MagicExpansion/ME_English

COLLABORATORS

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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1.1   MagicExpansion/ME_English.guide

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MagicExpansion

Useful expansions for the MagicUserInterface of Stefan Stuntz
and MagicWB of Martin Huttenloher

Version 1.2 (June 1994)

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- Shareware -

Introduction

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1.2   ME_English.guide/EINLEITUNG

Introduction
~~~~~~~~~~~~
    'MagicExpansion' shall be an expansion for the MagicUserInterface by
Stefan Stuntz and MagicWB by Martin Huttenloher. If you haven't already
done so, you should register both products.

With 'MagicExpansion', programmers (for MUI applications) and draftsman (for icons) shall be supported.

This is the second public version of 'MagicExpansion'. First 'MagicExpansion' should be Giftware, but I got very few gifts so I decided that 'MagicExpansion'~is Shareware now. To become a registered user, you must pay a little shareware fee of

  DM 15,
  US$ 10,
  or an amount in any other currency which corresponds to US$ 15 (15!),

either cash or in eurocheques. The best way is, to use the included order form. Send you registration to:

    Johannes Beigel
    Fliederstr. 43a
    65396 Walluf
    GERMANY

    Users in Germany can simply transfer DM 10 to the following account (please note, that you want to register for 'MagicExpansion'):

    Volksbank Eltville e.V.
    bank code number: 512 910 00
    account number: 71 730

    You'll get the full version of 'MagicExpansion' in the fastest way, in which are
                  4 fonts
                   for your own icons.   You mustsn't spread this full version.
    Registered users always get automatically the newest versions of 'MagicExpansion'.

1.3 ME_English.guide/INHALT

                Contents of the package
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                    Include file

                    MUI image sets

                    Icons
                     Color palettes

                    Background patterns

                    Color fonts

                    Mouse pointers

1.4 ME_English.guide/INHALT/INCLUDEFILE

```
The include file
----------------
    The include file defines some useful new  MUI-macros for shorter and
nicer source code:
```

  – New gadget types: ...UInteger(), ...SInteger(), ...Note(),
    KeyPopupButton(), ...ToggleButton()

  – New label type ...CLabel...() for centered labels

  – New spacing macros: HBar, VBar, HBarFixed(), VBarFixed()

  – "Wt"-version for some gadget macros (additional weight-argument)

```
    If you want to use the Intege-  or Note-macros  of the include file,
you must insert the following lines before the first macro call.

    TEXT acceptSNumbers[] = ACCEPTSNUMBERS; /* For ...SInteger() */
    TEXT acceptUNumbers[] = ACCEPTUNUMBERS; /* For ...UInteger() */
    TEXT acceptNotes[] = ACCEPTNOTES;       /* For     ...Note() */

    I haven't  inserted the lines  in the include  file because then you
couldn't include it into GST files (with SAS/C compiler) for example.
```

1.5 ME_English.guide/INHALT/IMAGESETS

```
The MUI-image sets
------------------
    The package contains 6 MUI-Image-Sets:
```

  – Jojo_Black_11pt

  – Jojo_Black_13pt

  – Jojo_3D_11pt

  – Jojo_3D_13pt

  – Jojo_Outline_11pt

  – Jojo_Outline_13pt

```
    The image sets should be used with a 11- or 13-pixel font.
    The image set  'Jojo_Black_11pt'  beinhaltet  images for arrows, all
kinds of Popup objects,  Checkmarks,  RadioButtons,  Cycle gadgets,  the
Assign symbol,  the Network symbol and  the TapePause symbol.  The other
images were overtaken from the XEN-Sets.  So you can delete the XEN-sets
```

completly from your harddisk if you want to have place.
    The other sets contain only the images which are diffenrent to the
images in 'Jojo_Black_11pt'.
    Except of the TapePause-, Assign- and Network-images, all images
look   like the XEN-buttons.   The TapePause-image contains simply two
vertical bars instead of one   (I looked at every tape- and CD-player in
the house and saw that everywhere is a '||' and not a '|' on the pause-
buttons).
    If you want my images to look best,   do the following (If you use
MagicWB, the first 3 points should already be done):

  – Use a screen with at least 8 colors and a width similar to the
    height (640 x 512 for example).

  – Use the MagicWB palette (or something similar).

  – Use a 11 or a 13 pixel font for Screen text.

  – Start the MUI prefs program.

  – Chose 'XEN Lo' or 'XEN Hi' from the 'Edit/Presets' menu.

  – Change the images to the images in Jojo_Black.., Jojo_3D.. or
    Jojo_Outline.. (page Images).

  – If you don't have MagicWB change the font names from 'XHelvetica'
    to 'helvetica' (page Fonts).

    Additionally there is a so-called MUI image construction set in the
package: an ILBM picture with the iamges of all sets on it. You can use
this picture file as model for your own images.

1.6 ME_English.guide/INHALT/ICONS

The icons

    I tried to let the icons to look like like the icons in the MagicWB
package. I must say that *my* icons don't look as good as 'real' MagicWB
icons, but maybe Martin Huttenloher sees my icons and draws better ones.

    The package also contains a ILBM file with some new and old icon
templates.

1.7 ME_English.guide/INHALT/FARBPALETTEN

The color palettes

    The color palettes shall be alternatives to the orginal MagicWB
palette. Every palette exists as ILBM file (OS 3.0 or better) and as
'pre' file (OS 2.x).   But you needn't to know that because the
installation will install the right palettes.
    The palettes 'OriginalPalette.ilbm' and 'OriginalPalette.pre' are

```
the original MagicWB palettes.
```

1.8 ME_English.guide/INHALT/PATTERNS

```
The background patterns
-----------------------
    In  the package  there are  a few  new background  patterns  in ILBM
format.  The patterns use the original MagicWB palette,  so OS 2.0 users
can use them at once with NickPrefs.

    There  are  background  patterns  for  the  Workbench windows  under
OS 2.x, too. They have the format for the prefs editor 'WBPattern'.
```

1.9 ME_English/INHALT/FONTS

```
Fonts
-----
    In this  version are 4 new  color fonts included  - but only in the
full version of registered users.    Unregistered users can display the
ILBM  picture file  'MEFonts.ilbm',  on which are a  few chars of every
font.

    The color fonts are ideal  for your own icon projects,  because they
use the original MagicWB color palette.   The following fonts are in the
package:

    - Helvetica/23
    - HelveticaPlain/23
    - Times/21
    - TimesPlain21

    The fonts don't exist as normal color fonts but every char exists as
a single  IFF/ILBM  brush.  The reason for that is that I didn't know  a
program to create color fonts  but a shareware program, which I found so
bad that I didn't want to pay the shareware fee (In the non-full-version
you wasn't able to save).   If someone knows a good program, it would be
nice to tell me  its name or to send it to me.   Otherwise I maybe write
such a program myself - certainly with MUI interface :)
```

1.10 ME_English/INHALT/MOUSEPOINTER

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Mouse pointers
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    Another new thing in  this version are the mouse pointers.   I drew
them for OS 2.x users  (LoRes resultion, max. width 16 pixel).  They use
4 or 8 colors,  at least one of them is a  grey which is  used for anti-
aliasing  (With such a low resultion you must have anti-aliasing). There
are normal mouse pointers in the package, busy pointers and busy pointer
animations   (The last two are for the  'BusyPointer'-prefs-ed  from the
NickPrefs package which is included in MagicWB).
```

The busy pointer 'Bee.ilbm' or its animation 'BeeAnim.pre'~should only be used with one of the '...Yellow...' pointers or with the 'ArrowLeftGrey.ilbm' or 'ArrowRightGrey.ilbm' pointers, because the bee needs the color yellow.

If you want to use one of the 8 color pointers (with the suffix '8Col.ilbm'), you have to copy it directly to 'ENVARC:sys'~or 'ENV:sys', because the 'Pointer'-prefs-ed only processes 4 color pointers. Example:

Copy Prefs/Presets/ArrowLeftYellow8Col.ilbm ENVARC:sys/Pointer.ilbm

1.11 ME_English/INSTALLATION

Installation
~~~~~~~~~~~~~
    Simply double-click the InstallMagicExpansion icon. You need the Commodore-Installer for ther installation, but if you have got MUI you have the Installer.
    Now you can select what you want to install and what not. If you don't know what to do, read the help texts.

    The script won't install any icons, because I didn't know which icons you want to use. So you have to update the icons 'by hand' with IconUpdate. Example:

IconUpdate TCSWD MagicExpansion/Icons/Editor2 SC:c/se

    This line would update the icon of the SAS/C++ editor 'se'. The tool 'IconUpdate' was written to update MagicWB icons. So it adds the tooltype

        »»»» Icon by Martin Huttenloher «««« .

But don't get crazy because of this, the icon drawn by *ME*. :-)

1.12 ME_English.guide/RECHTLICHES

            Copyright
~~~~~~~~~~
    This package is Shareware but it's also Copyright © 1994 by Johannes Beigel. That means you can (you should) spread this non-full-version all over the world without asking me, as long as you don't take more than DM 5,-- or US$ 5,-- for it (including disk and copying costs but not the postage).
    You are only allowed to spread the whole package.
    If you want to include files from this package in non-commercial software (Shareware, Freeware, Giftware...) you have to send me the product.
    If you want to include this package (or parts of it) into a commercial product you *have* to contact me (address see
            Introduction

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                    ).
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1.13   ME_English.guide/DANKSAGUNGEN

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Thanks
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    I want to thanl The follwing persons:

    - Martin Huttenloher and Stefan  Stuntz for their great products MUI
      and MagicWB

    - ICP-Verlag (AmigaPlus)  and  Cloanto  for  PersonalPaint 2.1, with
      which  all  icons,  images,  palettes,  patterns,  color-fonts and
      pointers were made

    - A.P.S. - electronic -  for the  background  pattern  'StoneBlue',
      which  I took from  the info  disk  (I changed  the colors  to the
      MagicWB palette)

    - Martin Schulze  for his friendly  suppport with  the  spreading of
      MagicExpansion 1.1 and for the creation of AmiNet-On-Disk (I don't
      have a modem, so I know to appreciate this institution).
      Besides: SaarAG is the best PD series of the world!

    - all MUI programmers who make MUI more and more popular

    - all MagicWB-style-icon-draftsmen, who make the Workbenches of the
      amiga users prettier.
```