

# **MWBStuff5**

Trevor Morris

<b>COLLABORATORS</b>
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	<i>TITLE :</i> MWBStuff5		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Trevor Morris	February 12, 2023	

<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## MWBStuff5

### 1.1 MWB Stuff 5.2 Guide 12-04-96

MAGIC WORKBENCH STUFF 5.2 by Trevor Morris

[Appology!](#)

[Introduction System Requirements](#)

[Installation For your interest...](#)

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NOTE: This guide was designed using the features of MultiView V40+. Therefore, those of you not using OS3.1+ may not get all of the BenEfiTs. Also, the guide was designed for (and looks best with) Xen.font 8, so I have "forced" this font. To enable your own font, simply remove line 3 of this guide (@FONT Xen.font 8).

SYSOPS: Please name this achive MWStuf52.lha if you post it. Thanx in advance!

### 1.2 Sorry guys!

Sorry guys!

In my archive (MWB\_Stuff\_5.lha), I fixed up and included some of Torsten Hiddessen's patterns from his MagicBG.lha archive. Having not kept his documentation or name, I decided to use his patterns in my archive (see [Win\\_Patterns \(dir\)](#) ). I should not have done this and I appologize to him. Torsten Hiddessen, being a reasonable chap that he is, however, has given me permission to include them in this archive and I wish to thank him for it.

I also made a mistake in the guide file, in which I stated that [MagicSelector](#) by Oyvind Falch, Triumph Software, was now ShareWare. Well, it has always been ShareWare - what I meant to say was that it was now FREEWARE!

AND finally (hopefully), I also accidentally included MagicWB-Demon in my MWB\_Stuff\_5 and 5.1 archives, which I did not realize is exclusively available to registered users of [Magic Workbench 2.0 \(© Martin Huttenloher\)](#) . Since I am a registered user, I've been using MagicWB-Demon for a long time and never really thought about it when I included it. My sincere appologies Martin! For those of you who are NOT registered users (get to it ;-)) there are alternatives: Colorado and ColorManager (both of which are available on aminet and mirrors). I am currently using ColorManager and I think it is quite nice (comes with a Prefs program and the whole deal).

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## 1.3 Introduction

### Introduction

MagicWBStuff is a collection of icons, patterns and other stuff which I make for everyone to enjoy...all I ask is that you [send a postcard to Roman Patzner](#) or [email me](#) to let me know what you think of this archive. All included icons and patterns follow the MWB standards.

The original archive should contain the following (as well, some files may have associated icons):

[C \(dir\) Icons \(dir\)](#)

[Misc \(dir\) MUI \(dir\)](#)

[P&C \(dir\) Patterns \(dir\)](#)

[S \(dir\) TrevsDB.iff](#)

SYSOPS.README Stuff5.2.guide (you're reading it :)

NOTE TO SYSOPS: If anything is missing/added from/to the above list, please delete the archive from your BBS (my intent is NOT to spread any viruses). Also, please read the SYSOPS.README...Thanx!!

## 1.4 Pointer & Color (dir)

### Pointer & Color

The P&C drawer should contain the following (as well, some files may have associated icons):

ClickForColors16 - Changes the palette to 16 colors (MWB). ClickForColors8 - Changes the palette to 8 colors (MWB). ClickForPointer - Changes your pointer to look like mine. ClickMeFirst - Executes MagicWB-Demon (for correct 8 & 16 color palette). (You need MagicWB-Demon for this to work - see [Sorry](#) ) ClickMeForScreen - This will launch the ScreenPrefs util. If you want a 16 color MWB, just slide the colors to 16; if you an 8 color MWB, slide it to 8 colors and hit USE.

This drawer contains my palette and pointer prefs. Double-Clicking on their icons will only change your prefs until you reboot. If you wish to permanently save these prefs, double-click on the icons and then load the appropriate prefs util from your sys:prefs/drawer (either PointerPrefs or PalettePrefs) and then click on SAVE. See [16\\_Color Icons](#) .

## 1.5 S (dir)

### S (dir)

The S drawer should contain the following:

Randomizer - a sample line for your startup-sequence (or user-startup) randomize your patterns using [FilePick by Simon Brown](#) . Shell-Startup - my shell start-up (rename yours and try this one out). AddMeToYourS-S - a sample line for 16 color MWB - See [16\\_Color Icons](#) .

## 1.6 MUI (dir)

### MUI (dir)

The MUI/Images/Trevor/Gradient/8/ drawer should contain the following images:

ArrowDown.mf0 ArrowDown.mf1 ArrowLeft.mf0 ArrowLeft.mf1 ArrowRight.mf0 ArrowRight.mf1 ArrowUp.mf0 ArrowUp.mf1  
CheckMark.mf0 CheckMark.mf1 Cycle.mbr PopDrawer.mf0 PopDrawer.mf1 PopFile.mf0 PopFile.mf1 PopUp.mf0 PopUp.mf1  
RadioButton.mf0 RadioButton.mf1

The CycleGad was copied from the included WD set, but I shortened it for inclusion in my set.

These are just some small images I drew for [MUI](#) because I found that all the other ones were to large. Copy them into your MUI drawer (The path follows the [MUI3+](#) convention - people using less than version 3 will have to alter the path slightly).

A Template is included in the [Misc \(dir\)](#) .

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## 1.7 Misc (dir)

Misc (dir)

The Misc drawer should contain the following (as well, some files may have associated icons):

Courtney24.jpg MUI\_Template

MWB\_Template

The jpeg is a picture I painted from the cover of a People magazine (May 8, 1995) - I scanned the image and then painted out all of the text, logos and misc images. The image is provided here in two sizes. I then used this image in conjunction with ADPro2.5 and DPaint to create the patterns in the [Sml\\_Patterns \(dir\)](#) .

The Templates may be used to create your own icons and buttons. They contain all icon standards of which I am currently aware (let [me](#) know if you find any that are missing).

## 1.8 Patterns (dir)

Patterns (dir)

The Patterns drawer should contain the following (as well, some files may have associated icons):

[Brushes \(dir\)](#) [Big\\_Patterns \(dir\)](#)

[Win\\_Patterns \(dir\)](#) [Sml\\_Patterns \(dir\)](#)

## 1.9 Brushes (dir)

Brushes (dir)

The Brushes drawer should contain the following:

Bart.brush

The Bart.brush was saved under 640x400x3 (3 bitplane, 8 color, standard MWB palette). You may use these to paste onto your favorite background. It is also provided with a background in the [Sml\\_Patterns \(dir\)](#) .

The Bart image was originally drawn by [Roman Patzner](#) , however, I converted it to 8 colors and anti-aliased it (by hand!).

## 1.10 Win\_Patterns (dir)

Win\_Patterns (dir)

The Win\_Patterns drawer should contain the following:

ColoredStones.iff FlagStone.iff

Mush.iff Pebble.iff

Terrazzo.iff \* ToiletPaper.iff \*

WaterDrops.iff \* Wood.iff \*

\* These patterns are originally from [Torsten Hiddessen's MagicBG archive](#) on Aminet (pix/mwb). I simply provided a consistent, standard MWB palette for each image, and cleaned up some miscellaneous pixels.

Also, please note that if you recognise any others which may have been released in other archives (like UselessMWB\_Patterns), then they are included here because I liked them enough to make them repeat. A lot of patterns which are uploaded to aminet are non-repeating (and therefor annoying and useless), so I spend a few minutes painting them up to repeat.

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## 1.11 Sml\_Patterns (dir)

Sml\_Patterns (dir)

The Sml\_Patterns drawer should contain the following:

Bart.iff Courtney2.iff

Courtney3.iff Cute.iff

XFiles.iff XFiles2.iff

XFiles\_MagicCopper.iff

Bart, Courtney3 and XFiles and 3 bitplane (8 color), standard MWB palette 640x400 images, and Cute, Courtney2 and XFiles2 are only a 2 bitplane, 4 color grey-scale images. The 8 color Courtney picture took me a HELL OF A LONG TIME to draw, whereas the 4 color version was just rendered using ADPro2.5.

##### The ® F I L # E S #####

XFiles2 and XFiles\_MagicCopper were originally drawn by Anders Bakkevold (andersb@intercom.no). I used XFiles2 to create my own MWB pattern: XFiles. I was asked by Anders Bakkevold to include the originals.

## 1.12 Big\_Patterns (dir)

BIG\_Patterns (dir)

The Sml\_Patterns drawer should contain the following:

Courtney2.iff Courtney4.iff

KathyFlag.iff MädchenAmick.iff

These are all 800x600, standard MWB palette images. Courtney4 and KathyFlag are 16 color images, and Courtney2 and MädchenAmick are 4 color (actually 3) images. Courtney2 and MädchenAmick were rendered with ADPro2.5. See [For your interest..](#) to find out how to render your own grey-scale MWB images.

## 1.13 Icons (dir)

Icons (dir)

The Icons drawer should contain the following:

[8\\_Color \(dir\)](#) [16\\_Color \(dir\)](#)

## 1.14 8\_Color (dir)

8\_Color (dir)

The 8\_Color drawer should contain the following:

[Def\\_Icons \(dir\)](#) [Guides \(dir\)](#)

[ImageDrawers \(dir\)](#) [Enlan \(dir\)](#)

AMosaic.info DiamondSfx.info AMprefs.info Fax.info ANT.info Hippo.info Def\_Asm.info Install.info Def\_C.info MEGA-BALL.info Def\_Cxx.info NewDisk.info Def\_GST.info PacMan.info Def\_H.info Pooh.info Def\_Lst.info SkidMarks.info Def\_Map.info StopPicBoot.info Def\_Se.info Tanks.info Def\_SMakeFile.info The Settlers.info Device.info VChecker.info DiamondGfx.info ViewFax.info DiamondPrefs.info

This drawer also contains a Settlers icon and a MegaBall icon done by my little brother [Troy](#) (14 years old). In my opinion, I think it is better than some of the other icons I have seen uploaded to Aminet by people who ask for ShareWare fees!



Please note that some icons are merely "fix-ups," others are converted to MWB from other icon sets, and some are drawn from scratch. See [Thanks to...](#) . For example, the Def\_SasC icons were drawn by someone else on large brown backgrounds, but I've just adapted them to a more standard MWB Icon.

NewDisk.info was drawn by Steve Bridges in appreciation of MWB\_Stuff\_5! Thanx Steve!

## 1.15 Def\_Icons (dir)

Def\_Icons (dir)

The Def\_Icons drawer should contain the following icons:

def\_8SVX.info def\_anim.info def\_archive.info def\_basic.info def\_brush.info def\_c.info def\_CTLG.info def\_device.info def\_DOSDriver.info def\_DTYP.info def\_empty.info def\_filesystem.info def\_font.info def\_install.info def\_Keymap.info def\_library.info def\_Monitor.info def\_PREF.info def\_Printer.info def\_project.info def\_RADxdisk.info def\_tool.info

The ability to use these different default disk icons for different file systems (so you can recognize the file system used by a disk by just looking at its icon) is possible if you use DefIcons which is part of the NewIcons package. When DefIcons is installed, icons matching a specific type will be assigned an icon from your prefs:env-archive/sys/ drawer if they exist. So, if you like these then copy them there (or just the ones you like).

The NewIcons package can be found on Aminet: [util/wb/NewIcons.lha](#)

## 1.16 Guides (dir)

Guides (dir)

The Guides drawer should contain the following icons:

DC.guide.info DCEditor.guide.info DCGfx.guide.info DCPrefs.guide.info DCSfx.guide.info PacMan.guide.info

This drawer also contains a MegaBall.guide icon done by my little brother [Troy](#) (14 years old). In my opinion, I think it is better than some of the other icons I have seen uploaded to Aminet by people who ask for ShareWare fees!

These icons follow the AmigaGuide standard icon developed by [Roman Patzner](#) .

## 1.17 ImageDrawers (dir)

ImageDrawers (dir)

The ImageDrawers drawer should contain the following icons:

DiamondCaves.info Deluxe\_PacMan.info MCP.info Photogenics.info

These are just some drawers I drew when the occasion arose; I know there are not a whole lot, but [Roman Patzner](#) beats me to it :)

## 1.18 Enlan (dir)

Enlan (dir)

The Enlan drawer should contain the following icons:

EID.info IConfig.info NetRexx.info Start-DFS.info

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## 1.19 16\_Color (dir)

16\_Color (dir)

The 16\_Color drawer should contain the following icons:

Anime.info Anime2.info Anime3.info Courtney.info Kiki.info Toaster.info

These 16 colour icons were created using the PictIcon program by Chad Randall (Aminet:util/wb). With a 16 colour WB and the right tool it is really easy to create nice looking icons!

They follow the standard developed by [Roman Patzner](#) - 55x35 pixel, because it is closer to a 3:4 ratio.

To install 16 colour palette on your system:

1. Change your screenmode to 16 colors.
2. Load the User-Startup into your editor and change the MagicWB-Demon to:  
Run >NIL: C:MagicWB-Demon 4,123,123,123 5,175,175,175 6,170,144,124 7,255,169,151 8,0,0,255 9,50,50,50 10,96,128,96 11,226,209,119 12,255,212,203 13,122,96,72 14,210,210,210 15,229,93,93 (This line is provided in the [S \(dir\)](#) of this archive).
3. Do the same with your Startup-Sequence
4. Load Prefs/Palette and change the last four colours to 255,212,203 122,96,72 210,210,210 229,93,93 and save it. After re-boot everything should work fine.

Note: MUI applications look strange without rearranging the colors.

To simply test this or see what it will look like:

1. Open the [P&C](#) drawer of this archive.
2. Click on ClickMeFirst.
3. Click on ClickForColors16.
4. Click on ClickForScreen and slide the Colors slider to 16 and hit USE.

To get everything back to normal just follow steps 3 & 4 for 8 colors instead of 16.

## 1.20 C (dir)

C (dir)

The C drawer should contain the following (as well some associated icons):

PaletteShove PaletteShove.guide

PaletteShove is a palette shover as opposed to a remapper - read it's included guide for more information.

## 1.21 System Requirements

System Requirements

An Amiga with OS2.0+...that's it!

OS1.X users may use MagicWB1.3 by Cléo Saulnier - see [PaletteShove.guide](#) for more info.

## 1.22 Installation

Installation

You may need to modify the enclosed goods slightly to adapt them to your environment (anything that I am currently aware of is explained within...feel free to let [me](#) know of anything I left out).

The contents of the original archive are listed in the [Introduction](#) , along with appropriate instructions.

The way in which I use the included patterns is to randomize them with [MagicSelector](#) which is now freeware! You may, however, preform the same thing by saving a preset for each picture (and window pattern), and then simply use wbpattern in conjunction with a random file selector such as [FilePick](#) . For example you could put the following line in your Startup-Sequence or User-Startup:

Prefs:WBPattern `C:FilePick Prefs:Presets/Pattern/#?.pre` USE

This simply tells WBPattern to load and USE (ie. not save) a random preset (in this case named SOMETHING.pre - where the path would reflect the appropriate destination on your harddrive). Please note that the FilePick command is within tilde quotes (upper left key on your keyboard).

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 and 1200 owners - you'll probably have to run the images through DPaint or ADpro to remap the palette (the colors for the standard MWB palette tend to vary slightly for AGA machines and since WorkBench does such a shitty job at remapping, you will have to do it yourself and save them. As always, if you need help doing this, just [drop me an email](#) ).

See also [16\\_Color Icons](#) .

## 1.23 For your interest...

For your interest...

The following material was created on a 14M A3000/030 with an OpalVision Board (Centaur Software), DPaintIV (Electronic Arts), Art Department Professional (Elastic Reality), Iconian and PicTIcon by [Chad Randall](#) , and IconTools by [Tobias Ferber](#) (Iconian, PicTIcon and IconTools are available on Aminet).

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

### The Color Backgrounds

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...

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).

Also I've discovered that darkening the palette (especially the pink and brown) will allow you to render some nice looking images with better skin tones. For example, for the Courtney3.iff I loaded and locked the MWB palette into ADPro, darkened the brown and pink, and rendered the image (you may need to mess with the colors a few times before you get the desired look). Then I simply loaded the image into DPaint and loaded the original palette back in (do not remap!). Now spend the rest of your free time anti-aliasing :-P

NOTE: The dithering and antialiasing can make all the difference in the world. Although, you have to develop a knack for it and it is very tedious and time consuming.

### The Grey-Scale Backgrounds

To make your own grey-scale images, just load your favorite picture into ADPro. Run the Color-To-Grey operator. Set your screen-mode to whatever your workbench is and a 4 color palette (make sure that dithering is invoked - Floyd works well, and that the palette is sorted from Lightest to Darkest - this option is in the Palette Requester in the Display Menu). Now render the screen. Edit the palette (in the Display menu) as follows: copy the fourth color to the third and then adjust the second color so that it is about midway between color 1 and color 3 (which is the same as 4). So you now have a three color palette. Render the image again.

Now, for the next step there are two ways to proceed (1) is probably only good for experienced users and (2) is for anyone:

1. Now load the image into DPaint (or whatever) and remap the palette to the 3 grey colors of the MWB palette (you will need to swap the background grey with the second color to remap (since in ADPro we picked sort from lightest to darkest) and then swap them back and remap again). That's it, or...

2. Another approach (probably easier) is to use **PaletteShove** which was written by Cléo Saulnier. All you have to do is set your workbench to the correct 3 grey colors from the MWB palette (sorted from lightest to darkest with the darkest repeated twice - position 3 and 4). You do not have to hit SAVE in the palette requester, just USE it. Read the **PaletteShove**.guide for info.

Sorry if this sounds confusing, but it IS quite tedious. Feel free to drop **me** a line if you get stuck or can't understand what I've tried to explain here. Also, I would appreciate it VERY much if you would send me any pictures you make!

GOOD LUCK!!

## 1.24 Me

Where you can reach me...

I welcome comments, criticisms, suggestions and requests - you can reach me at:

Name: Trevor Morris Address: Comp 4, Site 7 RR#1 Oromocto, NB E2V 2G2 Canada EMail: a3nb@unb.ca

For your interest, here is what I use to create this stuff:

Machine: A3000 CPU: 68030 25MHz Memory: 2M Chip, 12M Fast. Gfx: CyberVision64 4M (CyberGfx2.16u)

OS: OS3.1 (Kickstart 40.62, Workbench 40.42) Locale: Canadian HD: Quantum 50MB internal SCSI (SYS) Quantum 270MB internal SCSI-II (WORK)

Workbench: DOpus5.5-replacement, 800x600x256 colors (MWB16 locked).

Patches: Setpatch (v40.16) KingCon IPrefs Upd RamLib ColorManager PatchControl AutoPort

Cxs: MCP 1.11b2 **Directory Opus 5.5** Arq SysIHack ClipHistory MagicSelector SwazInfo

Misc: MUI3.3

Also the Author of:

For lots of pix, icons, and stuff to go with MagicWB, grab up MagicWBStuff41.lha from aminet in pix/mwb!

Check out Ent1701D.lha in gfx/3dobj on Aminet for a gorgeous Imagine model and preview of the StarShip Enterprise!

A must have for every DOpus5 user - MWB\_DOpus\_7.lha in pix/mwb on Aminet! It is full of invaluable stuff for the new Directory Opus including some excellent Hints & Tips!

If you are running MCP by ALiEN DESiGN then you'll want my MCPGuide.lha in docs/help on Aminet!

## 1.25 History

History

Here is what has changed since MWB\_Stuff5.1:

- The guide (as usual) has been completely revamped. · Added a **Photogenics drawer** . · Removed **MagicWB-Demon** , Compare.anim, MUI\_Preview.pic, 18&Older.lha. · Added MUI\_Template and updated MWB\_Template. · Added more **Big\_Patterns** : Courtney4.iff, KathyFlag.iff, & MädchenAmick.iff. · Added more **Sml\_Patterns** : XFiles.iff, XFiles2.iff, & XFiles\_MagicCopper.iff. · Added more **Win\_Patterns** : ColoredStones.iff, FlagStone.iff, & Mush.iff. · Included a new grab of my DOpusbench.

Here is what has been added since MWB\_Stuff5:

- The guide file has undergone a complete overhaul. · Added some **MUI gadgets** . · Included a MUI\_Preview.pic. · Put in a new **Disk Icon** , some **Enlan Icons** and an **MCP Drawer Icon** . · Added 3 new **WinPatterns** and a bunch of new **SmallPatterns** .

Man! It doesn't look like much when I list it out like this, but trust me, it took a hell of a lot of time!

## 1.26 Thanks to...

Thanks to...

· Leo Davidson - for all his help. · Jester :) · Marin "XEN" "Hutti" Huttenloher - for creating the **MagicWB** standard! · **Roman Patzner** - no MWB credits are complete without this guy! ROMAN PLEASE SEND ME YOUR NEW EMAIL AGAIN (I lost it). · My little brother Troy - for the nice **Icons** ! · Mario Cattaneo - for his TinyMWB Icons and a shit load of email :) · Øyvind Falch - for **MagicSelector** ! · Torsten Hiddessen - for allowing the **MagicBG WinPatterns** to be included. · Chad Randall - for PicTIcon and Iconian. · Eddy Carroll - for creating CheckGuide (used to check this guide)! · And Mikael Berglund, Jan-Tore "SCAREMONGER" Eliassen, Richard "FOXX" Harris, Martin "GASTON" Rolfsmeyer, Alisdair Walker, Mikael Berglund, Eirik Bogsnes, John Cruise, Troy Davis, Gregory Donner, Michael Grubba, Olivier Tonino, Ivan Wheelwright, Timo C. Nentwig, Aheco ten Bokkel Huinink, Steve Bridges, Mark Sorensen, Tom Heeren, R.E.Spence (the postcard is on its way ;-) and all other icon artists on the globe!! · Finally, thanx to all of you who take the time to send me mail and sending Roman a postcard!

## 1.27 Distribution

Distribution

I won't bother to put a whole wack of stringent regulations on this archive which I would never be able to enforce, and to which none of you would pay any attention, however I would ask you to please have the courtesy to distribute this archive with all of its files and documentation in tact, as they are intended to help those who obtain this piece of software. Thanx!

SYSOPS: Please name this achive MWStuf52.lha if you post it. Thanx in advance!

## 1.28 Disclaimer

Disclaimer

THERE IS NO WARRANTY FOR THE SOFTWARE TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHERE OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE SOFTWARE "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE SOFTWARE IS WITH YOU. SHOULD THE SOFTWARE PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

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## 1.29 What is FilePick?

FilePick from Amazing Developments

Give it a wildcard, and it'll give back a file picked randomly from all those which match the wildcard. File - Pick. Marvellous. Useful for all those people who like to have random WB backdrops or random samples played on bootup. Me, in fact.

FilePick is freely distributable copyright © 1994 Amazing Developments/Simon Brown and all that malarkey. Use it, give it to your mates, throw it on the fire, stick it up your left nostril, brutally assault Whigfield with it, I do not care.

Just remember yer old mate Simes if you should win the lottery.

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### 1.30 This is CARDWARE!

This is CARDWARE!

I imagine everyone who uses MagicWorkbench knows who Roman Patzner is (author of RomIcons). Well, if you like and keep the enclosed background images, icons, etc. which I have created, then you MUST (please) send (as a favour to me) a postcard with a picture of your hometown him at the address below. Although I love getting postcards, I do not, as such, collect them, however, Roman does. Therefor I would be very happy if you would please send this guy a postcard for his amazing work!!

-----

Roman Patzner Hans Kappacherstr. 9/7 5600 St.Johann/Pongau AUSTRIA (Mozart, Vienna, A.Schwarzenegger - but NO kangaroos)

Internet:It's been changed and I lost it :^(

\_\_@\_, ^7/ Amiga 1200 \_^ Blizzard\_1230II\_50MHz 6MB 120MB\_HD SCSI2 ^\, Toshiba\_CD-ROM NEC\_3D HP\_DJ500

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If you do not have any RomIcons or have never heard of Roman Patzner, then you **sending me an email** to tell me what you think will do as payment (That's right, all I want in return for this stuff is your suggestions, recommendations, comments and requests!).

### 1.31 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.

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

MagicWB is © by Martin Huttenloher.

### 1.32 MagicSelector

MagicSelector by Oyvind Falch, Triumph Software

I installed MagicWorkbench (by Martin Huttenloher) and after a while I wanted to have a different background and sound for Workbench each time I booted my Amiga. So, I wrote two programs to help me select a background and a sound for each startup. These programs are:

MagicSelector Preferences MagicSelector Main

I had to make MagicSelector Preferences, so the user can specify the files (s)he wants to use for Workbench. MagicSelector Main is the WBStartup program which sets up your background(s) and sound. I have also included some background patterns and sounds with the archive.

MagicSelector software and documentation are © 1994-1995 by Øyvind Falch, Triumph Software. All rights reserved. MagicSelector Preferences and MagicSelector Main is written in assembler using Devpack 3.04 and MUI Assembler include files by Henri Veisterä.

AND, MagicSelector is now FREEWARE, thanx to its registered users!

Oyvind Falch Triumph Software Norderhovgata 26 0654 Oslo Norway

Email: oef@netcom-gsm.no Voice: +47 33 04 47 13 Mobile: 928 68060 (Cool Mobile number :-))

### 1.33 MUI - MagicUserInterface © Copyright 1992-95 by Stefan Stuntz

MUI - MagicUserInterface © Copyright 1992-95 by Stefan Stuntz

MagicUserInterface (also known as MUI) is a complete system to create and maintain graphical user interfaces.

The central scheme behind MUI assumes that only the user (and not the programmer) of an application knows how the program (s)he is using best fits his/her personal needs, and that of his/her computer system. Because MUI applications don't contain any absolute values for sizes or positions, the programmer instead only defines objects and groups of objects. Such objects are defined on run time by MUI according to the users settings.

Consequently, an MUI application gives the user *\*many\** more important advantages:

· Font sensitivity · Changeable window sizes · Flexibility · Controlling by keyboard · System integration · Adjusting to its environment

All of the MUI settings listed above (and more) can be changed by the user via the MUI preferences program. This can be set for every program in one setting (global) or can be set for each and every single application.

Available on Aminet (dev/gui) - Get it!

### 1.34 Directory Opus 5.5 - ©1995-96 GPSoftware and Jonathon Potter

Where to order DOpus5.5

Directory Opus ©1995-96 by GPSoftware. All rights reserved

Directory Opus 5 and it's manual are © Jonathan Potter and GPSoftware, Brisbane, 1995-96. All Rights Reserved. The software was written by Jonathan Potter. Graphic design by Leigh Malpas. Manual written by Greg Perry. Help file system written by Mark Anderson and Greg Perry.

To contact GPSoftware, mail/fax Greg Perry:

Dr Greg Perry GPSoftware PO Box 570 Ashgrove Qld Australia 4060 Ph/fax: +61 7 3661402 Internet: zzgerry@mailbox.uq.oz.au

To order Directory Opus 5.5 (GP Software):

Small-Biz Software Phone: +61 (74) 919 190 PO Box 24 Fax: +61 (74) 926 860 Golden Beach Queensland AUSTRALIA 4551

Wizard Developments Phone: +44 (0)1322 272 908 PO BOX 490 Fax: +44 (0)1322 281 311 Dartford Kent DA1 2UH ENGLAND

Schatztruhe Phone: +49 201 788 778 Veronikastr 33 Fax: +49 201 798 447 45131 Essen GERMANY

Micro R&D Phone: +1 308 745 1243 721 'O' Street Fax: +1 308 745 1246 Loup City NE 68853 USA

(Taken from the registration card - I hope this information is accurate)

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