AKIconzGold

COLLABORATORS

	TITLE : AKIconzGold		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		August 10, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

AKIconzGold

1.1   AKIconzGold Guide ...

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         IconzGold


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            Important Note !!!
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1.2   Copyright

```
            Copyright:
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This collection is Mailware; if you like it send
            me
             an e-mail, please.
If you want to improve the icons or use them for another collection,
please put them back to AmiNet again and also sent
            me

an e-mail (so
that
I
know what to download ... ;-)).

If you want to put this collection on a coverdisk/CD-ROM of an Amiga
mag, send
me
a free copy of this mag, please (if
AKIconz 1,2, 3 or 4
even were on such, maybe you can send
me
a copy of these as well;
CD-ROM prefered).

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1.3   Introduction

Introduction:

Welcome to AKIconzGold!

After having released 4
collections
of (mostly games) icons using the
standard MagicWB colours
I
got bored of them. After seeing more and
more people using the more colourful New- or even GlowIcons
I
looked
over my simple 8 col. WB and decided to do something against it! ;-)

So
I
was looking for possibilities to have a more colourful WB but
without "OS 3.1 non-standard" stuff as NewIcons or GlowIcons.

First
I
discovered the RomIcons and later the BNSMWBicons on Aminet
and thought:

"WOW! They are looking great! Using a
pre-defined 32-col. palette
you could get such colourful (standard!) icons
I
never expected!".

Together with FBlit, which even makes a 32 col. DblPAL HiRes flickerfree
screen work well on a 030/50 and without a gfx card this was the optimal
solution in my eyes.

And so the re-built of the whole icons and patterns scheme on my HD
begun ...

After the existing icons did not cover all my needs
                I
                 begun to create
more and more by myself - and here are the first results ...

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1.4 Description

                Description:

This is a collection of 16-/32-coloured icons in the BNSMWBicons style.
As these icons, mine use the 8 MWB colours, expanded by the 8 RomIcons
colours and again expanded by 13 more colours introduced with the 7th
and corrected with the 8th release of the BNSMWBicons on Aminet.

For correct look the icons need a screen with 32 or more colours and
a pre-defined
                32-colour palette
                 for the Workbench.

With this palette all your icons will have the right colours and so
will look well:
 - the original 8-colour MagicWB icons (anyone knows them!)
 - the 16-colour RomIcons (often found in the installers of WHDLoad/jst)
 - the 32-colour BNSMWBicons and so the AKIconzGold as well ;-)
 - NewIcons (as the palette is using a wide-spread range of colours)
 - and even GlowIcons will look relatively nice on a 32-col. screen
   (although you'll use a more colourful screenmode for them anyway...)

So if you don't want to restrict yourself to one sort of icons but always
want to have the right colour settings for any icons, you should set this
palette!

There are 300 icons for different apps, games (both incl. drawers),
prefs, WBStartup tools and so on inside this collection.

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1.5 Installation

                Installation:

1. Set the Workbench's screenmode to 32 or more colors.

2. To get the correct colors, set/lock the following pens
   with Palette prefs and FullPalette or a similar tool:

```
   Pen   RGB values   Look   Description      How to set/lock          Result
                                                                    _
    0.  149,149,149  [  ] - background    - set with Palette prefs   |
    1.  000,000,000  [  ] - black         - set with Palette prefs   |
    2.  255,255,255  [  ] - white         - set with Palette prefs   |  original
    3.  059,103,162  [  ] - blue          - set with Palette prefs   > MagicWB
    4.  123,123,123  [  ] - med. grey     - lock with FullPalette    |  colours
    5.  175,175,175  [  ] - bright grey 1 - lock with FullPalette    |
    6.  170,144,124  [  ] - bright brown  - lock with FullPalette    |
    7.  255,169,151  [  ] - rose          - lock with FullPalette   _|
    8.  080,080,080  [  ] - dark grey 1   - lock with FullPalette    |
    9.  042,062,091  [  ] - antrahzit     - lock with FullPalette    |
   10.  096,128,096  [  ] - green         - lock with FullPalette    |   ←
        additional
   11.  226,209,119  [  ] - yellow        - lock with FullPalette    > RomIcons
   12.  255,212,203  [  ] - bright rose   - set with Palette prefs   |  colours
   13.  122,096,072  [  ] - brown         - set with Palette prefs   |
   14.  210,210,210  [  ] - bright grey 2 - set with Palette prefs   |
   15.  229,093,093  [  ] - red           - set with Palette prefs  _|
   16.  192,112,000  [  ] - dark orange   - lock with FullPalette    |
   17.              [  ] -                -   <keep unlocked> *)      :
   18.              [  ] -                -   <keep unlocked> *)      :
   19.              [  ] -                -   <keep unlocked> *)      :
   20.  242,131,122  [  ] - dark rose     - lock with FullPalette    |
   21.  128,000,048  [  ] - crimson       - lock with FullPalette    |
   22.  224,172,064  [  ] - dark yellow   - lock with FullPalette    |   ←
        additional
   23.  100,100,100  [  ] - dark grey 2   - lock with FullPalette    >   ←
        BNSMWBicons
   24.  144,112,080  [  ] - bright brown  - lock with FullPalette    |  colours
   25.  207,150,060  [  ] - orange        - lock with FullPalette    |
   26.  127,080,160  [  ] - violet        - lock with FullPalette    |
   27.  068,068,068  [  ] - dark grey 3   - lock with FullPalette    |
   28.  064,160,192  [  ] - bright blue 1 - lock with FullPalette    |
   29.  000,112,064  [  ] - dark green    - lock with FullPalette    |
   30.  062,132,177  [  ] - bright blue 2 - lock with FullPalette    |
   31.  048,192,112  [  ] - bright green  - lock with FullPalette   _|
```

   *) Pens number 17, 18 and 19 must be kept unlocked because they are
      determined and used by the pointer.

   Or install the included fullpalette.prefs into your ENVARC:SYS dir
   (you'll have to set the 8 colours with the Palette prefs anyway!).

3. Use a tool like IconInstaller for replacing your icons with these
   new ones.

4. Be happy! :-)

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1.6 History:

```
          History:

11.02.2001  - first preview release (on my
                homepage
                 only!)
            - 142 icons

05.03.2001  - second preview release (on my
                homepage
                 only!)
            - 200 icons
            - mainly added new games icons and corrected some older

10.03.2001  - third preview release (on my
                homepage
                 only!)
            - 236 icons
            - included a palette.prefs settings file and corrected
              "Click4Palette" script for this
            - added an
                installation
                 section to the readme

27.03.2001  - full release (on my
                homepage
                 and on Aminet)
            - 300 icons
            - added a guide to the archive and removed some sections
              from the readme respective


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```

1.7 About the author

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          About the author:

Andreas Kürzinger
Altenburger Straße 25
09328 Lunzenau
Germany


E-Mail:    Satanas666@freenet.de
Homepage:  http://people.freenet.de/satanas666


 ___ __ __
 /  \| / ) Andreas Kürzinger <Satanas666@freenet.de>
/    \  ( http://people.freenet.de/satanas666/
\__Y__/__\__) A12ooAT,o3o/882-5o,16+2MB,1.2GB,4xCD,56k
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1.8   Other stuff from me

Other stuff from me:

I released a few more things on Aminet and/or my
                homepage
                .
Maybe you're interested in some more stuff...

AKIconz 1-4 – four standard 8-col. MagicWB icons collections
                  (mostly games icons)
      – discontinued
        (the AKIconzGold are the successors of them)

AKBackPix 1-4 – four collection of greyscale backdrop images for WB
      – using the RomIcons palette, so do work with the

                32-col palette
                 of AKIconzGold as well
      – discontinued
        (maybe I'll release some 32-col. images someday)

AKImagez – about 450 small 8-col. MWB style images for the use with
        startbutton tools like ScreenTab or others
      – discontinued
        (I recolor them to the 16 RomIcons colours ATM)

German catalogs – e.g. for:
        + AlertPatch v3.0 (AlertPatch_dt.lha)
        + AmiSearch v1.1   (AmiSearch11Dt.lha)
        + Foundation   (Foundation_dt.lha)
        + GetSize v1.0   (GetSize_dt.lha)
        + HomeBank v1.3   (HomeBank_Dt.lha)
        + Iconian v2.98   (Iconian298_Dt.lha)
        + TaskiSMS v2.03   (AKTaskiSMS.lha)
        + VChess v4.1   (vchess_dt.lha)
        + Wordworth v7   (WW7Dt_Upd.lha)
          and some others (gathered in AKCatalogs.lha)

misc stuff – like:
        + a YAM2-like toolbar for TaskiSMS   (AKTaskiSMS.lha)
        + Amiga® logos for Siemens S35i mobile (S35i_Amiga.lha)
        + Mouse pointers   (AKPointerz.lha)
        + MagicWB-Skins for the MCDPlayer   (MCDP_AKPanels.lha)
        + a card set for Soliton   (AKSoliton.lha)
        + a german exe for game/board/sol.lha (sol_dt.lha)
        + some Games lists   (GamesLists.lha)
        + a German guide for MuchMore v4.6   (MuchMore46Dt.lha)
        + old and   (AKDiddlWB.lha)
                  + new screenshots of my Workbench   (AKNewWB.lha)

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1.9   Important !!!

Important Note:

I
 have got only 3
Mails
 for the icons yet!!!

Is there really no one else out there using them?!?

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