

# **MagicWBStuff3**

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<b>COLLABORATORS</b>
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	<i>TITLE :</i> MagicWBStuff3		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## MagicWBStuff3

### 1.1 MagicWBStuff3.guide

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Magic WorkBench Stuff III

03-03-95

-----  
Very high quality MagicWB Backgrounds, Icons, Drawers and other stuff.

What the heck did I just download?

What has changed since Magic WB Stuff II?

How to get this thing running

The Icons

The ImageDrawers

The Backgrounds

The Docks

What did you use to make this stuff?

Why do you always use the same damn marble pattern?

What is the stuff in the Misc drawer?

This is CARDWARE!

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Where you can reach me

About MagicWB

Disclaimer

Thanx for

Magic Workbench, Martin Huttenloher - Register for MWB2.0 NOW!

## 1.2 What the heck did I just download?

What the heck did I just download?

Magic WB Stuff III is a compilation of very high quality, hand drawn background images, icons, image drawers, etc. done by

Trevor Morris

in support

of Magic Workbench

by Martin Huttenloher" LINK "MagicWB"} .

For an example of my workbench, look at the enclosed Example.pic.

## 1.3 What has changed since Magic WB Stuff II?

What has changed since Magic WB Stuff II?

First off, you are reading the newly added guide file. They take more time to put together than a stupid readme file, but I figured hey, if everyone out there prefers them as I do then I'll make one for this package as well.

The biggest reason I've put together a third compilation (in light of the fact that I never got any

comments

about the archive yet :( ) is that I have spent

many long hours hand-anti-aliasing all of my previous images (see the enclosed compare.pic for a sample). Also, I have created a few new

icons

and

imagedrawers

in the standard

Magic WorkBench

format (I would have created

more, but

Roman Patzner

is just to damn efficient, and has made so many that I don't need to create my own, THANX).

Also, there are, I think three BRAND NEW images, including:

Pattern9: which took FOREVER to do, but I think I am very happy with the results.

Pattern13: which is a SIRD (stereo image), yah the ones that half the population can't see and blame the other half that they are delirious. But I swear that there IS an image to see here if you have the ability...try blurring your focus, and do not let your vision wander to the edges of the monitor or

you will lose the image. Good luck!

Pattern14: is an image of a shark which is one of the images which was one of the few images I ever converted with the MWB 8 color palette that looked pretty good...its different...you decide.

## 1.4 How do I get this thing running?

How do I get this thing running?

You may need to modify the enclosed goods slightly to adapt them to your environment (anything that I am currently aware of is explained below...feel free to let me know of others).

The original archive contains:

this guide file

prefs/patterns/(17 images)

presets/plain.pre

sys/env-archive/(prefs)

s/(piece of my startup-sequence)

c/(rand)

icons/(lots of icons)

imagedrawers/(a few image drawers)

a sample picture grabbed from my WB

a comparison pic of one of the images from

the old archive -vs- one from this archive

misc/template.pic

The s: dir just has one line of my startup-sequence which you may append to your own to randomize your backdrops (it is pretty self explanatory, but if you can't get it working then please let me know :). You may also wish to register for Magic Selector (sorry, but I forget the author's name), which allows randomization of pix and samples for the system on bootup - quit a nice program, but it always crashes my system :( Anyway the line looks like the following:

```
prefs:wbpattern prefs:presets/wbpattern`c:rand 1 17`.pre use
```

The c: dir contains a random number generator written by Troy Morehouse.

Although this small command is required by the enclosed startup-sequence

script, the command may be used for anything (I also use it to randomize samples on bootup...). Rand will take two arguments and randomize your images

between the two intervals. The way I work the process is to use the WBPpattern

prefs and save a preset for each picture I want to randomize (in my case the prefix is wbpatternX.pre - in which I select a background and window pattern

which I like). Simply call that prefix with wbpattern in the startup-sequence

with the range in tilde quotes (the ~ key at the top left of the key board - if you do not use this particular quote to open and close the range of

numbers, it will not work! - if in doubt, just cut and paste the piece of this startup-sequence into yours and copy the files I've provided to the

appropriate place on your HardDrive. I keep the patterns dir in the prefs drawer, however, feel free to put them wherever you like (but make sure to

amend those changes in the startup.

The plain.pre is just a preset which I enclosed that has no window pattern and

no background image - it is for loading manually when you want to free up valuable RAM (all you other 3D modelers can probably relate ;)

NOTE: OS2.x users: you'll have to use NickPrefs (which you can get in the

MagicWorkBench

archive) to display the backdrops, however, you can still randomize them in the same manner as described above.

NOTE: 4000 owners (maybe 1200?): you'll probably have to run the images through DPaint or ADpro to remap the palette (I don't know why but the palette doesn't show up properly!?! Anyone know why - maybe I was doing something wrong!?).

## 1.5 The Icons

### The Icons

The icons in the icons drawer are just some which I drew when I had the need (I even took some from DOCK icons and scaled them, fixed them...), and I'm even sure that I have more lying around somewhere...whatever, if you find these at all useful, well great!

If you have some of my icons from the previous archive, you should exchange them with the ones provided here, as the blue stripe around the edge of the old icons is no longer a "standard" and has been removed (WOW!).

Most of the Icons are self explanatory and even then, you can use your imagination.

Heimdall II: (half size version of the original done in the style of

MWB

)

Hip: (scammed from DasModPlayer icon but change for HippoPlayer)

DOpus: (traditional Directory Opus icon in the style of

MWB

)

MKII: (a Mortal Kombat II icon)

ToolsPrefs: (for Nico Fran

ois's ToolsDaemon...how about a new version with

file requesters? I use this a lot but configuration is a pain)

Assigns: (for Matt Francis's Assign Prefs - nice util)

ProCalc: (for ProCalc, TurboCalc...)

Compass: (use your imagination)

Arq: (for Arq by Martin Laubach & Peter Wlcek)

Game: (for a game)

NewEdit: (for one of the coolest, most useful utils!!! by ?)

MouseBlanker: (for C='s blanker)

DefPubScreen: (for util by same name also by Matt Francis)

RAD: (for a RAM Disk)

CC3: (for china challenge III by Gunther Nikl - this game is great to play while downloading

MineHunt: (for the millions of clones out there)

PatchAsl: (cool util I just downloaded by John Corigliano that makes all asl reqs open at full height! [my\_patches.lha]).

Also, with the exception of the Heimdall II icon, I've stuck with the standard size and format for the icons, so everything should be in order.

## 1.6 The ImageDrawers

### The ImageDrawers

These are just some drawers I drew when the occasion arose, I know there are not a whole lot, but I don't have as much time as I would like. Anyway there should be the following:

Canada: (in the style of other image drawers for all you other Canadians)

Canada2: (a nicer version of Canada in the style of

Roman Patzner

)

CCIII: (for china challenge III by Gunther Nikl - this game is great to play while downloading ;)

Lemmings2: (I'll let you guess)

Mortal Kombat II: (hmmm....?)

These Drawers are all of standard size and palette. Hopefully I'll get time to make some more later..?

## 1.7 The BackGrounds

### The BackGrounds

All of the enclosed backgrounds are listed below, and they are all 640x400x3 (3 bitplane, 8 color, standard

Magic Workbench

palette \*). But if I get enough

requests for different screen sizes, then I'll consider making the changes. I won't however change the number of colors (that is what took so long to get the images the way they look in the first place! - unless,

Martin Huttenloher

comes out with his 16 color Magic WorkBench soon...?):

Pattern1: Shampoo (from Ranma

) with swimsuit.

Pattern2: Cute pic of Shampoo (from Ranma

Pattern3: Shampoo (with black hair, cause it looked better).

Pattern4: Holly Wood (from Cool World).

Pattern5: Eric Schwartz's Amy the Squirrel.

Pattern6: Holly Wood (front view).

Pattern7: Madoka (from Orange Road).

Pattern8: Cat (I think this is also a character created by Eric Schwartz).

Pattern9: Cute anime girl (?).

Pattern10: Sonic the Hedgehog (Sega mascot).

Pattern11: Nice repeatable stone pattern (could use this for a winpattern, and also makes a nice MUI window pattern).

Pattern12: Another repeatable stone pattern.

Pattern13: Stero Image (SIRD, but I'll let you find out what it is ;)

Pattern14: Nice underwater scene with a shark.

The Window Patterns

WinPattern1: A very small repeating grey tile.

WinPattern2: A pretty tile which I think originally came with

MagicWB (but it didn't repeat very nice, so..here is a new one).

WinPattern3: The same as WinPattern1, except it's blue!

\* I believe there is a new darker palette, but it doesn't fit the images very well, so if you like these images click on the ClickForColors icon to see my palette. If you don't mind it, then copy my palette.prefs in the prefs/env-archive/sys/ drawer into your sys:prefs/env-archive/sys/ drawer and reboot



your machine.

## 1.8 The Docks

### The Docks

**DockIcons:** some of these I made from scratch, other I have collected and then animated or whatever. These are in the traditional style of Docks and you'll find them for: ADPro, DFA, DOpus, DPaint, FinalWriter, Paint, Shell, and Term.

**EasyDocks:** these are a new format of Dock I came up with and you might like it because it involves little work. All I have done is take the regular icon and clip off the extra grey strip around the icon; swap the black and white colors in the second frame of the icon to give them a bevelled look and then save them. That's all! So, the reason I like this is because you can have the same dock that you already associate with a particular util, and you don't have to go and draw up a bunch (presuming you already have the icons). I recommend makin these docks with DPaint or Iconian (by Chad Randall). I've included the following ones in this archive (in the EasyDocks drawer): ADPro, ADPro2, DeliTracker, DFA, DOpus, DOpus2, DPaint, DPaint2, FinalData, FinalWriter, Imagine, OpalPaint, Shell, Term, TTX, VTOpal, VTOpal2 (most of these are from icons drawn by

Roman Patzner  
) . See the Example.pic.

## 1.9 What did you use to make all this stuff?

What did you use to make all this stuff?

The following material was created on a 14M A3000 with an OpalVision Board (Centaur Software), DPaintIV (Electronic Arts), and Art Department Professional (Elastic Reality).

Although the enclosed images are not all of my own imagination, I DID labour over them for many hours (upto about 30 hours or more on my latest image: pattern 9). Amy the Squirrel and the Cat are drawn from characters by Eric Schwartz, two backgrounds are of Cool World's Holly Wood (by sorry?), and a lot of anime (for which I have no idea who created the characters, but from you Amiga anime freaks, most are of Shampoo from the popular Ranma series).

If you have the desire to create your own backgrounds and icons (which I strongly encourage, so that I don't have to waste MY time ;), here's how what I do:

1) First I find a pic I like (go figure), scan it or digitize it (if it isn't already an image), then load it into ADPro with the workbench palette locked (assuming you are already running the proper palette (or you could load the palette from one of my patterns). You should do this TWICE!: once with Floyd dithering (or the algorithm of your choice) on, and then a second pass with it off. The reason for the two passes is because some parts of the pick will look good dithered, and others won't, so I pick pieces out of each to make the final image. If you do not have ADPro...THEN BUY IT...well, you can remap the image with the MWB palette right in DPaint...experiment for yourself...

2) Next spend anywhere from a couple of days to a week or more fixing the image up (hand antialiasing, dithering...). One tip: sometimes it's easiest to just trace the outline of the pic in DPaint and then use the stencil to wipe out the rest of the image. Now it's just like a paint by number! Use the ranges tool to get the nice dithering effects. The magic wand tool in OpalPaint also helps to get rid of a lot of color which are similar (thereby allowing you to reduce the palette).

NOTE: The dithering can make all the difference in the world. You have to develop a knack for it though and it is very tedious and time consuming. If you want a good example, see the enclosed Compare.pic. In fact that is one of the main reasons for this third release, is the fact that I hand anti-aliased all of my background images.

## 1.10 Why do you always use the same damn marble pattern?

Why do you always use the same damn marble pattern?

If you've looked at all of the patterns, you are probably wondering why I never tried any other backgrounds other than the marble (or maybe you liked the marble ones, in which case you should not have clicked on this node!). Well, I have tried different ones on different occasions and didn't like them, but again if there is enough interest in a certain composite, screen size, particular picture, ...whatever, then I'll consider it.

## 1.11 What is the stuff in the Misc drawer?

What is the stuff in the Misc drawer?

Template: is just a template pic which I got from another archive and have been adding stuff to it as needed. The template drawer which I added to the image has a dotted line around it to show where you need to cut it out for it to work properly (cut just inside of the dotted line).

ClickForColors: is just to make sure that you are seeing what I am. This will change you palette to the one I'm using (you should have an 8 color workbench), but it won't save over your palette. To get your own colors back, just reboot.

ClickforPointer: just gives you the same pointer as I have (just included this to follow the tradition). Again this won't save over yours, just reboot to get yours back.

## 1.12 This is CARDWARE!

This is CARDWARE!

Distribute this archive how you like: in pieces if you like, or along with a collection of rare incurable viruses...but

Chances are that if you downloaded this and liked it, kept it, are using it, then you have also heard of Roman Patzner (RomIcons). Well, this guy busts his a\*s to GIVE you some of the best Magic Icons there are and he's only gotten FOUR postcards to date. So if you like the enclosed background images, icons...then you must send (as a favour to me) a postcard with a picture of your hometown to:

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Roman Patzner  
 Maschl 91  
 A-5600 St.Johann/Pongau  
 AUSTRIA (Mozart, Vienna, A.Schwarzenegger - but NO kangaroos)  
 Internet:k3052e1@cxmeta.edvz.uni-linz.ac.at  
 k3052e1@edvz.uni-linz.ac.at

\_\_@\_\_,  
 Amiga 1200  
 \_/\ Blizzard\_1230II\_50MHz 6MB 120MB\_HD SCSI2  
 \  
 Toshiba\_CD-ROM NEC\_3D HP\_DJ500

-----  
 If you do not have any RomIcons or have never heard of Roman Patzner, then you have to

send me some email  
 to tell me what you think. Suggestions,  
 recommendations, requests...welcome!  
 NOTE: I realize that not everyone is running the same screen size as myself,  
 and if there are enough requests for a particular screen size or particular  
 picture...then I will consider it for the next release!

## 1.13 Where you can reach me

Where you can reach me  
 Trevor Morris  
 Comp 4, Site 7  
 RR#1 Oromocto, NB  
 E2V 2G2 Canada  
 Internet: a3nb@unb.ca  
 A3000 030 25MHz  
 OpalVision  
 14M RAM, 320M HD  
 Suggestions, recommendations, requests...welcome!

## 1.14 About MagicWB v2.0

About MagicWB v2.0

MagicWB v2.0  
 =====

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

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

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

\* ...you have set the MagicWB-Palette. Do this by clicking on the 'ClickFor Colors' icon.

\* ...you have set the resolution of your Workbench to a aspect ratio near 3:4  
like 640x480, 800x600 or 1024x768.

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

MagicWB is

by Martin Huttenloher.

## 1.15 Disclaimer

Disclaimer

Copyright? Um ya sure, would you believe this stuff is copywritten?...!?!? :)

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BLAH, BLAH, BLAH...

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