

## **MWB\_DOpus8\_Help**

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**COLLABORATORS**

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**REVISION HISTORY**

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# Chapter 1

## MWB\_DOpus8\_Help

### 1.1 MWB\_DOpus 8 Help - Contents

MWB\_DOpus v8.0 -- By Trevor Morris & Leo Davidson.

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Magic Workbench Toolbar Icons and Backdrop Pictures for Directory Opus 5.5  
(Useful for people not using Opus5 too -- they work great with ToolManager,  
TinyMeter (MWB\_DOpus7, at least), and similar programs which need little  
brushes/icons).

Who to contact with problems or suggestions.

Note for users DOpus 5.11 or MWB\_DOpus v7.0.

Contents of the archive.

Questions and Answers.

Sorry for the brevity of this document, it was written in a bit of  
a hurry. Maybe in an update we'll have more hints and other interesting  
stuff in the guide like we did in MWB\_DOpus7...

Leo 'Nudel' Davidson, London, 11-Aug-1996.

### 1.2 MWB\_DOpus 8 Help - Who to contact

Who to contact if you have problems or suggestions

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This package is *\*not\** a product of GPSSoftware.

Comments, suggests, flames, and pleas for advise should not be  
sent to GPSSoftware but to:

Leo Davidson <leo.davidson@keble.oxford.ac.uk>

Trevor Morris <A3NB@unb.ca>

Directory Opus 5 Mailing List

If you are not on the DOpus5 Mailing List already you should contact  
Dr. Greg Perry <zzgperry@mailbox.uq.oz.au> and ask to be added. If you  
don't have an email address... Um, get one, or something.

### 1.3 MWB\_DOpus 8 Help - Note for previous users

Note for users DOpus 5.11 or MWB\_DOpus v7.0:

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Directory Opus 5.5 offers \*many\* new features -- one area of great enhancement is the handling of toolbar and button-bank icons. All icons in this version of MWB\_DOpus are animated (two-frame) and have the icon border within the image itself. These icons are designed for use with DOpus 5.5 borderless button-banks and toolbars and will look bad if used in combination with the old unanimated, unbordered icons in the previous MWB\_DOpus collections. If you really cannot afford the upgrade to Opus 5.5 (or want one-frame borderless brushes for something else, like TinyMeter's graphical menu system) you should still be able to get MWB\_DOpus7.lha from Aminet. Don't expect us to support Opus 5.11 any more, though -- Opus 5.5 is so much better that we consider those who do not upgrade as crazy fools and unworthy of even our tiny, worthless icons.

### 1.4 MWB\_DOpus 8 Help - Contents

Contents -- Icons AND Brushes?

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Directory Opus 5.5 can load icons and (anim-)brushes for use as button imagery. The images from MWB\_DOpus v8.0 come in both icon and anim-brush formats -- the anim-brushes are in the directory where you installed MWB\_Dopus and have filenames like "xxxxxxx.small", while the icons are in the "icons/" subdirectory of the same place and have filenames like "xxxxxxx.small.info".

Also in the package are several backdrop pictures (some of them DOpus5 related, some just nice patterns) to liven up your screen, replacement icons for the stuff in the DOpus5 directory, and some other bits and bobs like Fonts and stuff that generally make things look nicer. Finally, there are some Index files which make it quick and easy to find the icon you want.

### 1.5 MWB\_DOpus 8 Help - Questions & Answers

Questions & Answers:

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Q: Should I use the Icons or the Animbrushes?

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A: In general, if you are using the Magic Workbench palette you should use the icons because they use less memory and will take less time to load. There are also several variants of the MWB palette (e.g. some darker than others), and if you are not using the same one which the brushes use you may get degraded quality and/or wasted Workbench pens.

If you are not running the MWB palette but are using Workbench 3 or above and have a screen with many colours, you should use the brushes and let DOpus5.5 remap them to your palette.

Q: How do I change the cycle image which is displayed when the lister isn't wide enough to show the entire toolbar?

A: Directory Opus 5.5 *\*always\** uses

"DH0:Tools/Opus5/images/ToolBarArrow.image" for the cycle image.

If you didn't use the install script you'll have to do this

by hand and copy the image from wherever you put MWB\_DOpus images.

Q: The cycle image is installed as described above but it doesn't look right.

A: Directory Opus 5.5 always uses "DH0:Tools/Opus5/images/ToolBarArrow.image" for the cycle image. As this file is a brush you may need to change it's palette slightly (although on my system there is no problem).

Or, although it probably won't work, you could try replacing it with the icon version (keeping the filename the same).

We think/hope that noone will have this problem but if you do please let us know and we will work out a solution for you.

Q: I'm using the Magic Workbench palette and a screenmode of more than 8 colours, but the icons don't look right.

A: To save time and space, all of the icons are saved as 8 colour icons. The Amiga's palette system is a little "strange", and, although there is a very good reason for the way things are, this often leads to problems.

If you are running a program such as MagicWB-Daemon which locks pens 4 - 7 as the upper-4 MWB colours, turning on "Environment/Desktop/Don't Remap Icons" should solve the problem.

Or, if you're not using the original Workbench anymore you can just stop using MagicWB-Daemon as DOpus can fix the problem in a better way (when "Environment/Desktop/Don't Remap Icons" is turned off Opus converts all 8 colour icons to work with your screen-mode).

If you are not running MagicWB-Daemon, either:

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- a) Turn off "Environment/Desktop/Don't Remap Icons", or
- b) Turn on "Environment/Desktop/Don't Remap Icons" and convert all the icons to 8-bitplanes (256 colours) using a program such as MUIReIcon (on Aminet) or 3-2-8 (which comes with Picticon on Aminet).

Q: I installed the replacement MWB versions of the DOpus program and directory icons but the main "DirectoryOpus" icon is still the old one.

A: The install script will not replace your DirectoryOpus icon in case you have set some of the tooltypes in it. If you should look in DOpus5:Icons/Storage there are several replacement icons which you can choose from and install yourself using IconEdit (which comes with Workbench), MUIReIcon (which is on Aminet), or a similar program or if you have not set any special tooltypes, just copy one of the files over the old icon.

Q: When I install some or all of the background patterns they look terrible.

A: This will happen if you are not using exactly the same version of the MagicWorkbench palette of the pictures. You should load the pictures into an art program and adjust their palettes, or use a program such as PaletteShove (on Aminet) if you are only using an 8 colour screen.