

# **MagicFrames**

Luke Elliott

<b>COLLABORATORS</b>
----------------------

	<i>TITLE :</i> MagicFrames	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY	Luke Elliott	April 10, 2022
<i>SIGNATURE</i>		

<b>REVISION HISTORY</b>
-------------------------

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>MagicFrames</b>	<b>1</b>
1.1	MagicFrames Documentation . . . . .	1
1.2	What is MagicFrames? . . . . .	1
1.3	What do I need to use MagicFrames? . . . . .	2
1.4	Disclaimer . . . . .	2
1.5	Distribution . . . . .	2
1.6	How does MagicFrames work? . . . . .	2
1.7	How to install MagicFrames . . . . .	3
1.8	The history of MagicFrames . . . . .	3
1.9	The future of MagicFrames . . . . .	4
1.10	About me, Luke Elliott . . . . .	4

---

## Chapter 1

# MagicFrames

### 1.1 MagicFrames Documentation

MagicFrames v0.2

© Luke Elliott, October 1995.  
email: ae3084@bris.ac.uk

What is MagicFrames?  
Requirements

Disclaimer

Distribution

How does it work?

Installation

History

The future

About the author

### 1.2 What is MagicFrames?

MagicFrames is a (very) small utility which patches some features of the Amiga's OS to improve the look of GUI's when running on screens that have a 1:1 aspect ratio (such as 640\*512, 800\*600 etc...).

If you have ever used a screen like this, you will know that standard system gadgets (from GadTools) don't look quite right... they have thick sides and thin tops/bottoms. It simply looks unprofessional. Well, no more! MagicFrames will give all gadgets from GadTools thin

---

edges on 1:1 screens!

Now I must make an apology. If a program like this one already exists, then I'm sorry! I haven't found one, but you can never be sure. Please, contact me if you know of one!

### 1.3 What do I need to use MagicFrames?

In order to use MagicFrames, you will require at least Kickstart 3.0 (v39) of the Amiga OS.

Obviously, you will also need to be running a 1:1 screen to see the improvements that MagicFrames brings to your Amiga environment.

MagicFrames has NOT been tested on Kickstart 3.1 (v40) so, if someone could tell me if it works or not, I would be grateful!

### 1.4 Disclaimer

This is a VERY early release of MagicFrames. Essentially, I am releasing it to "test the water", to see if anyone likes the idea and to see if there is a better implementation of the same idea elsewhere. However, I do have quite a few ideas for improvements, so please read about

The Future

.

MagicFrames has been tested on Kickstart 39.106 and runs with no problems. Whether it works under v40 I do not know, so use carefully. I cannot be held responsible for loss of data yadda yadda....

### 1.5 Distribution

I don't care where MagicFrames is distributed, as long as the whole archive is kept intact and not changed in any way.

As far as "xxxx-ware" is concerned, MagicFrames is freeware, although perhaps a postcard of your home town would be nice...

### 1.6 How does MagicFrames work?

Although I have been referring to MagicFrames as changing the way GadTools looks, this is not strictly true... Watch out! I'm going to

get technical now...

MagicFrames patches the OM\_DRAW and OM\_DRAWFRAME methods of the "frameiclass" BOOSI class so that when the aspect ratio of the destination screen is 1:1, the frames are drawn "thin".

MagicFrames requires at least Kickstart 3.0 because on earlier versions frameiclass only contained the "thin" frame, and not the frame types used by GadTools (FRAME\_BUTTON, FRAME RIDGE, FRAME\_ICONDROPPBOX and their complements).

Since I haven't got the RKM's for "frameiclass", I have only supported the following tags:

IA_Outline	Don't "fill" the frame
IA_Recessed	"Flip" the frame image

Please, if I have missed some tags or if I have incorrectly implemented something,  
contact me  
.

With this patch in place, all GadTools gadgets except the CHECKBOX and MX gadgets will look correct in 1:1. In order to make the CHECKBOX frame "thin", MagicFrames patches the OM\_NEW method of "sysiclass" to remove the extra thickness from the frame. I have not changed the MXIMAGE because it looks alright in 1:1.

## 1.7 How to install MagicFrames

Unfortunately, there is no Install script yet. Maybe in a future release...

Anyway, copy the file "MagicFrames" to your C: directory.

MagicFrames needs the Workbench screen to be open when it is run, so since this does not usually happen until the "LoadWB" command is executed in the startup sequence, insert the following line after the "LoadWB" line:

```
C:Run <NIL: >NIL: C:MagicFrames
```

(You could put this line earlier in the startup-sequence, or even in the user-startup, but it will open the Workbench prematurely.)

## 1.8 The history of MagicFrames

0.0 Creation. Simply patched OM\_NEW of "frameiclass" so that all FRAME\_BUTTON objects became FRAME\_DEFAULT.

0.1 Complete rewrite. Patches all frames of v39 "frameiclass" to

---

look good in 1:1 screen.

0.2 Added "sysiclass" patch for CHECKBOXIMAGE type object.

That's it!

## 1.9 The future of MagicFrames

I have the following ideas:

1. Add extra "MagicFrames" pen types, so that you can specify the background color used by gadgets. (I have tried this very quickly, and it looks cool!)
2. Add the possibility to draw all frames in XEN style.
3. A nicer CLI interface, perhaps a prefs editor when the need arises.
4. Patch the cycle gadget image of GadTools so that it looks like a "popup" image for when CycleToMenu is used.

If anyone has any good ideas, send them to me!

## 1.10 About me, Luke Elliott

I am a second year Computer Science student at Bristol University, England. I have not released any software on Aminet before. However, I did write the multimedia (menu?!) software used by "The Final Frontier" disk magazine.

My email address on the Internet is -  
ae3084@bris.ac.uk

Or snail mail -  
7 Hathaway Close  
Eaton Socon  
St. Neots  
Cambs. PE19 3HQ  
England.

Any bugs reports, suggestions and the like to one of those, please!

Just for anyone interested, my Amiga setup is:  
Amiga 1200/28, 4Mb FAST, 60Mb HD, Overdrive-CD

Interestingly enough, I don't have a monitor and hardly ever use a 1:1 screen! However, I am (hopefully) getting one soon!

---