

AWMWBIcons

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	<i>TITLE :</i> AWMWBIcons		
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Chapter 1

AWMWBIcons

1.1 Welcome to AW's MagicWB Icons V3

Welcome to AW's MagicWB Icons V3

Contents

Introduction

Complete~listing~of~icons

Copyright

If~you~like/use/modify~these~icons...

History

Hello~and~thank~you~to...

How~to~contact~me

1.2 Introduction

AW's MagicWB Icons V3

Here is my third MagicWB icon collection. These icons are mostly original, but some are modified (and improved I think :-)) from other MagicWB icons, other 'standard' icons (isn't MagicWB standard by now? :-)) and some NewIcons.

Some highlights are complete sets of Internet application icons and Deficons. Some of the Deficons are from JTE's collections, and were just included here to make a complete set. I've included a sample WhatIs? library filetypes file, if you want to use these DefIcons with Stefan Schulz's IconChief program (a fully configurable program to replace normal project default icons with icons related to the projects filetype e.g. GIF pics get a special GIF icon). You'll need IconChief and WhatIs~library

(both available on Aminet).

All icons are standard size so you don't have to have an uneven display if you don't want to.

All the drawer icons either have contents, or if not are tool icons for easy-updating with IconUpdate or a similar utility. Do not just copy these icons over old ones!

I also don't include any pics of my WB in archives either - it only horrendously-increases the size of the archive, and I don't honestly think it interests people that much.

Note - These icons are designed for MagicWB2 or above, running MagicWBdaemon or a similar utility. Otherwise they may look a bit wierd on your WB depending on how-many colours you are using.

1.3 Complete listing of icons

Highlights: A complete set of Net icons in a uniform format, ←
DefIcons for
almost-every common (and not so common) filetype, AB3D icons, FlGP icons for FlGP and-related utilities, ShapeShifter icons, C=64 emulator icons, and more!

Apps
DefIcons
Coms
Games
Misc
Utils
Virus-Checker
WBStartup

1.4 Apps

Applications

C64, MagiC64, Drawers: C64, C64Programs, D64s, T64s.

Icons for use with Commdore 64 emulators.

ShapeShifter, SSPrefs, MacROM, BinHex, Mac Drawer.

Icons for use with Shapeshifter. A couple are based on icons from some NewIcons~collections.

clariSSA, SSA-View, SSAPref, Batch-Icon.

Icons for clariSSA (animation editor). To use the batch-icon, just drag-and-drop it~into the clariSSA drawer, as the file behind the icon actually contains the icon~data. The icon itself is only to show you what it looks like.

ImageFX, ImageFX_WB, CMIFX, Cinemorph, IMP, AppIcon.

A set of the major icons for ImageFX. Modified from Rom and JTE's icons. The~AppIcon is in the format used by Chad Randall for his PictIcon program, which I~think is a good way to differentiate AppIcons from normal icons.

Account

Just a simple accounting icon, based on one in one of the AES NewIcon packages.

1.5 DefIcons

DefIcons

8SVX, AmigaGuide, AU, AVI, BinHex, Brush, C64, C64ROM, CSource, D64, Device, DL,~DMS, FlGPED, FileSystem, FinalWriter, FLI, Font, GIF, Handler, IFF, IFFAnim,~Imagine, Install, JPEG, KickStart, Lha, Library, Locale, LZX, Mac, MED, Module,~MPEG, MPEGA, PNG, Prefs, Project, Reko, REXX, Source, T64, Tool, Text, VOC, WAV,~ZIP.

A collection of most common filetype deficons. If you want to use these, you will~need a deficons program, such as Stefan Stuntz's IconChief.

Programs like this replace the boring and uninformative Tool and Project icons you~usually see to icons like these, depending on what type of files type. IconChief is~IMHO the best of these utilities, as it is still being updated and is very~configurable, via WhatIs library. IconChief can now replace diskicons, depending on~what filesystem is used for the disk. Thus you can have an MS-DOS disk icon for~MS-DOS disks and a Mac icon for Mac disks. If you want some non-lace disk icons,~then check out AWMWB2_1.lha on Aminet, or for lace users, try RomIcons8.lha.

To identify files, WhatIs library needs to be told what to look for. You do this~using the filetypes file. In this file you can define types by name (e.g. #?.gif~for GIF pics), or by looking at the actual file itself (e.g. the first few bytes of~GIF pics are GIF). Using name matching is faster, but looking at the file itself is~more accurate, e.g. if a GIF picture was actually named as Example.MOD, name~matching would say it is a MOD music file, but byte matching would still recognise~the file as a GIF picture. Luckily, IconChief allows you to use both methods, so~directories with a large number of files in can be scanned fast, while others can be~scanned for accuracy.

A further advantage is that now you can use your favourite picture viewer,

archive-extractor, etc. as the default tool in the default icon. Now, when you double click on a default icon, you picture viewer, sound player etc. will start and show/play your file automatically.

The filetypes file I have included here defines types for most of the icons included, and also tells IconChief which icon to use. If you need to add filetypes, it is very easy to do, just look at the first few lines of the file, or use my definitions as examples. If you want to add your own filetypes using bytematching, open a CLI window and type:

```
type opt h yourfile
```

replacing yourfile with the name of your file. Press Ctrl-C after a few lines have been displayed, and look at the first few bytes of the file. Now, try another file that you know is of the same type. If the first few bytes are the same, or some other bytes are the same, you can define the filetype. Otherwise you'll have to use namematching.

You probably won't need to do this, as my Filetypes file does define most usual filetypes. You will need to replace the default tools with your own favourite utilities, or use the utilities that I use. I use and recommend all the utilities used in my Filetypes file. The really good ones are: Visage - an excellent graphics viewer, shows IFF, GIF, datatypes, and shows JPEGs very fast, faster than FastJPEG, in fact, it shows everything very fast; Play16 - Plays IFF samples, AUs, WAVs, VOCs, AIFFs, in upto 14 bit, and spools off harddrive if needed; UnPacker - When called, identifies the type of archive (Lha, ZIP, LZX, and others), and simply requests a destination directory to unpack to. All these utilities are available on Aminet.

1.6 Coms

Coms

AmiPhone, AmiSlate, AmiSlate2, CUSeeMe, FTP, IRC, Mail, MLink, Napsaterm, News, Online Time, Online Time2, WebBrowser.

A set of 'generic' Internet icons in a uniform style. These should cover just about everything. The Amiphone and Online Time icons are based on some AES NewIcons.

1.7 Games

Games

AB3D, AB3D2, AB3D Drawer.

Icons for the Amigas best Doom clone, Alien Breed 3D. The 'perspective' icon features the best weapon ever, the shotgun (yeah), which was copied from Alien Breed 3D pixel by pixel onto graph paper and then back into my icon editor. The second icon is based one from the AES NewIcon collection.

F1GP, F1GP2, F1GP3, F1GP4, Drawers, F1GPed, AGPPerf, SplitTime, AGPLap, AGPLapMix, ~AGPLapTime.

A collection of icons for F1GP and related utilities, in a uniform style. Some of the utilities still only run from the CLI, but you can either write IconX scripts, or wait until they do run from WB.

1.8 Misc

Misc

Mand2000, Mand200 Drawer.

The fractal icon was actually generated in Mand2000 itself (no, really I drew it).

Clouds

Clouds was also rendered in clouds.

Clipboards

An icon for the clipboard drawer in RAM, if you want to use it, store it in S (for example), and add a line to your user startup saying

```
copy S:clipboards.info to RAM:
```

SuperView AppIcon

An AppIcon for SuperView (Did I really have to tell you that?)

Iconian AppIcon

Oh dear.

1.9 Utils

Utils

Hippoplayer, HippoScope, Hippoplayer Drawers.

Icons for Hippoplayer, based on the NewIcons style icon included with Hippoplayer. Also includes icons for Scopes. Icons available in both Grey hippo and Blue hippo style, depending on your view of reality.

HTML Genie, HTML ToolKit, HTML Wizard, HTML Help.

A set of icons for the HTML-Heaven program. All pretty much self explanatory I hope. The image of the Genie is probably Copyright Disney.

IconCopy, Kill, Compare, Lens, MFS, MPEG, TapAVI, TypeFace, UnPacker.

Iconcopy has a recoloured mouse pointer (everybody say wow). MPEG and TapAVI are based on JTE's animation player icons. UnPacker is based on another icon (either a~JTE or Rom).

1.10 Virus Checker

Virus Checker

VirusChecker, Install, AppIcon, Guide, MakeKey.

These were drawn to be a complete set of VirusChecker icons after John Veldthuis~included the VirusChecker icon from AWMWB2 with VirusChcker. Unfortunately, John~decided to stop developing VC soon after, so these were never used. If another~author wants to use them, just let me know, and we'll work something out.

1.11 WBStartup

WBStartup

IconChief

Based on Roman Patzner's Scout icon, using the commodity template.

MCP

Opening Swiss army knife.

NoClick

Based on an AES NewIcon.

SwazInfo

Nice, simple icon using the standard 'i' information symbol.

WBStartup+, WBStartup+ Prefs

Some decent MagicWB icons in the correct styles.

1.12 Copyright and Legal Stuff

MagicWB is Copyright by Martin Huttenloher.

The icons stored in this archive are © 1995 by Alisdair Walker.

You may only modify the icons for personal or public use so long as you acknowledge~my name in your credits AND you send me a copy! (I want to see what you've done with~them :-)

You may not use the icons, or the imagery of them, unchanged or not, on any other platform besides Amiga.

These icons may be freely distributed via BBSs, the Internet, software libraries such as Fred Fish's and Aminet CD-ROM, and magazines as long as the archive is not modified in any way!!! Note: If these are used on a magazine, I'd like a copy of the relevant mag.

I will NOT be held responsible for any damage caused by using the icons contained within this archive. You, the user, take full responsibility for using these icons, following my installation instructions etc.

1.13 Important

Please send me something if you think these icons are worth anything, at least an email. Or, if you prefer, your own icons or program, a postcard of your town, anything. If you want to put these on your magazine coverdisk, how about a copy of the mag? Shareware authors - how about a registered copy? ↔

Addresses

1.14 Hello and thanks to...

Roman Patzner (Rom), the best MagicWB icon artist. How's the 16 colour collection going? Thanks for the postcard. You've now been immortalised (along with myself) in the CUSeeMe icon :-).

Andrew Leniart, Sysop of Andy's Attic, who uploaded my previous collections to Aminet.

University of Melbourne, for giving me a (limited) Internet connection. C'mon guys, think taking away FTP access is going to stop anyone? Only stops us uploading stuff, we can still access FTP sites through web browsers.

Urban Müller and the Aminet team.

All the other cool icon artists. Keep drawing.

John Veldhuis for giving me a registration to Virus Checker for using my icons.

Everyone who has written to me concerning these collections. Due to a few problems with some email, I lost quite a few of your names, so I won't mention them here. Keep writing though!

1.15 How to contact me

Email: arwalker@ecr.mu.OZ.AU (Preferred!)

Web: <http://www.ecr.mu.OZ.AU/~arwalker/>

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or just at Andy's Attic BBS (+61) 3 97480784

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Werribee
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Seeya,

/X\
\X/ \lisdair

...eXposure means addiction...

1.16 History

Version 1.0 (AWMWB1.LHA) - 22-Jan-95

- Original release - I'd seen other peoples collections, thought the icons I'd drawn weren't too bad, and released them.

Version 2.0 (AWMWB2.LHA) - 12-Apr-95

- I'd drawn a whole heap of new icons so I decided to release these too.
- Decided some of the original icons weren't that good (check them out though :-), and kept the decent ones in this collection.

Version 2.1 (AWMWB21.LHA) - 20-Apr-95

- ~Drawn a few more icons, the Mosaic, MLink and the new disk icons.
- Decided to add a few more greets etc.
- Amigaguided the documentation.
- Added a palette.

Version 3 (AWMWB3.LHA) - 9-Jan-96

- Basically all new icons.
 - Took a long time :-)
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