of which are listed below:

#### NEW FEATURES

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- o The conception of MagicWB has completely changed. Color allocation, management and display of the patterns and the color palette have been significantly altered and improved. It is highly recommended to update any older MagicWB version for the new color allocation system paves the way for all forthcoming MagicWB versions, also for the conceived 16-color-WB (of which the realization is dependent on the amount of registrations for this current version 2.0). Besides, many other program packages are already supporting the new color system.
  - o A "demon" (a special utility) is now working in the background and watches over the correct color palette display under any resolution, screen depth and on any graphics board. He takes care of the palette re-allocation when a new screen is opened and checks which patterns have to be remapped or not. (OS3.x) Furthermore the user can now again define his own colors for the cursor without getting in conflict with the MagicWB palette.
  - o Due to the new color system MagicWB has become 2-3 times faster than any previous version, nearly as fast as the original Commodore 4-color-WB! At the same time it needs 67% less chip memory and over 50% less disk space on the system partition. The increase of speed is enormous. Also the
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patterns are displayed much faster without getting dithered anymore.

- o The MagicWB palette has been considerably improved, especially AA- and graphics board users will benefit from this new palette. Because of the fine increments of the 8-bit palette (8 bits per gun) the MagicWB palette could be optimized to the maximum of perfection. The palette is a little bit darker now to compensate for the old imperfection to manually decrease the black-level (brightness) of the monitor (since the old palette has always been too bright and resulted in a loss of the 3-D-effect of MagicWB's icons and patterns). Furthermore the gradient's 3-D-effect was improved by increasing the difference of the brightness level between the colors halfshine and halfshadow. This results in a strong 3-D-effect of the brown and gray gradients. Finally, the saturation of all colors is increased which leads to a far more vivid workbench with richer colors.
  - o As a foretaste of the planned AA-version, MagicWB already offers a AA-support: Some new patterns exploit the possibilities of the AA-Chipset by using the copper in a way which results in a workbench background with a 24-bit color-gradient. This smashing workstation-look just needs a 16-color workbench in conjunction with MagicWB and its new utility 'MagicCopper'.
  - o The patterns (in a new format now) will also work under OS2.x without having to be converted.
  - o A dozen of new patterns in the MagicWB-style were added: Wonderful backgrounds like, for example, various stone structures, marble effects, sand, paper, rain, leather and gradient logos like IntelOutside, MagicWB etc.
  - o All third-party icons which were displayed in a distorted color look before are now correctly displayed by the new 'MagicWB-Demon'.
  - o 'IconUpdate' features a new and powerful workbench-mode: Old icons can now easily be converted to MagicWB-style icons by dragging the specified icons over an app-window and dropping them onto it (drag&drop). This guarantees a quick processing of many icons in only a few minutes.
  - o MagicWB 2.0 invents a new standard for the Amiga workbench: Image-Drawers! This provides the user with a far more diversified look of the workbench. Each drawer gets its own specific imagery which shows the content of the drawer. The complete System-partition will be equipped with the new image-drawers by default with the Installer. Altogether over 50 different image-drawers are being supplied with the new MagicWB 2.0. This should be complete to cover all different categories. The placing of these special drawers is carried out by the new drag&drop feature of 'IconUpdate' which makes this task a piece of cake. All your partitions are set up within minutes to achieve this refurbished and decent look of your Amiga.
  - o 'UpdateDrawers' recognizes these new image-drawers and skips them while performing its update on the normal drawer icons. This feature saves you a lot of time since you won't need to place the image-drawers again.
  - o The default icons have been reworked (new trashcan, drawer etc.). New default icons for other programs have been added (def\_KingCON, def\_MUI etc.)
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- o The device icons have been strongly improved and now do have the same standardized height to ensure a perfect horizontal alignment on the workbench screen. New device icons have been added (CD, Network, Cartridge, etc.)
- o A new XEN-font was added: XEN/11. This font now features all characters and is perfectly suitable for higher resolutions as a fixed system font.
- o New dock-brushes were added, some old dock-brushes were improved and redesigned from scratch.
- o The style of all MagicWB-Icons has been improved: The annoying blue border has disappeared and was replaced by the color halfshadow.
- o Many old MagicWB-Icons have been improved and redesigned (i.e. Prefs) and various new icons have been added.
- o The Installer was considerably improved. Installations and updates are both performed by the Installer now and the system analysis is far more precise. There shouldn't be any problems by now.
- o A bonus directory can be found in the new MagicWB 2.0. It carries a couple of presets in the MagicWB-style for other programs.
- o MagicWB features a very special "goody". It's a hidden gag! Let's see when you will brace yourself for the real kick... :-)
- o Various bugfixings were applied on the different MagicWB utilities.

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## 1.4 Introduction

### 1.1 Short description

This is what you have always been looking for. It is not "just another useless Icon compilation"! It is far more different. Please, read on:

This package contains all standard System-Icons and more (actually 200 different Icons) painted in a new completely different style: They look very 3-dimensional, have 8 colors, have gradient fills, feature click-and-push animation if being clicked onto to simulate a pushed button and even more... To sum it up: They are simply magic!

MagicWB invents a new standard for the AMIGA Workbench: Now, also the drawer Icons will get individual images wherever possible. Your SYS: partition will get these new Image-Drawers per default when installing MagicWB. Furthermore MagicWB provides over 50 Image-Drawers for your individual use on other partitions. This enables a very nice diversified look on your Workbench screen.

Second, you will find 52 Background-Patterns for your Workbench, also designed with the same 8 colors as the Icons. And as a bonus you will find four beautiful AGA-Patterns which you can use in conjunction with MagicCopper. They give your Workbench the look of a workstation with over 16,8 million colors. Simply magic...

Furthermore this package contains 9 different fonts as a replacement for the most wanted WB-Fonts Helvetica, Courier and Topaz. These

new Fonts have been intensively tested to provide the best readability for your WB and to finally make the old (horrible) fonts obsolete. The fonts are complete, i.e. ALL 256 characters are included in each font. Even symbols for control chars were added to these fonts.

And with MagicWB you will have full Dock-Icons support. Dock-Images are a very professional way of activating certain applications or complex environments via batch files. MagicWB 2.0 provides you with 56 Dock-Images for all needs. This makes the AMIGA look as professional as for example NeXT workstations.

Programs like 'MagicWB-Demon' (which cares for the colors and patterns), 'IconUpdate' (for quickly converting old Icons to MagicWB-Icons) and several scripts (like the powerful new 'Update Drawers') will provide you with a full MagicWB support and complete this package.

Finally this package includes an intelligent, interactive Installer with which you don't have to worry about manually installing more than 300 different files in their respective drawers. NOTE: Also more experienced users should use the installer because the installation of all Icons with their special tooltypes and their specific quantities is not a piece of cake! You can trust the Installer, it will not make any mess to your system. For more information about how the installation will work, please read the section Installation in this document.

If you are still not convinced to install this magic package, please take a look at the preview picture by double-clicking 'Show MagicWB'.

## 1.5 Introduction

### 1.2 Motivation

I simply didn't like the gray and abstract Icons provided by Commodore. Although they could use the color blue for their Icons they rarely used it. In fact, only white and black were used for these Icons. Rather boring, don't you think? Second, I wanted to see nice background patterns on my Workbench. Unfortunately there is no pattern pool existing in the AMIGA community, so I had to create them myself. Furthermore I didn't like the font topaz/8 for my shell environment or for any other programs using topaz/8; it was too fat. And I wanted to have a really tiny font for my Icons. Helvetica/9 was just the right font and the right size. BUT it was so small that you could hardly read the text, because it was not designed well. So I decided to make replacements for topaz and helvetica. As many users also like the Courier font I decided to refine it, too.

The professional look of workstations by using docks for their applications was also never achieved (optically). Therefore I decided to exploit the possibilities of an 8 color palette and designed various Dock-Images for all purposes.

To sum it up, I wanted to polish up the outer appearance of the AMIGA Workbench to probably outdo any other "Workbenches" on other computer platforms. I hope that I achieved this goal...

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## 1.6 Introduction

### 1.3 System Requirements

- Well, what can I say? Of course you will need at least Kickstart 2.0. MagicWB is supporting all Kickstart/Workbench versions beginning from version 2.0.
- MagicWB supports OS3.x in a special way: OS3.x users will benefit from a better palette (which is only available under AGA or any graphics board), a better color handling and beautiful AGA-Patterns with hundreds of colors.
- MagicWB needs a screenmode with 8 colors! Don't be afraid if you have got a standard AMIGA with 7.14 Mhz: Practice shows that a screenmode in Hires-Interlaced with 8 colors on a standard AMIGA is still rather fast due to a really well programmed Workbench! (Thanks must go to all the ingenious AMIGA programmers!)
- Beside the fact that you need at least 8 colors you should also use a 'proportional' resolution like Hires-Interlaced or higher! If not, the Icons will appear distorted because all Icons, Fonts and Patterns were designed in PAL Hires-Interlaced (640x512). Proportional resolutions are resolutions with square pixels.
- And you should have got a harddisk if you want to install the whole package (is there still anyone out there without one?) :-)

Make sure that you have got at least 300 KB of free disk space on your SYS: partition.

## 1.7 Introduction

### 1.4 Features & Information

- All Icons have been painted with great devotion. They have been painted in a special design-style called 'XEN'. This style features very plastic/3-D Icons.
  - Icons do appear to have more than 8 colors due to gradient fills.
  - Icons do have the greatest possible detail-level due to manual 'pixel by pixel' anti-aliasing.
  - Icons are not abstract symbols representing their function, they appear photorealistic to fit the eyes' natural impression of an object. So the eye will no longer concentrate on the Icon-Text (because with the old Icons it was faster to search for the Icon-Text than for the Icon to find a specific file), it will concentrate on the Icon again (like it was intended to be!).
  - And the Icons also do have the typical and natural click-and-push animation to simulate that the Icon was pressed down.
-

- MagicWB features the complete replacement for the old & obsolete Commodore-Icons.
- MagicWB provides you with 56 Dock-Icons for the use with 'Tool-Manager' or any similar program. These Dock-Images will highly enhance the visual appearance of your Workbench!
- Furthermore MagicWB features several Special-Icons like RAM-Disk, Harddisk, CD, Syquest, Preset, ReadMe & AmigaGuide, various Commodity-Icons, special Prefs-Icons and finally templates for all Icon-Types to generate user specific Icons.
- MagicWB features 52 Background-Patterns for "polishing up" your Workbench. I think that is enough to find your personal favorite Pattern. Four special Patterns are AGA-Patterns which will provide you with a 16,8 million color look in conjunction with MagicCopper.
- MagicWB features a new standard for the AMIGA workbench: Image-Drawers! The whole SYS: partition gets individual drawer-icons and over 50 image-drawers are supplied for your personal use.
- MagicWB features 9 thoroughly tested new fonts as a replacement for the old imperfect fonts Helvetica/9/11/13, Topaz/8/9/11 and Courier11/13/15. These new fonts contain all 256 ASCII-Characters, which means that they are complete and all foreign characters are included. Even symbols for control chars were added to the fonts. The XEN-Font is the perfect replacement for a fixed font like 'topaz'.
- MWB has become 2-3 times faster and needs 67% less chip-memory.
- MagicWB features a very flexible Installer (please consult the Installation chapter for full information about this feature)
- MagicWB supports OS2.0, OS2.1 and OS3.x
- MagicWB is truly magic... :-)

## 1.8 Installation

### 2.1 How to install

MagicWB is very easy to install: The installation is done via the Installer of MagicWB. Just double-click the 'Install' Icon and the Installer will open a window and explain how the installation will proceed. After the information you can decide whether you want to start the installation or not.

NOTE: Please use the Installer to install MagicWB!

I strongly recommend this! You won't regret it. If you manually install MagicWB you will waste much time and you will probably install MagicWB not correctly to your system.

The Installer preserves all Icon attributes, such as Tooltypes, Default Tool, Icon position etc. Everything is being installed very logically for your convenience. Nothing will be overwritten.

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Also expert users should take the Installer into consideration!

For further information you can read the details about the installation.

## 1.9 Installation

The details about the installation

1. The Installer will install several Icons to replace the old Icons of your system. The Installer will preserve all Icon attributes of your old Icons. Only the Icon images will be changed. This means that the Tooltypes, the Icon position, the stack size, the default tool and even the position of the window opened by a Drawer-Icon will be preserved.

The Installer analyses your Workbench version and will only install the corresponding files. It scans your directories to look if it can find the Icons you should have for your specific Workbench version. It only replaces the existing Icons with MagicWB-Icons.

2. The Installer will install 9 new fonts to your Fonts-directory:

- XHelvetica/9
- XHelvetica/11
- XHelvetica/13
- XEN/8
- XEN/9
- XEN/11
- XCourier/11
- XCourier/13
- XCourier/15

These 9 fonts are thought to replace the existing WB-Fonts. But they have different names so that you still have got the old fonts on your harddrive.

The file 'font.prefs' will be installed to ENVARC: so that you can already use these better fonts the next time when you boot your system. If you should not like the new fonts (what I cannot believe :)) then you can change it in the Font-Preferences.

3. The Installer will install two of the 52 Patterns to your directory SYS:Prefs/Patterns. If you don't have this directory it will be created. Only two patterns will be installed to save diskpace!

Finally the file 'WBPattern.prefs' will be installed to ENVARC: to ensure that you will see these patterns as backgrounds on your Workbench the next time you boot your system. This will only be done under OS 3.x.

OS 2.x is not able to display these patterns as a background. Instead you will have to use the package 'NickPrefs' under OS2.x to use

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these patterns. For more information read Patterns under OS2.x .

4. The Installer will care for your User-Startup and Startup-Sequence. Appropriate entries are appended to these files to ensure that the RAM-Disk-Icon is displayed after a reset, the MagicWB: assign is done on the appropriate directory, the MagicWB colors are being allocated correctly after each OpenWB() and the patterns remap management will be performed without problems.

NOTE: The entry to activate the MagicWB-Demon must be both in the user-startup and startup-sequence. This will ensure that the colors are always allocated in the right way even if some bootpic programs open a screen before the WB opens. So, do not remove any entries which were done by the MagicWB installer!

BACKGROUND:

The MagicWB-Demon must be launched after SetPatch and the ENV: assign but before IPrefs in the Startup-Sequence. The second start of MagicWB-Demon in the User-Startup will be skipped if it is already running. This entry is thought as a precaution if the Startup-Sequence should be overwritten or deleted by mistake.

## 1.10 Installation

### 2.2 What to do after the installation

1. You may want to re-arrange certain Icons and snapshot them like for example the Harddisk-Icon(s) or certain Drawer-Icons. Just do this to fit your personal taste as the MagicWB Icons have different sizes compared to the older previously installed Commodore Icons.
2. If you are going to snapshot the RAM-Icon you should bear in mind that the next time you reset your system the snapshot-position will be lost! You will have to copy the 'Disk.info' from your RAM-Disk to the right place on the harddisk.

For your convenience I have written a small script that will exactly do this task for you:

Just double-click the 'Snapshot RAM-Icon'-Icon and follow the instructions that are given to you.

3. As the main Installer only replaces the old drawers in your SYS: directory you might still find old drawers in other directories. And as you probably don't want to have several old Drawer-Icons on your harddisk I have also included another script that will replace/update the remaining old Drawer-Icons:

Just double-click the 'Update Drawers'-Icon and follow the instructions.

4. As only two patterns were installed to 'SYS:Prefs/Patterns' after the installation, you should take a look into the drawer 'MagicWB/Patterns'

where you can find 52 Patterns. Try them out and copy the desired ones to SYS:Prefs/Patterns on your harddisk. The AGA-Patterns (#?\_AGA) are thought to be used in conjunction with MagicCopper and its settings of the same name as the patterns. The installer will do this task for you if you do have the AGA chipset. Just copy the desired AGA-Patterns to SYS:Prefs/Patterns to use them with the WBPatten-Prefs program. More information about the AGA-Patterns in MagicWB-Discussion .

5. MagicWB features over 56 Dock-Images for the use with a dock-supporting utility (e.g. ToolManager). These Dock-Images really give you the professional touch you have always wanted to outdo any other computer desktops! So, take a look into the drawer:

MagicWB/XEN-Icons/Dock-Brushes

There you will find further information about the MagicWB-Dock-Images.

6. MagicWB provides over four dozen of amazing Image-Drawer-Icons to achieve a more diversified and beautiful look on your magic WB. Some have already been installed to your SYS: partition. Please take a look into XEN-Icons/SPECIAL/ImageDrawers. There you can find the complete Image-Drawer-Pool which you need to convert other directories on other partitions to the new look. Make use of the program 'IconUpdate' and its very comfortable app-window feature to quickly change your old drawers. A few "drag&drops" and the conversion will be done.

## 1.11 Tips & Tricks

### 3.1 How to preserve the Icon's attributes

When you copy an Icon over an older Icon, all original attributes (Tooltypes, stack size, default tool, icon position and window position) will get lost, because it is a simple copy procedure. Only replacing the images of an Icon is much more difficult. You could do this with the help of 'IconEdit' but it is much too time-consuming and unwieldy (and 'IconEdit' is still a little bit buggy).

MagicWB 2.0 provides you with a special utility which was especially written for this task. Please take a look into the directory 'MagicWB/Programs' where you will find this program and its documentation.

It is called IconUpdate.

## 1.12 Tips & Tricks

### 3.2 Using the font XEN in the Shell

You may have noticed that the font XEN in your Shell environment is touching the upper and left black border of the Shell. As the font is also black it is hard to read the font because there is no space between the font and the border of the shell (i.e. the font is merging into the border). It doesn't look good. Here is the solution:

You just have to tell the Shell that it should make a space between the font and the border of the Shell. This is done via escape sequences. Just follow these steps:

1. Load the file 'Shell-Startup' from your 'SYS:s' directory into an editor.
2. In this file you might see some "alias" command lines. At the end of the file you should see a line with the command "prompt" at the beginning of that line. Just place the following line before the prompt line:

```
echo noline "*e[1;1H*e[J*e[6x*e[15y"
```

(You can copy this line from this document and insert it into the right place in your shell-startup, so you won't need to type it out)

3. Save the file 'Shell-Startup'

This little escape sequence will tell the Shell to make a space of 1 pixel between the font and the left and upper border of the shell.

Note: The coordinate '6x' in the upper escape sequence will always work as the left border of the shell will never change in its size. But the coordinate '15y' must be changed IF you use another font than XHelvetica/11 as the SCREEN font. The coordinate 15y is only appropriate if you use an 11 point font. If you use another font that might be bigger or smaller, the window bar of the shell window will also be bigger or smaller. Just try out several values to find the correct value that will fit to your selected screen font.

You may also use this prompt line if you like, instead of the old prompt line in your shell-startup:

```
prompt "*e[1;31;47m%n*e[0m*e[31;47m.%s*e[0;31;40m>*e[0m "
```

This is the prompt I am using in my Shell environment.

## 1.13 Background & Discussion

### 4.1 MagicWB discussion

I would like to discuss certain things about MagicWB. So this chapter may be interesting for those who want to know more about this package.

The Patterns

The Palette

The Icons

The Fonts

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## 1.14 MagicWB discussion

### The Patterns

MagicWB features over 52 patterns which should get the best out of the eight available colors on your WB. A dozen new patterns were added to MagicWB 2.0. A few older and ugly ones were deleted to get enough space for the new ones.

MagicWB provides you with some AGA-Patterns which you should use in conjunction with MagicCopper (MagicWB/Programs). With the copper ability of MagicCopper and these patterns you will get a 16,8 million colors look on your WB. You only need a 16 color screenmode (or more if you want) to get this beautiful 24-bit-workstation-look on AGA-Amigas.

MagicCopper will be installed by the MagicWB Installer if you request it and do have the AGA chipset. It can be found in SYS:WBStartup and will therefore be activated after each reset. You can activate the control window of MagicCopper by pressing the key combination CTRL-LALT-W. Here you will find four copper presets which do have the same name as the appropriate MagicWB AGA-Patterns. For best results use the effects with the same name as the selected pattern. Here you can also define your own gradients and save them.

If you would like to create own gradient patterns load a MagicWB-AGA-Pattern into a painting program to get the right palette. Always use the deep blue color where you would like to see the gradient "shine through".

Torsten Hiddessen (a friend of mine) has contributed some very nice backgrounds to MagicWB. Although we would have liked to supply the MagicWB users with all available MagicWB backgrounds we could only pick out a very special selection due to restraints in the maximum floppy disk space.

If you couldn't get enough and are interested in more MagicWB backgrounds feel free to contact Torsten under <hiddessen@vax.in.tu-clausthal.de>.

## 1.15 MagicWB discussion

### The Palette

The new palette of MagicWB 2.0 is highly optimized and improved. Since Commodore chose the 4-bit value <10,10,10> for the background gray I initially had to build all other colors (especially the gray colors) around this gray color. This resulted in a far too bright palette. Many must have noticed that the best way to achieve a good MagicWB-look was to decrease the brightness level of the monitor which (on the other hand) resulted in a screen that was far too dark when viewing pictures. So, the old MagicWB palette forced the user to an unbalanced setting of the monitor's black-level (brightness). Now, with the new palette the user will get a more vivid, better saturated (more colorful) 3-D-look with improved gray and brown gradients. This was only possible with the slight increments of the 8-bit-palette of the AGA-chips.

AGA uses 8 bits per RGB gun. This results in an accuracy of 256 steps for each gun. Since the currently available graphic boards for the Amiga use

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a similar display chip as the VGA-graphic-boards on MS-DOS machines, they can only display 6 bits per gun which results in an accuracy of just 64 different steps per RGB gun. This will not cause any problems with the MagicWB palette.

But still, only AGA users can experience the new palette to its full extent with all the fine nuances. Users of graphic boards have to deal with sort of a rougher setting for the new palette. As I checked this out myself I can assure you that the difference is very small. I can only recommend one little change in the MagicWB palette to the users of graphic boards:

You may change the first color (color 0) in the palette preferences of the Amiga Workbench from the original value 37 to 36 for each RGB gun. This will compensate for the rougher display of the gradients.

Note: Changing the last four colors of the MagicWB palette in the palette prefs program won't do anything to the actual colors on the WB screen. These last four colors are managed by the MagicWB-Demon, which is activated in the 'startup-sequence'. You should not change any of the original MagicWB colors if you don't know exactly what you are doing.

If you intend to change the last four colors you will have to load the 'startup-sequence' into a text editor, search the line which starts the MagicWB-Demon and change those RGB 8-bit-values in that line. Since the MagicWB-Demon is started before its second start in the 'User-Startup', any color changes only take effect if they are applied in the 'startup-sequence'. The second start of the MagicWB-Demon in the 'user-startup' is only done for safety reasons (if the 'startup-sequence' should be somehow overwritten by mistake).

Important:

Please remove all color allocation utilities/patches (like AdjustWBColors, ProcurePens, ShoveColors, PatchPens [Empty-Player] etc.) since they would get in conflict with the MagicWB color allocation system when running simultaneously. The MagicWB solution is more improved and recommendable.

## 1.16 MagicCopper

### LEGAL STUFF

Copyright ©1992-1994 by  
Christian A. Weber, Bruggerweg 2, CH-8037 Zürich, Switzerland.

THIS PROGRAM IS SHAREWARE. IF YOU LIKE IT, SEND ME SOMETHING  
(US \$10 IS APPROPRIATE) AND YOU WILL BECOME A REGISTERED USER.  
USE AT YOUR OWN RISK. NO WARRANTY. NO REFUNDS. NO CARRIER.

IT IS ILLEGAL TO DISTRIBUTE THIS PROGRAM ON DISKS WHICH COST  
MORE THAN US \$5 PER FLOPPY DISK, OR MORE THAN US \$30 PER CD.

DISTRIBUTION IN CONJUNCTION WITH 'MAGICWB' IS AUTHORIZED.

### DESCRIPTION

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MagicCopper lets you create rainbow color effects for a selectable pen color number on the Workbench screen, using the entire 16 million color range of the AGA chips.

You specify the color of the first and the last line of the screen, and MagicCopper will make a smooth color change by setting a new color value on every scanline.

You can use the built-in configuration window to add or remove color effects. A set of built-in effects is provided for the use with the MagicWB-AGA-Patterns with the same name as the patterns.

## TOOLTYPES

MagicCopper recognizes the following tooltypes, which can be changed by clicking on the MagicCopper icon and selecting "Information..." from Workbench's "Icon"-menu:

Name	Example	Function
CX_POPKEY	ctrl alt w	Selects the key which will open the configuration window
CX_POPUP	Yes   No	If set to Yes, the configuration window will open whenever the program is run.
CX_PRIORITY	0	Not very useful. Just ignore it.
COLORNUMBER	8	Pen number of the color to change. A value of 0 means background color, 1 is normally the text color, 3 is for window borders, etc. Must be in the range of 0 to 255.
STEP	4	Number of lines between color changes. Defaults to 3. If you have a fast processor, you may set this to 2 or 1, which will look a tad better, but gives slower screen movement.
BORDERBLANK		If this tooltype is present, MagicCopper will change the border color to black. This is on by default.
RANDOMFX		If present, MagicCopper picks a random effect out of your effect list rather than using the active one.
EFFECT		These are the effect entries. You should use the configuration window to change them, and not edit the tooltypes directly.

The effects are stored in the following format:

EFFECT <startcolor> <endcolor> <flags> <name>

- startcolor - A six digit hexadecimal number specifying the color of the first line of the screen. The first two digits select the red level, the next two digits the green and the last two digits the blue level. So a startcolor of 0xF765E3 would give you a nice pink (0xF7 for red, 0x65 for green and 0xE3 for blue; 00 is dark and FF is bright).
- endcolor - A six digit hexadecimal number specifying the color of the last line of the screen.
- flags - Bit 0: If set, this effect is selected. Only one effect may have this bit set at a time.  
Bit 4: If set, 'startcolor' is ignored and a random number is used as start color.  
Bit 5: If set, 'endcolor' is ignored and a random number is used as end color.
- name - The name of the effect.

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## 1.17 MagicWB discussion

### The Icons

Aah, the Icons!! I have probably repainted them a hundred of times. I am now at the point where I am almost content with their design. The most important Icons (in my opinion) are the default Icons, because they are the ones you will probably see most of the time when working on your Workbench. So I probably redesigned them a thousands of times. :)

Just a word to the Project-Icon: This was probably the most difficult one to create, because it is hard to symbolize the expression "project". What should I paint to fit this expression, I wondered? The final Icon is a capital 'P' that is being constructed with geometric objects. 'P' of course stands for "project" and the whole idea was taken from the typesetter's craftsmanship to design the letters of a font. I think it perfectly visualizes the expression "project", i.e. a sort of creation.  
(If you think this Icon has got any similarities with the PageStream logo, well, it should not... :) )

The Preset-Icon is a problem: Commodore did never include a def\_preset Icon in the AMIGA OS. If a program generates a Preset-Icon it will always

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take the old standard Preset-Icon. So you can not tell the system to use your personal Preset-Icon. I hope that Commodore will fix this in the future!

Anyway, if you want to have a Preset-Icon in the XEN style you can find it in your SYS:Prefs/Presets directory. It is called 'Preset.info'. If you want to replace the old Preset-Icon with this one, please follow the instructions explained in the chapter How to preserve the Icon's attributes of this documentation.

There are all different template icons included in the MagicWB distribution. Please use them to create your own personalized icons. You can find them in XEN-Icons/Special/Templates, in XEN-Icons/Special/ImageDrawers and XEN-Icons/Dock-Brushes.

For the first time you can use a feature that should not be officially available for the AMIGA users: If you have ever tried to paint your own Disk-Icon and wanted to define it as a default Icon, you have probably noticed that the Workbench still was going to use the old and ugly Disk-Icon if you had inserted a NO-DOS-Disk. Only if you had inserted a DOS Disk you would be able to see your personal Disk-Icon. This is rather inconsequent and annoying!

But: There is an undocumented feature available already since OS 2.0 that unofficially allows you to use a different Icon for NO-DOS-Disks: Each time you insert a NO-DOS-Disk the system looks for an Icon called `def_Kick.info` in `ENV:Sys` (don't ask me why they called it 'Kick'!). This Icon must be a special Icon (it must not be generated with 'IconEdit' because it is not a normal Icon with one of the available Icon-Types).

Well, MagicWB is making this feature available to you for the first time. Now, if you insert a NO-DOS-Disk you will be presented with a special NO-DOS-Disk-Icon that is painted in the same style as the normal Disk-Icon. The only difference: The normal Disk-Icon has got a disk label and the new NO-DOS-Disk-Icon is just a blue disk without a disk label. So you can visually see which kind of disk has been inserted. Nice feature, eh...?!

Well, it's a kind of magic..... :)

## 1.18 MagicWB discussion

### The Fonts

I worked hard to design all the numerals, letters and special letters in each font. I wanted to either make the complete font or no font. As already mentioned the XEN-Font is the replacement for topaz. This font exists in three sizes: 8, 9 and 11 point. You will probably notice that XEN 8 and 9 are not very different in their sizes. XEN/9 is almost the same as XEN/8. The only difference: It is 1 pixel larger and therefore certain letters that reach below the baseline (like p, q, y, j, g) are looking better with XEN/9. Another advantage: The line spacing is bigger and so the font XEN/9 is very convenient for the Shell or for displaying texts because of its good readability! The font XEN/8 is perfect for user interfaces with buttons, because it perfectly fits into buttons without needing too much space. The XEN/8 is for example very useful in Dir-Opus for the 'Requesters', as a 'General' font, for the 'Clock/Memory' bar

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and for the path names, while the font XEN/9 will magically work in the 'Text viewer' and the 'Directory window' of DirOpus. Try it out and you will never want to miss it again!

DirOpus is just an example of a program which supports the user in defining his desired fonts for the program. You can of course define the XEN-Font in any other program that supports font definition.

The font XEN is the result of my goal to make the smallest possible non-proportional font for the Workbench. It is not possible to make this font smaller without destroying its readability. It is highly elaborated and each pixel has its function in this small and thin font. I hope you like it...

In addition you can find the font XEN in a 11 point size. This was done for AMIGA users with higher resolutions like 1024x768. There it won't appear so small like the XEN/9 font. For lower resolutions it's probably too big.

Known problem: As you will probably install the XEN-Font as the SYSTEM DEFAULT font, some programs (that are not programmed well, i.e. programs that are not font sensitive) will display their interfaces a little bit strange, because they expected the font topaz and programmed their interfaces to only work with the dimensions of the topaz font. A program that was programmed like this is for example PageStream2.x. Anyway, the XEN-Font will be displayed properly and you can still work with the program's interface (only some spaces are not looking good). This is not the fault of the XEN-Font, it is the fault of the program!

The fonts XHelvetica/9 and XHelvetica/11 are the result of my annoyance at the corresponding Helvetica fonts from Commo. As these two fonts both are very small, every pixel counts (as I mentioned above)! If one pixel is set at the wrong position in the font-grid it may destroy the optical appearance of the font. I designed both fonts with the same kind of perfection as the XEN-Font. Especially the XHelvetica/9 is now readable. Its use is clear: This is the perfect font for the Icons on the Workbench. I had to struggle with the small letters a,s,e,x and y because they were too small to make them readable, but I finally managed it. Because the Icon itself is more important than its text, the Icon-Text should be as small as possible. With the XHelvetica/9 you are using the smallest (and still readable) PROPORTIONAL font on your Workbench. (NOTE: Try it as the 'Buttons' font in DirOpus...)

The XHelvetica/11 was designed because the original Helvetica/11 still was not perfect. XHelvetica/11 is the perfect SCREEN-FONT for the menus, requesters and user interfaces. XHelvetica/13 is useful as menu text for higher resolutions. It should replace the original font.

The XCourier is a replacement for Courier, another preferred fix font for the use in editors and in shells, especially when running under a resolution of 1024x768 or higher. As requested by many users I also enhanced this font for the sizes 11, 13 and 15 points.

Except of being very enhanced, these fonts also feature symbols for control chars (like 'escape' or 'form feed' etc.) to also get a visual feedback of ASCII values representing control chars.

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## 1.19 Background & Discussion

### 4.2 Patterns under OS2.x

The following is only interesting for OS2.x users:

If you want to use the patterns of MagicWB you will have to install the package 'NickPrefs' (by Nicola Salmoria) to your system, because Workbench 2.x does not support to load patterns with different and bigger sizes.

You can find NickPrefs in the MagicWB/Patterns/NickPrefs directory. It is very easy to install. Please follow the instructions of the NickPrefs documentation to know how to install NickPrefs correctly.

By default the MagicWB Installer installs only one Pattern to the SYS:Prefs/Patterns directory. You can find the pattern Marble\_CLASSIC there. You may configure NickPrefs' WBPicture program in the way that it uses this pattern every time you boot your system. Read the documentation.

You can of course use all other Patterns in MagicWB/Patterns under OS2.x.

## 1.20 Registration

### 5.1 Why do I have to register?

MagicWB has been and will be a time-consuming work for me. If you like this product you should support me with the registration fee. This will enable future versions of MagicWB.

There might be some people out there in the AMIGA community who think "It is absolutely ridiculous to pay for a bunch of Icons, Patterns and Fonts". Well, let me say this: MagicWB is truly not a program, that's clear. But why should a program be worth more than a package where the author probably invested the same amount of time as another author with his program?

By the way: MagicWB in the actual version has grown far beyond being just an icon collection. And it has evolved to a standard for the Amiga WB.

Anyway, MagicWB is software. But in this whole discussion there is one thing being neglected that finally counts: Do I (the user) like this software or not? And if I (the user) use it and enjoy it, it surely is worth the price.

## 1.21 Legal Stuff

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## 6. LEGAL STUFF

The package "MagicWB" is:

Created by Martin Huttenloher  
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DISCLAIMER

LICENSE

### 1.22 Legal Stuff

DISCLAIMER

This software is provided "as is" without warranty of any kind, either expressed or implied. By using MagicWB, you agree to accept the entire risk as to the quality and performance of this package.

In no event (unless required by applicable law or agreed to in writing) will the author of MagicWB be liable to you for damages, including any general, special, incidental or consequential damages arising out of the use or inability to use this package (including but not limited to loss of data or data being rendered inaccurate or losses sustained by you or third parties), even if such holder or other party has been advised of the possibility of such damages.

Of course, MagicWB was tested extensively before it was released...

### 1.23 Legal Stuff

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-



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- Be so kind and send the author of MagicWB a copy of your creation where his Icons are included.
- Do not remove any copyright notices when distributing these Icons and do not forget to mention the author of MagicWB in the accompanying documentation of your creation/package/program.
- And: Do not forget to include the Palette files for OS2.x and OS3.x in your package! :) (found in Prefs/env-archive/sys of this archive)

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distributing it.

## 1.24 Credits

### 7. CREDITS

I would like to thank the following persons for their invaluable help:

Stefan Stuntz	(for the chats and great help with MagicWB, especially the Demon and the THX gag ↔ :-)
Gerri Körner IconUpdate'	(Motivator, A4000 beta tester, for ' ↔
Christian A. Weber	(for his contribution to MagicWB: MagicCopper)
Martin Korndörfer help)	(for your ingenious suggestions and programming ↔
Walter Dörwald	(for his great suggestions and creative help!)
Robert Wagner	(my great motivator and AGA beta tester)
Daniel Schwalbe	(a good friend and betatester)
Kai Iske	(for betatesting and the cheerful chats)
Dirk Federlein !)	(for betatesting & his outstanding program DFA ↔
Torsten Hiddessen	(for the contribution of some very nice patterns)
Andreas Schildbach LDs)	(for betatesting and for sharing the same hobby: ↔
Tomislaw Kitynski	(for some nice ideas)
Stefan Becker	(for his ingenious commodity 'ToolManager')
Wolfgang Laufenberg	(for his contribution of the DOpus-ARexx script)

## 1.25 History of changes

### H I S T O R Y

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MagicWB 1.0  
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Initial release (27-Jun-93)

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MagicWB 1.1

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Update Drawers: Script didn't check correctly if the SYS:Prefs.info was overwritten when updating the drawers in the SYS: directory. The check routine was already integrated but the checking value was incorrect. Changed value from 2658 to 2657.

Update Drawers: Script got in conflict with drawer names that included SPACES in their names. If so, it did NOT update the drawers and all drawers below this drawer (if in recursive mode). Fixed.

The Installer now also updates Drawers with spaces included in their names.

Several users complained about the behaviour that when a PC0/PC1 DOSDriver was activated (i.e. placed in DEVS:DOSDrivers) and an MSDOS-Disk was inserted, the MSDOS-Disk-Icon didn't show up. Well, this was done on purpose and is due to the Tooltype ACTIVATE=0 in the PC0/PC1 Icon. It will only show up when the user accesses the device for the first time (for example 'dir PC0:'). Then it is also activated and will present its Icon on the Workbench. As this confused several people I changed it back to the Tooltype ACTIVATE=1.

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MagicWB 1.2

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Added 'Intellifont' Icon (SYS:System drawer) to MagicWB for OS3.0 users.

Added 'HDToolBox' Icon (SYS:Tools) to MagicWB (sorry, I forgot it :-)

Added 'MEmacs' Icon (SYS:Tools) to MagicWB (forgot it, too :-)

Improved 'HDBackup' Icon (Mini-Harddisk now looks better :-)

HDBackup is no longer a special-Icon (its place is in SYS:Tools in the MagicWB package). Therefore the Install script had to be changed a bit.

Improved Commodities Icons: Background gradient fill was changed to provide a more plastic impression of the Icons.

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MagicWB 1.3

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The DRAWER Icon was repainted and highly improved: Now it is symmetrical and much smaller. Several people complained that it was too big and therefore used too much space compared to the old Commo drawer. Now it uses less space and less memory. (I saved 384 Bytes :-)

The checking value for UPDATE DRAWERS (see top of the 1.1 history) had to

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be changed again to the value 2273 because I repainted the DRAWER Icon.

Improved the INSTALL Icon.

Completely painted the Commoditiy-Icons from scratch. The previous design of the Commoditiy-Icons was just terrible! They were not XEN-Style conform at all: They had the wrong gradients, thick borders, wrong size and just looked horrible... I wonder, what had possibly driven me to paint such a bullshit (my optic nerve must have been twisted somehow :-)

Well, I probably invested so much energy into the default Icons and the Preferences-Icons (because they were more important), that I neglected the Commoditiy-Icons. And then I had to release MagicWB as soon as possible... So, here they are, the NEW Commoditiy-Icons: They have the same standard size as the Tools-Icons, have the original XEN-Style borders and gradients and were totally redesigned. I dropped the idea with the Monitor. I first included it to be compatible with the Commo-Icons. BUT, be honest, what has a Monitor in common with a Commodity??? Nothing! And the question and exclamation mark inside the monitor were just painted because the Icon painter (who painted the Icons for Commo) was probably just too unimaginative to visualize a Commodity. The new design represents a GUI (graphical user interface) with a mouse pointer below it selecting an option. I think this is the most typical thing about a commodity (beside the POPKEY), because nearly every commodity has got a GUI, giving the user the possibility to adjust its functions to his personal taste. This is the idea behind it. The new Icon also looks more plastic and its message is clearer. The same goes for the Commodities-Exchange-Icon: The letters 'CX' inside a monitor is not very imaginative! Now you can see a tiny GUI inside an exchange symbol. Well, I think they are far better than the older ones. I hope you agree. :-)

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#### MagicWB 1.4

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Highly improved the default DISK-Icon (well, it was detail-work, so you may probably not immediately recognize the difference). It looks far more plastic and 3-dimensional (you would like to grab it :-). Especially the label-area now looks more realistic (because the label appears recessed now; the old one appeared raised). The Disk-Icon is now one of the most perfected Icons (that's why I like it the most) and I would not change it anymore (well, never say never! :-).

Made the same cosmetical changes to the default NODOS-Disk-Icon.

Improved Format-Icon in SYS:System. The disk is smaller, so it completely fits into the Icon now.

Added a new ReadMe-Icon to the collection (in the SPECIAL directory).

Improved the AmigaGuide-Icon.

Highly improved the Document-Icon. The triple-border really was too exaggerated. :-)

Trashcan-Icon added. There you have it, finally! (So many asked for it) Painted two versions: The default trashcan is rather pictorial/iconic (usually not my style, but that makes it special, I love it!). If you don't like it, you can find the second version in the SPECIAL drawer.

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## MagicWB 1.5

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Added 50 amazing general-purpose Dock-Image-Brushes to the MagicWB collection. So many users wanted to have general purpose Icons so that more and more old and ugly Icons could be replaced with XEN-Icons. But I decided to go one step further and design far more beautiful images by making them larger (as Dock-Images should always be larger) and by intending to design them for the use in Docks. This is far more professional and future-oriented. The times of "Leaving out" Icons on the Workbench or clicking through a jungle of windows should belong to the past. Stefan Becker has provided the AMIGA community with his brilliant commodity 'ToolManager', so why not supporting this much enhanced handling of loading procedures. That is why I am focusing my efforts on general-purpose Dock-Images. Please look into the "XEN-Icons/Dock-Brushes" drawer for more information.

Added Prefs-Dock-Images to the MagicWB collection for memory/speed-purposes. Please consult the specific README file in the XEN-Icons/Dock-Brushes/Prefs-Brushes directory.

The utility 'BrushExtend' was programmed for the MagicWB-Dock-Images. This utility will easily convert the Dock-Brushes to any screen depth, so that these brushes are being correctly displayed under the user's screen depth. Please take a look into the directory MagicWB/XEN-Icons/Dock-Brushes for detailed information about this nice feature.

Improved 'Update Drawers'-Icon.

MagicWB now has got the ultimate feature of being able to PRESERVE the tooltypes, icon position (if necessary), stack, default tool and the window position (used by Trashcan, Drawer and Disk) of the original Icons. So by now really nothing gets lost. The installer only replaces the images of the old Icons by the newer ones: Your personal settings will be preserved. NOW, you can launch the installer a hundred of times on your harddisk, nothing gets lost, everything will be preserved! :-)

For this reason (see above) I no longer have to equip the MagicWB-Icons with the general tooltypes. By skipping them the Icons became approx. 5% shorter in file size.

As a result of the above, the Installer and 'Update Drawers' had to be rewritten.

A program named 'IconUpdate' was exclusively programmed for MagicWB. This utility will make the task of converting an old Icon to a new MagicWB-Icon much easier. Look into the directory MagicWB/Update and read the 'IconUpdate.guide' for further information.

As a consequence I wrote 'IconUpdateWB' for the use via the Workbench.

Improved Harddisk-Icon. Now it looks more photorealistic and finally is XEN-style-guide-compliant. :-)

Improved the Devs/Monitors/Monitor-Icon. (reversed the gradient :-)

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Added several new Commodity-Icons to the MagicWB collection to satisfy the need of having MagicWB-Icons in the WBStartup directory. You can find them in the XEN-Icons/Tools/Commodities directory. (I guess there are too many gaps to stop... :-)

Added several new Prefs-Icons to the MagicWB collection to achieve a uniform look in the Prefs-Directory. Please help me to stop this gap by providing me with old Prefs-Icons you have still found in your Prefs drawer. I guess there aren't too much, so it wouldn't be pointless to design some XEN-Prefs-Icons to replace ALL those old ones.

I am providing you with Icon-Templates for general program Icons, Prefs-Icons, Commodity-Icons and MUI-Program-Icons. So you can easily convert your old exotic utility Icons by cutting out the main part and pasting it on the provided MagicWB-Template. If you are more experienced, you may want to design it from scratch by using the given template. But, please, do not expect me to design MagicWB-Icons for ALL tiny (and exotic) programs you have got on your harddisk. This would be really pointless for there are hundred of different programs out there for the AMIGA. Nevertheless, if you designed some MagicWB-Icons, I would be pleased if you sent them to me. Perhaps they may find their way into MagicWB if they are good-looking. I hope I could help you by including these templates. You can find the templates in XEN-Icons/SPECIAL.

The MagicWB documentation is no longer anti-style-guide-compliant. It is now in the AmigaGuide-Format and therefore uses the screenmode and the font which the user defined to work with. Furthermore it is much more legible. It uses special OS3.x features of AmigaGuide.

Redesigned and refined the MagicWB-Fonts and added XCourier in 11, 13, 15 points, added XEN/13 for higher resolutions, added XHelvetica/13. In addition, all fonts can display control chars.

MagicWB 1.5 provides you with 52 Patterns! Several old ones from MagicWB 1.0 were deleted (only the ugly ones) and various new (better looking) ones were added. One of the best Patterns, the Marble\_CLASSIC, was completely redesigned to make it even better. Now you have got 5 variations of this marvelous Pattern! An 'IntelOutside' Pattern was added for your fun (and it really looks great!) in 3 variations and many other new Patterns (Clouds, Granite, Wallpaper, Spots, Parchment etc.) were included.

Release date: 12-Dec-93 (only for registered users!)

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## MagicWB 2.0

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MagicWB has become an SASG product. Therefore the distribution had to be changed to fit the SASG regulations. MagicWB now features an easy-to-use registration program. Consult this program for more details about the SASG.

TO ALL PROGRAMMERS: MagicWB sets an environment variable called 'MagicWB' when being installed. It contains the version number of the currently installed MagicWB. Installation scripts can now determine if MagicWB is present and install the appropriate files/icons in this case. Other programs can adapt themselves to the MagicWB palette and the new format.

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ATTENTION: The MagicWB-TEMPLATES have been changed and improved!  
All MagicWB-Icons have been reworked: The blue border at the right and bottom side of all Icons was too annoying. Now, the blue border is replaced by a border in the color halfshadow (color 4) for all MagicWB-Icons. Please use the new templates (without the blue border) when creating Icons.

The ReadMe-Icon was improved. Now it looks more realistic.  
TO ALL FD-AUTHORS: Please use this new icon for your distributions.

Installer now handles CD-ROM-DOSDrivers correctly.

Installer now handles Monitor-Drivers correctly.

So, there you have it. Something impossible became reality:  
MagicWB is now more than twice as fast as all previous versions of MagicWB. This means that your WB is now 2-3 times faster than before, nearly as fast as ←  
with  
Commodore 4-Color-Icons! MagicWB needs over 50% less disk space on your harddisk now. AND: Now MagicWB needs over 67% less Chip-RAM!  
So, with MagicWB you are using the probably most beautiful 8-Color-WB and simultaneously the fastest and most resource-saving WB ever!

And still: MagicWB works under ANY screenmode and screen depth. The colors will never look abnormal and all third-party-icons will now also have the right colors under a screenmode with more than 8 colors!

Since the last four MagicWB colors are allocated at position 4-7, the user can define his personal colors in the Multicolor-Settings of Palette-Prefs. This enables the feature that the user can define his own colors for his cursor again (the last two colors in the Palette-Prefs) when he uses a screenmode with at least 16 colors.

Added a german short documentation to MagicWB.guide.

Added a tool called 'MagicCopper' to the MagicWB distribution. This is an improved version of the famous 'WBVerlauf' by Christian A. Weber. Thanks to Christian for contributing this nice 24-bit Copper effect to MagicWB.

Added AGA support: If you wish MagicWB will install a special pattern which will make use of the smooth copperlist ability of AGA-AMIGAs. Combined with MagicCopper you will have a WB with more than 520 colors while only using a 16 colors screenmode. This feature will make your AMIGA look like a 24-bit workstation with only using 50KB of memory and having the speed of 16 colors!

Removed 'BrushExtend' from MagicWB. It's no longer of any use since MagicWB works under any screen depth due to color allocation.

The drawer UPDATE was renamed in PROGRAMS. The MagicWB-Update is now done via the main Installer (it will recognize a previously installed MagicWB). The CHANGES file is now included in the MagicWB.guide.

The Patterns now do have a standard color format which will work under OS3.x as well as under OS2.x. Therefore OS2.x users won't have any problems with extra converting these patterns to the OS2.x format, they can now use them right away.

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With a little trick IPrefs is forced to not remap the patterns anymore (a nasty behaviour of IPrefs especially when working under a low-color-WB). This will avoid the dirty color remapping for the MagicWB patterns on OS3.x. OS3.x users will be surprised how fast the new patterns are being displayed on their WB screen! Make the test with some big MagicWB patterns; you will definitely see the difference compared to the older patterns!

Due to that trick, you can now alter the colors of the MagicWB palette without getting in conflict with the pattern's color palette. The patterns will automatically adapt to the altered palette!

Improved several scripts of MagicWB.

Added a misc directory (MagicWB/Programs/Misc) with some MagicWB-style settings for other programs and preferences (this drawer will grow in time).

**New Drawer-Design:** Many wanted it, now you have it. A new drawer standard is born where the drawers themselves represent their contents by their specific images. Therefore drawers don't look the same anymore. Drawers now do have a decent metal look and a special image at the right side. Drawers which don't have an image will get the default drawer. This step in the MagicWB design makes it complicated to fill all gaps. Therefore you can find many different drawers in the XEN-Icons/Special directory and the very important Template-Icon for the Image-Drawer for your own creations. Make use of them to personalize your own special MagicWB with the new design.

Prefs-Icon has been changed to comply with the new Image-Drawer size.

The "Update Drawers" script is now able to recognize the new MagicWB-Image-Drawers and won't overwrite them with the default drawer in this case.

The default drawer was changed. It has got the same size as the Image-Drawers and features a better gradient (a double-gradient for more depth).

Changed and improved the Icons of the distribution package.

MagicWB features a new XEN/11 font. It is highly legible and has got the full character set. Now, users with higher resolutions should have no problems by using the XEN font. Skipped the XEN/13 font (the XEN font becomes ugly in greater sizes, better use the Courier instead). The main purpose behind the creation of the XEN font was to provide a fixed font with the slim and noble look of the proportional Helvetica font.

MagicWB features an impressive built-in gag which will appear very rarely. Brace yourself for the real kick when it blows away your apartment... :-))) (This should remain a secret but I finally couldn't resist mentioning it) Attention: Never remove the "run >NIL: C:MagicWB-Demon..." line in the startup-sequence! This entry is very important, especially for graphic boards users and boot-pic programs. You have been warned...

IconUpdate now offers a better WB usage: The source and destination icon(s) can now be dropped on an App-Window. The signature is no longer added to the tooltypes list if IconUpdate is used via the App-Window.

A dozen new patterns have been added to the new distribution. Due to the limited size of the MagicWB archive some older (only the rather ugly) patterns were removed to provide space for the new ones. Four of the new

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patterns are AGA-Patterns which have to be used in conjunction with MagicCopper (MagicWB/Programs) to achieve a special 24-bit color-look.

Added several new Dock-Images. Many older Dock-Images have been improved.

The classic MagicWB-Palette has been altered, especially visible for users of the AGA-Chipset or graphic boards. Since Commodore chose the 4-bit value <10,10,10> for the background gray I initially had to build all other colors (especially the gray colors) around this gray color. This resulted in a far too bright palette. Many must have noticed that the best way to achieve a good MagicWB-look was to decrease the brightness level of the monitor which (on the other hand) resulted in a screen that was far too dark when viewing pictures. So, the old MagicWB palette forced the user to an unbalanced setting of the monitor's black-level (brightness). Now, with the new palette the user will get a more vivid, better saturated (more colorful) 3-D-look with improved gray and brown gradients. This was only possible with the slight increments of the 8-bit-palette of the AGA-chips. OCS/ECS-users won't be able to experience this improved palette though they will also get a better (one step darker) palette. Please consult the chapter "MagicWB Discussion/The Palette" for more information about it.

All Device-Icons are now exactly 40 pixel in height to ensure perfect horizontal arrangement.

Due to the above the HD-Icon was changed and improved (gradient).

Also the RAM-Icon was adjusted to the new standardized height. The RAM-Icon is now as big as the Disk-Icon.

The Syquest-Icon was stupid. Like the Disk-Icon it makes more sense to display the media and not the drive. Therefore you can now see a Syquest cartridge in the same standardized size as the Disk- and the RAM-Icon.

Added a new (improved) Trashcan-Icon as Default-Icon.

Added new device Icons: CD-ROM.info, Network.info

New def\_xxx.info Icons: def\_MUI.info, def\_KingCON

The normal def\_Icons have been reworked: They now carry better information about the dimensions of the default disk, trashcan and drawer windows.

Release date: 15-Jul-94 (only for registered users!)

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Addendum (16-Jul-96):

- Fixed a nasty bug in the XHelvetica/11 font!
- Reworked Installer to recognize MWB 2.x SHAREWARE VERSION

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The future: Well, it depends on you!

If enough people support the idea of MagicWB by registering it, I might

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take a 16 color MagicWB into consideration... and more...

## 1.26 Deutsche Kurzanleitung

Willkommen zur deutschen Kurzanleitung. Da doch einige Deutsche eine deutsche Anleitung haben wollten, habe ich mich nun dazu überwinden können, eine die wichtigen Punkte umfassende deutsche Anleitung zu schreiben.

1.    WICHTIG
2.    System Voraussetzungen
3.    Installation
4.    Was nach der Installation zu tun ist
5.    Wie bewahre ich die Piktogramm-Attribute
6.    Patterns unter OS2.x
7.    Bestellung der Vollversion

## 1.27 System Voraussetzungen

- Selbstverständlich benötigen Sie mindestens Kickstart 2.0. MagicWB unterstützt alle Kickstart/Workbench Versionen ab Version 2.0.  
  
Sollten Sie immer noch Kickstart 1.3 nutzen (welch eine Schande!), dann sollten Sie schleunigst aufrüsten!
- MagicWB ("magische Werkbank" :-) benötigt einen Bildschirmmodus mit mindestens 8 Farben.
- Außerdem sollten Sie einen proportionalen Quadratpixel-Bildschirmmodus benutzen (z.B. 640x480, 800x600 etc.). Hires (650x256) ist kein Quadratpixelmodus, darum könnten die Piktogramme und Schriften etwas verzerrt aussehen.
- Und Sie benötigen eine Festplatte. Vergewissern Sie sich, daß Sie mindestens 300 KB Platz auf Ihrer SYS: Partition frei haben.

## 1.28 Die Installation

MagicWB ist kinderleicht zu installieren: Die gesamte Installation wird unter Zuhilfenahme des Installers vollzogen. Doppelklicken Sie einfach das Piktogramm "Install" und der Installer öffnet ein Fenster, das in Kurzform noch einmal erklärt, was gemacht wird. Drücken Sie sooft die RETURN-

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Taste, bis die Aufforderung "Start the installation?" kommt, dann geben Sie "j" ein und betätigen die Taste RETURN.

Nun folgen Installationsmeldungen, die genau erklären was gemacht wird.

Nach gewisser Zeit wird (nur wenn sie einen AMIGA mit OS3.x besitzen) die Frage "Do you have the AA Chipset?" auftauchen, die Sie, sofern Sie das Chipset besitzen, mit "j" beantworten. Dann wird Ihnen erklärt, daß MagicWB Ihnen einen speziellen, sehr schönen AA-Hintergrund installieren kann. Wenn Sie sich nicht entscheiden können, beantworten Sie die darauf folgende Frage auf jeden Fall mit "j". Nachdem der Hintergrund installiert wurde, müssen Sie im erscheinenden Screenmode-Prefs nur die Farbtiefe auf 16 Farben einstellen und abspeichern. Sollte eine Systemmeldung erscheinen, ignorieren Sie diese indem Sie den Requester einfach auf die Seite schieben, sodaß er nicht mehr stört.

Nach kurzer Zeit erscheint die Meldung "Do you want the HardDisk-Icon installed to other partitions?". Wenn Sie noch andere Partitionen oder Festplatten besitzen und dafür ein MagicWB-Piktogramm haben möchten, geben Sie hier nun "j" ein, gefolgt von RETURN. In der nächsten Abfrage geben Sie den Namen der Partition/Platte ein, z.B. DH1: oder HD1: etc.

Ist auch dies vollzogen können Sie diesen Vorgang sooft wiederholen wie Sie Festplatten besitzen oder mit "n" quittieren. Dann geht es weiter.

Bei der Frage "Do you have a SYQUEST?" geben sie "n" ein, wenn Sie keine SyQuest besitzen (Nicht zu verwechseln mit "SeaQuest" :-).

Zuletzt kommt die Frage ob Sie die MagicWB-Dock-Images installiert haben möchten. Der Installer kopiert sie in das Verzeichnis SYS:Prefs/Dock-Images und fügt dann noch einen speziellen Assign in die User-Startup ein, sodaß Sie nur noch die mitgelieferte Konfiguration (die als XEN-Icons/Dock-Brushes/MagicWB-Docks zu finden ist) in ToolManager mit der Funktion APPEND hinzufügen müssen um in den Genuß der MagicWB-Docks zu kommen. Wenn Sie die Dock-Images installiert haben möchten, bestätigen Sie die Frage mit "j".

Achtung: Die Dock-Images sind in Verbindung mit dem Programm ToolManager vorgesehen. Sollten Sie das Programm nicht haben, muessen Sie es sich zuerst besorgen um die Dock-Images zu verwenden.

Das war's!

Der Installer verfügt über eine eigene "Intelligenz", die es ihm erlaubt zu erkennen, ob ein Piktogramm eine fixe Position hat und welche Attribute und ToolTypes es enthält. Dadurch wird nichts überschrieben. Alle früheren Attribute Ihrer alten Piktogramme bleiben erhalten.

## 1.29 Was nach der Installation zu tun ist

1. Nach der Installation möchten Sie vielleicht ein paar Piktogramme nach Ihrem ganz persönlichen Geschmack neu anordnen.
2. Wenn Sie das RAM-Piktogramm fixieren wollen, gehen Sie so vor:

Fixieren Sie es wie ein normales Piktogramm, aktivieren dann das Piktogramm

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"Snapshot RAM-Icon" in der MagicWB-Schublade und bestätigen die Abfrage mit "j".

3. Da das Hauptinstallations-Programm lediglich die Schubladen auf Ihrer SYS: Partition erneuert, kann es sein, daß Sie noch alte Schubladen auf anderen Partitionen finden. Um auch diese zu erneuern nutzen Sie bitte das Programm "Update Drawers" in der MagicWB-Schublade.
4. Da nur ein oder zwei Patterns in das Verzeichnis SYS:Prefs/Patterns kopiert wurden (je nach Betriebssystem), können Sie es in Erwägung ziehen, die restlichen Patterns zu begutachten. Sie befinden sich im MagicWB/Patterns Verzeichnis. Die Patterns mit der Endung #?\_AGA sollten in Verbindung mit dem MagicWB-Tool 'MagicCopper' unter AGA verwendet werden. Sofern Sie es bei der Installation wünschten, wurde dieses Programm installiert und läuft bereits. Über die Tastenkombination ctrl-lalt-w können Sie das Hauptfenster von MagicCopper anzeigen lassen und einen voreingestellten Effekt auswählen, der zum Namen des ausgewählten Patterns paßt.
5. MagicWB bietet Ihnen eine Auswahl an vielen schönen Dock-Bildern für die Einbindung in "ToolManager". Sie befinden sich im XEN-Icons /Dock-Brushes Verzeichnis. Alles weitere lesen Sie bitte in der deutschen Anleitung zu ToolManager nach.
6. MagicWB bietet auch noch über 4 Dutzend Bild-Schubladen an. Diese können Sie im Verzeichnis XEN-Icons/Special/ImageDrawers finden. Alte Schubladen können Sie im Handumdrehen mit dem mitgelieferten Programm IconUpdate durch die neuen Image-Schubladen ersetzen.

### 1.30 Wie bewahre ich die Piktogramm-Attribute

Wenn man ein Piktogramm über ein anderes kopiert, gehen die alten Piktogramm-Attribute gänzlich verloren. Um hierbei Abhilfe zu schaffen, wurde das Programm "IconUpdate" ins Leben gerufen. Es ist vollkommen intuitiv zu bedienen.

IconUpdate befindet sich im Verzeichnis MagicWB/Programs.

Wenn Sie also nachträglich ein paar alte Piktogramme mit neuen MagicWB-Piktogrammen ersetzen wollen, lassen Sie zuerst das alte Piktogramm auf das erscheinende Fenster fallen (es wird daraufhin zentriert angezeigt), dann das zu ersetzende Piktogramm auf das Fenster ziehen und schon hat das alte Piktogramm ein neues MagicWB-Piktogramm bekommen.

### 1.31 Wie bekomme ich die Patterns unter OS2.x zum Laufen?

Um die Patterns auch unter OS2.x zum Laufen zu bringen, müssen Sie NickPrefs installieren, zumal das Betriebssystem dies nicht unterstützt.

Im folgenden die genauen Installationsschritte:

0. NickPrefs befindet sich im MagicWB/Patterns/NickPrefs Verzeichnis.
-

1. Kopieren Sie das WBPicture-Prefs nach SYS:Prefs
2. Kopieren Sie das File NickPrefs nach C:
3. Verändern Sie die User-Startup-Datei in S: folgendermassen:

```
run > NIL: nickprefs
```

Sodaß dieser Eintrag in irgendeiner Zeile zu sehen ist.

4. Stellen Sie via WBPicture-Prefs das Pattern "MarbleClassic" in SYS:Prefs/Patterns ein (am besten mit dem Filerequester, der auf Knopfdruck des Knopfs NAME aufgerufen wird). Dann aktivieren Sie noch die Option TILE PICTURE und drücken dann SAVE.
5. Jetzt booten Sie Ihr System und freuen sich über einen wunder-schönen Hintergrund.

## 1.32 WICHTIG!!!

### W I C H T I G

Dies ist Version 2.1p, die frei kopierbare öffentliche Version ('p' für 'public'). Sie dürfen diese Version für einen Zeitraum von 14 Tagen probieren. Danach müssen Sie sich bei Weiternutzung registrieren lassen. Diese Shareware-Version ist eingeschränkt, um Sie zur Registrierung zu motivieren. Zusätzlich erinnern Sie einige Icons daran, MagicWB zu registrieren, wenn Sie auf sie klicken und Sie werden auch von Zeit zu Zeit einen MagicWB Requester sehen. Diese "störenden" Dinge sind lediglich vorhanden, um Sie zur Registrierung zu motivieren und werden entfernt sobald Sie die registrierte Vollversion von MagicWB installieren.

Diese Version ist vollständig installierbar und nutzbar, daher können Sie sehr gut beurteilen, ob Ihnen MagicWB gefällt und ob es sich für Sie lohnt, sich dafür zu registrieren. Wenn Sie diese Version installieren, kommen Sie auch in den Vorteil Ihr System mit dem neuen MagicWB-Farballokierungssystem auszustatten, welches es somit kompatibel mit anderen Applikationen, die MagicWB nutzen, macht. Nach dieser Installation sollten keine Grafiken, Icons etc. mehr in Falschfarben dargestellt werden. Und der Icon-Aufbau und die allgemeine Workbench-Performance werden spürbar schneller sein als zuvor.

Bitte beachten Sie, daß die Versionsnummern der Vollversion (registrierte Version) und dieser öffentlichen Version (Shareware) unterschiedlich sein können, da hier unterschiedliche Nummerierungs-Schemata benutzt werden.

AN ALLE REGISTRIERTEN USER: Diese public version enthält nichts Neues für Sie, bis auf den XHelvetica/11 Font! Ich habe einen häßlichen Fehler in diesem Font korrigiert, deshalb sollten Sie Ihren alten XHelvetica im Verzeichnis FONTS: durch den neuen Font, der hier enthalten ist, ersetzen. Vielen Dank!

ACHTUNG: Wenn Sie sich für MagicWB registrieren, schicken Sie bitte BARGELD  
----- wann immer es Ihnen möglich ist, da andere Bezahlungsformen  
(z.B. Schecks, PMOs etc.) den Registrierungsvorgang und die Aus-  
lieferung Ihrer MagicWB-Disk beträchtlich verlangsamen!

Oder noch besser: Kommen Sie auf die offizielle MagicWB-Homepage  
im Internet unter <http://www.sasg.com/> und nutzen Sie die  
zukunftsweisende und bequeme Art sich online zu registrieren.  
Schneller und komfortabler geht's nicht mehr...

Diese Dokumentation bezieht sich auf die Vollversion "MagicWB 2.0", mit  
Ausnahme der Nutzungslizenz. Wundern Sie sich daher nicht, wenn Sie  
einige der angesprochenen Features vermissen.

Die Vollversion "MagicWB 2.0" (die Sie durch Ihre Registrierung zugeschickt  
bekommen) enthält eine Vielzahl neuer Features, von denen einige hier nun  
aufgelistet werden:

#### NEUE FEATURES

- o MagicWB hat sich in seinem Konzept komplett geändert. Farballokierung,  
Verwaltung und Anzeige der Patterns und die Palette selbst haben sich  
grundsätzlich verändert. Es wird jedem empfohlen alte MagicWB-Versionen  
"upzudaten", da das neue Farballokierungssystem den Grundstein legt für  
alle weiteren MagicWB-Versionen, auch für eine geplante 16-Farben-WB  
(deren Realisierung abhängig ist von der Anzahl der Registrierungen für  
die aktuelle Version 2.0). Ausserdem unterstützen einige andere  
Programmpakete schon das neue Farbsystem.
- o Ein "Demon" (ein Hilfsprogramm) wacht ab nun im Hintergrund und sorgt  
dafür, dass unter jeder Auflösung, Farbtiefe und auf jeder Grafikkarte  
die korrekten Farben dargestellt werden. Er kümmert sich um das  
Re-Allokieren beim Öffnen eines neuen Screens und überprüft, welche  
Patterns "remapped" werden müssen und welche nicht. (ab OS3.0) Ausserdem  
lassen sich jetzt wieder die Cursorfarben einstellen ohne mit der  
Farbeinstellung der MagicWB in Konflikt zu geraten.
- o Durch das neue Farbsystem ist die MagicWB 2-3 mal schneller als alle  
Vorgängerversionen, fast so schnell wie eine Commodore-4-Farb-Workbench!  
Dabei verbraucht sie 67% weniger Chip-RAM und über 50% weniger Platz auf  
der System-Partition. Der Geschwindigkeitsvorteil ist enorm. Auch die  
Patterns werden spürbar schneller angezeigt ohne "gedithert" zu werden.
- o Die MagicWB-Palette wurde erheblich verbessert, vor allem AGA- und  
Grafikkarten-Benutzer kommen in den Genuss dieser neuen Palette. Durch die  
feinen Abstufungen der 8-bit-Palette (8 bits per gun) konnte die  
MagicWB-Palette auf ein Höchstmass optimiert werden. Die Palette ist nun  
etwas dunkler, damit der eingestellte Helligkeitswert der Monitore nicht  
immer manuell verringert werden muss (war bei der alten Palette notwendig  
und hat dazu geführt, dass die MagicWB "überhellt" war und an  
Plastizität verloren hat). Ausserdem wurde der Gradient-Abstand zwischen  
den Grauwerten vergrössert, um die MagicWB noch plastischer wirken zu  
lassen. Die Grau- und Braun-Gradients haben nun einen starken  
dreidimensionalen Effekt. Schliesslich wurden alle Farben in ihrer

Saettigung erhoeht, was dazu fuehrt, dass die MagicWB nun lebhaftere, staerkere Farben besitzt.

- o MagicWB bietet schon jetzt als "Vorgeschmack" auf die geplante AGA-Version eine AGA-Unterstuetzung: Einige neue Patterns nutzen das AGA-Chipset durch den eingebauten Copper so aus, dass am Ende ein WB-Hintergrund im 24-bit Workstation-Look entsteht mit Hunderten von Farben in einem dezenten Farbverlauf. Fuer diesen sehr beindruckenden Effekt sind lediglich 16 Farben auf der WB notwendig und das neue MagicWB-Tool 'MagicCopper'.
  - o Die Patterns (da in einem neuen Format) funktionieren jetzt auch unter OS2.x ohne sie vorher konvertieren zu muessen.
  - o Ein Dutzend neuer Patterns im MagicWB-Stil sind hinzugekommen: Wunderbare Hintergruende wie etwa verschiedene Steinstrukturen, Marmorierungen, Sand, Papier, Regen, Leder und Farbverlauf-Logos wie IntelOutside, MagicWB etc.
  - o Alle "Dritthhersteller-Icons" die vorher in Falschfarben angezeigt wurden, werden durch den neuen "MagicWB-Demon" wieder korrekt angezeigt.
  - o 'IconUpdate' hat nun einen leistungsvollen Workbench-Modus bekommen: Alte Icons lassen sich nun "kinderleicht" in MagicWB-Icons verwandeln, indem man einfach die entsprechenden Icons auf ein App-Window zieht und fallen laesst (Drag&Drop). Dadurch lassen sich viele Icons in wenigen Minuten bearbeiten.
  - o MagicWB 2.0 fuehrt einen neuen Standard fuer die Amiga-Workbench ein: Image-Schubladen! Damit ist fuer eine perfekte optische Abwechslung auf der Workbench gesorgt. Jede Schublade erhaelt ihr ganz spezifisches Bildsymbol, das anzeigt, was in ihr enthalten ist. Die komplette System-Partition wird schon standardmaessig vom Installer damit ausgestattet. Insgesamt sind ueber 50 verschiedene Image-Schubladen dabei, die jede nur denkbare Kategorie abdecken sollten. Die "Vergabe" dieser Spezial-Schubladen erfolgt ueber ein Drag&Drop des ueberarbeiteten Programms "IconUpdate". In wenigen Minuten sind alle Partitionen damit ausgestattet.
  - o 'Update Drawers' erkennt diese neuen Image-Schubladen und "verschont" sie beim Updaten der alten Schubladen-Icons mit der neuen Doppelt-Gradient-Schublade der MagicWB. Dies erspart dem Benutzer viel Zeit und Nerven.
  - o Die Default-Icons wurden ueberarbeitet. (Neuer Trashcan, Drawer etc.) Neue Default-Icons fuer Fremdprogramme sind hinzugekommen (def\_KingCON, def\_MUI etc.)
  - o Die Device-Icons wurden stark verbessert und haben nun alle die gleiche standardisierte Hoehe fuer eine perfekte horizontale Anordnung auf der Workbench. Neue Device-Icons sind hinzugekommen (CD, Network, Cartridge etc.)
  - o Ein neuer XEN-Font ist hinzugekommen: XEN/11. Dieser Font ist nun vollstaendig und eignet sich im besonderen Masse fuer hoehere Aufloesungen.
  - o Neue Dock-Icons sind hinzugekommen, einige alte Dock-Icons wurden verbessert und neu gezeichnet.
  - o Die MagicWB-Icons wurden alle in ihrem Stil veraendert: Der stoerende
-

blaue Rand ist verschwunden und wurde durch eine Dunkelgrau ersetzt.

- o Viele alte MagicWB-Icons wurden verbessert und neu gezeichnet (z.B. Prefs), und einige neue Icons sind hinzugekommen.
- o Der Installer wurde erheblich verbessert. Installationen und Updates werden nun gleichermassen von ihm vorgenommen und die System-Analyse ist wesentlich präziser. Dadurch sollte es nun keine Probleme mehr geben.
- o Eine Bonus-Schublade ist hinzugekommen mit ein paar MagicWB-typischen Einstellungen fuer andere Programme.
- o MagicWB bietet als "Goody" einen versteckten Gag! Mal sehen, wann Sie sich gefaßt machen dürfen für den wahren "Kick"... :-)
- o Verschiedene Bugfixes wurden bei den MagicWB-Programmen vorgenommen.

#### Porto & Verpackung

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Die Verpackung und die Rohstoffe bezahle ich. Das Porto (DM 2,10) ist in der Registrierung nicht enthalten. MagicWB wird ihnen daher unfrei zugeschickt. Sie müssen dem Postboten lediglich noch DM 2,10 in die Hände drücken (nicht mehr; also bestehen sie darauf, falls der Postbote mehr verlangt!). Die MagicWB Verpackung ist als "Antwort" ausgezeichnet, daher der günstigere Betrag.

Ich habe versucht das Nachporto so günstig wie nur möglich zu halten. Eine Nachnahme wäre wesentlich teurer gewesen.

Falls der Postbote Sie nicht antrifft, wird die Lieferung für eine Woche beim Postamt zur Abholung bereitgestellt.

#### Alternative:

Falls Sie (z.B. beruflich bedingt) weder zur Lieferzeit anwesend sind, noch die Lieferung abholen können, bietet sich eine Alternative an: Sie können sich Express-registrieren. Sie genießen dabei nicht nur die wesentlich schnellere Zustellung, sondern bekommen MagicWB auch frei zugeschickt, da hier das Porto schon im Express-Zuschlag enthalten ist.