

MagicWB Documentation

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Chapter 1

MagicWB Documentation

1.1 Welcome to MagicWB

MagicWB 1.2p

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- Released as SHAREWARE -

Intro

» IMPORTANT «

Table of contents

1.2 IMPORTANT!!!

English

Deutsch

1.3 Information about the version numbers

This is version 1.2p of MagicWB, a small, public update to MagicWB 1.0. "p" stands for "public". Small changes and improvements have been done with MagicWB 1.0, which finally justified this update. Version 1.2p may be freely distributed; also read the LICENSE for more information.

At the same time there is MagicWB version 1.5 available which is the real, completely revised update of MagicWB. This update will be shipped to all registered users of MagicWB for free. But that version MUST NOT be copied and distributed. Therefore sort of a copy protection is integrated in MagicWB 1.5 that encodes the name and address of the registered owner on his MagicWB disk. This full version will not be public, which means, that

you (if you haven't yet registered for MagicWB) will have to register to obtain MagicWB 1.5.

The full version MagicWB 1.5 features:

- Many Icons were redesigned and enhanced a lot (especially those important System-Default-Icons).
- Lots of new Icons in the typical XEN-Style were added (missing Icons of MagicWB 1.0 are also included now...)
- New Icons for Preferences and Commodities were added.
- Altogether 9 Fonts are included in MagicWB now.
- The documentation is in AmigaGuide format exploiting all its features.
- Over a dozen new Patterns were created, like 5 new Marble_CLASSIC, IntelOutside, Parchment, Granite, Spots, Clouds, Wallpaper etc.
- Several small programs were added for MagicWB 1.5, which simplify the task of converting and changing Icons and Images by the user himself. The time of being forced to use IconEdit or several paint programs are over. Everything will be done in a twinkling of an eye by those programs. This is pure comfort!
- 50 (!) astonishing Dock-Images are included in MagicWB 1.5. With them you will always have a Dock-Icon for any application! They look even better than the Icons of MagicWB. The installation of these Dock-Images couldn't be easier: Several presets are supplied.

Make your WB look professional with these incredible Dock-Images!

- 15 Dock-Images for Preferences are included. Installation is easy: It won't take 3 minutes, because everything is already predefined!
- Several Icon-Templates are included now to simplify the need of some users to convert their old and ugly Icons to MagicWB-Standard-Icons.
- and much more was done for the ultimate MagicWB 1.5...

MagicWB 1.5 can only be obtained by ordering it directly from the author. Therefore you will have to register (read chapter 5.2) and you will have to express your wish to get MagicWB 1.5 shipped immediately.

1.4 Information über die Versionsnummern

Dies ist Version 1.2p von MagicWB, ein kleines, öffentliches Update zu MagicWB 1.0. "p" steht hierbei für "public". Es wurden kleine Änderungen und Verbesserungen an MagicWB 1.0 vorgenommen, welche diese Version entstehen ließen. Version 1.2p darf verbreitet werden, siehe LICENSE .

Zur gleichen Zeit gibt es die Version 1.5 von MagicWB, welche die

eigentliche, komplett neu überarbeitete Version ist. Diese Version wird kostenlos an alle registrierten Benutzer von MagicWB verschickt. Diese Version darf aber nicht kopiert und verbreitet werden, daher wurde eine Art Kopierschutz eingebaut, der den Namen und die Adresse des registrierten Benutzers in das Archiv hineinverschlüsselt. Diese Vollversion 1.5 wird nicht öffentlich werden, d.h. daß Sie sich (sofern Sie noch kein registrierter Benutzer von MagicWB sind) sich registrieren lassen müssen, um die Vollversion MagicWB 1.5 zu erhalten.

Die Vollversion MagicWB 1.5 bietet folgendes:

- Viele Icons wurden neu überarbeitet und stark verbessert (vor allem die wichtigen System-Default-Icons).
- Es sind viele neue Icons im typischen XEN-Stil hinzugekommen. (fehlende Icons von Version 1.0 sind jetzt auch dabei...)
- Es sind neue Icons für Preferences und Commodities hinzugekommen.
- Insgesamt 9 Fonts sind nun in MagicWB enthalten.
- Die Anleitung liegt nun im AmigaGuide-Format vor.
- Es wurden über ein Dutzend neue Patterns erstellt, unter anderem 5 neue Marble_CLASSIC, IntelOutside, Parchment, Granite, Spots, Clouds, Wallpaper etc.
- Mehrere kleine Programme sind für MagicWB hinzugekommen, die die Arbeit mit den Icons und Images stark vereinfachen. Die Zeiten von IconEdit und diversen Malprogrammen sind vorbei. Alles wird in Sekundenbruchteilen von den Programmen erledigt. So komfortabel war's noch nie!
- 50 (!) Dock-Icons in beeindruckender Qualität sind in MagicWB 1.5 enthalten. Damit hat man nun für wirklich jede Anwendung ein passendes Dock-Icon! Die Einbindung dieser Dock-Icons wird durch diverse Voreinstellungen auf das Äußerste vereinfacht.

So professionell hat Ihre WB noch nie ausgesehen!

- 15 Dock-Images für die Preferences sind integriert. Die Einbindung in die WB dauert keine 3 Minuten, da alles schon vordefiniert ist!
- Mehrere Icon-Templates für die diversen Programmtypen wurden integriert, sodaß es nun für den Benutzer ein Einfaches ist, spezielle alte Icons selbständig in MagicWB-Icons zu verwandeln.
- und vieles mehr wurde an MagicWB überarbeitet...

Die Vollversion MagicWB 1.5 kann nur vom Autor direkt bekommen werden. Dazu lassen Sie sich bitte registrieren (siehe Kapitel 5.2) und geben ausdrücklich den Wunsch an, MagicWB 1.5 zugeschickt zu bekommen.

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1.6 Introduction

1.1 Short description

This is what you have always been looking for. It is not "just another useless Icon compilation"! It is far more different. Please, read on:

This package contains all standard System-Icons and more (actually 100 different Icons) painted in a new completely different style: They look very 3-dimensional, have 8 colors, have gradient fills, feature click-and-push animation if being clicked onto to simulate a pushed button and even more... To sum it up: They are simply magic!

Second, you will find 35 Background-Patterns for your Workbench, also designed with the same 8 colors as the Icons. Simply magic...

Furthermore this package contains 9 different fonts as a replacement for the most wanted WB-Fonts Helvetica, Courier and Topaz. These new Fonts have been intensively tested to provide the best readability for your WB and to finally make the old (horrible) fonts obsolete. The fonts are complete, i.e. ALL 256 characters are included in each

font. Even symbols for control chars were added to these fonts.

Finally this package includes an intelligent, interactive Installer with which you don't have to worry about manually installing more than 200 different files in their respective drawers. NOTE: Also more experienced users should use the installer because the installation of all Icons with their special tooltypes and their specific quantities is not a piece of cake! You can trust the Installer, it will not make any mess to your system. For more information about how the installation will work, please read the section Installation in this document.

If you are still not convinced to install this magic package, please take a look at the picture [Show MagicWB](#)

1.7 Introduction

1.2 Motivation

I simply didn't like the gray and abstract Icons provided by Commodore. Although they could use the color blue for their Icons they rarely used it. In fact, only white and black were used for these Icons. Rather boring, don't you think? Second, I wanted to see nice background patterns on my Workbench. Unfortunately there is no pattern pool existing in the AMIGA community, so I had to create them myself. Furthermore I didn't like the font topaz/8 for my shell environment or for any other programs using topaz/8; it was too fat. And I wanted to have a really tiny font for my Icons. Helvetica/9 was just the right font and the right size. BUT it was so small that you could hardly read the text, because it was not designed well. So I decided to make replacements for topaz and helvetica. As many users also like the Courier font I decided to refine them, too.

To sum it up, I wanted to polish up the outer appearance of the AMIGA Workbench to probably outdo any other "Workbenches" on other computer platforms. I hope that I achieved this goal...

1.8 Introduction

1.3 System Requirements

- Well, what can I say? Of course you will need at least Kickstart 2.0. MagicWB is supporting all Kickstart/Workbench versions beginning from version 2.0.

If you still have Kickstart 1.3 (which would be a shame!) then I guess it's time to update!

- MagicWB needs a screenmode with 8 colors! Don't be afraid if you have got a standard AMIGA with 7.14 Mhz: Practice shows that a screenmode in Hires-Interlaced with 8 colors on a standard AMIGA is still rather fast due to a really well programmed Workbench! (Thanx must go to Commodore and all the ingenious programmers!)

- Beside the fact that you need at least 8 colors you should also use a 'proportional' resolution like Hires-Interlaced or higher! If not, the Icons will appear distorted because all Icons, Fonts and Patterns were designed in PAL Hires-Interlaced (640x512). Proportional resolutions are resolutions with square pixels.
- And you should have got a harddisk if you want to install the whole package (is there still anyone out there without one?) :)

Make sure that you have got at least 380 KB of free disk space on your SYS: partition.

1.9 Introduction

1.4 Features & Information

- All Icons have been painted with great devotion. They have been painted in a special design-style called 'XEN'. This style features very plastic/3-D Icons.
 - Icons do appear to have more than 8 colors due to gradient fills.
 - Icons do have the greatest possible detail-level due to manual 'pixel by pixel' anti-aliasing.
 - Icons are not abstract symbols representing their function, they appear photorealistic to fit the eyes' natural impression of an object. So the eye will no longer concentrate on the Icon-Text (because with the old Icons it was faster to search for the Icon-Text than for the Icon to find a specific file), it will concentrate on the Icon again (like it was intended to be!).
 - And the Icons also do have the typical and natural click-and-push animation to simulate that the Icon was pressed down.
 - MagicWB features the complete replacement for the old & obsolete Commodore-Icons.
 - Furthermore MagicWB features several Special-Icons like RAM-Disk, Harddisk, Prefs, Syquest, Preset, ReadMe & AmigaGuide.
 - MagicWB features 35 Background-Patterns for "polishing up" your Workbench. I think that is enough to find your personal favorite Pattern...
 - MagicWB features 9 thoroughly tested new fonts as a replacement for the old imperfect fonts Helvetica/9/11/13, Topaz/8/9/13 and Courier11/13/15. These new fonts contain all 256 ASCII-Characters, which means that they are complete and all foreign characters are included. Even symbols for control chars were added to the fonts. The XEN-Font is the perfect replacement for a fixed font like 'topaz'.
 - MagicWB features a very flexible Installer (please consult the Installation chapter for full information about this feature)
-

- MagicWB supports OS2.0, OS2.1 and OS3.x
- MagicWB is truly magic... :)

1.10 Installation

2.1 How to install

MagicWB is very easy to install: The installation is done via the Installer of MagicWB. Just double-click the 'Install' Icon and the Installer will open a window and explain how the installation will proceed. After the information you can decide whether you want to start the installation or not.

NOTE: Please use the Installer to install MagicWB!
I strongly recommend this! You won't regret it. If you manually install MagicWB you will waste much time and you will probably install MagicWB not correctly to your system.

The Installer preserves all Icon attributes, such as Tooltypes, Default Tool, Icon position etc. Everything is being installed very logically for your convenience.

Also expert users should take the Installer into consideration!

For further information you can read the details about the installation.

1.11 Installation

The details about the installation

1. The Installer will install several Icons to replace the old Icons of your system. The Installer will preserve all Icon attributes of your old Icons. Only the Icon images will be changed. This means that the Tooltypes, the Icon position, the stack size, the default tool and even the position of the window opened by a Drawer-Icon will be preserved.

The Installer analyses your Workbench version and will only install the corresponding files. It scans your directories to look if it can find the Icons you should have for your specific Workbench version. It only replaces the existing Icons with MagicWB-Icons.

The Installer installs the new XEN-Icons to the following directories:

- SYS:System
 - SYS:Utilities
 - SYS:Tools
 - SYS:Tools/Commodities
 - SYS:WBStartup
 - SYS:Devs/DataTypes (3.x only)
 - SYS:Devs/DOSDrivers
-

- SYS:Devs/Keymaps
 - SYS:Devs/Monitors
 - SYS:Devs/Printers
 - SYS:Storage/...
 - SYS:Prefs
 - SYS:Prefs/Presets (PRESET Icons...)
 - ENVARC: (DEFAULT system Icons...)
 - SYS: (new DRAWER Icons...)
- Furthermore a RAM-Icon is being installed to S:RAM.info
- The 'User-Startup' will be expanded with one command line. This command line takes care that after a reboot you will still have a beautiful RAM-Icon in the right place on your Workbench.
- The Installer will install a nice-looking Harddisk-Icon.
- The Installer will give you the possibility to decide whether you want to install more Harddisk-Icons to other partitions.
- If you have got a SYQUEST (removable disk drive) the Installer will ask you if you want to have the corresponding Icon installed to your Syquest.
- You can also select between two different Prefs-Drawer-Icons!
- The PALETTE.ILBM (2.x only) or the PALETTE.PREFS (3.x only) will be installed to ENVARC:
This is probably the most important file of the package (without the right colors you won't have a good-looking Workbench...) :)

2. The Installer will install 9 new fonts to your Fonts-directory:

- XHelvetica/9
- XHelvetica/11
- XHelvetica/13
- XEN/8
- XEN/9
- XEN/13
- XCourier/11
- XCourier/13
- XCourier/15

These 9 fonts are thought to replace the existing WB-Fonts. But they have different names so that you still have got the old fonts on your harddrive.

The file 'font.prefs' will be installed to ENVARC: so that you can already use these better fonts the next time when you boot your system. If you should not like the new fonts (what I cannot believe :) then you can change it in the Font-Preferences.

3. The Installer will install two of the 35 Patterns to your directory SYS:Prefs/Patterns. If you don't have this directory it will be created. Only two patterns will be installed to save disk space!

Finally the file 'WBPattern.prefs' will be installed to ENVARC: to ensure that you will see these patterns as backgrounds on your Workbench the next time you boot your system. This will only be done under OS 3.x.

OS 2.x is not able to display these patterns as a background. Instead you will have to use the package 'NickPrefs' under OS2.x to use these patterns. For more information read Patterns under OS2.x .

So, I hope that I could take away your uncertainty and motivate you to use this save and flexible Installer. Now you know precisely what the Installer is going "to do" to your harddisk and that the whole installation is not as easy as it appears. Hence you should rely on the Installer and start the installation without doubts.

1.12 Installation

2.2 What to do after the installation

1. You may want to re-arrange certain Icons and snapshot them like for example the Harddisk-Icon(s) or certain Drawer-Icons. Just do this to fit your personal taste.
2. If you are going to snapshot the RAM-Icon you should bear in mind that the next time you reset your system the snapshot-position will be lost! You will have to copy the 'Disk.info' from your RAM-Disk to the right place on the harddisk.

For your convenience I have written a small script that will exactly do this task for you:

Just double-click the 'Snapshot RAM-Icon'-Icon and follow the instructions that are given to you.

3. As the main Installer only replaces the old drawers in your SYS: directory you might still find old drawers in other directories. And as you probably don't want to have several old Drawer-Icons on your harddisk I have also included another script that will replace/update the remaining old Drawer-Icons:

Just double-click the 'Update Drawers'-Icon and follow the instructions.

4. As only two patterns were installed to 'SYS:Prefs/Patterns' after the installation, you should take a look into the drawer 'MagicWB/Patterns' where you can find 35 Patterns. Try them out and copy the desired ones to SYS:Prefs/Patterns on your harddisk.

1.13 Tips & Tricks

3.1 How to preserve the Icon's attributes

When you copy an Icon over an older Icon, all original attributes (Tooltypes, stack size, default tool, icon position and window position) will get lost, because it is a simple copy procedure. Only replacing the images of an Icon is much more difficult. You could do this with the help of 'IconEdit' but it is much too time-consuming and unwieldy (and 'IconEdit' is still a little bit buggy).

MagicWB 1.5 provides you with a special utility which was especially written for this task. It is called IconUpdateWB.

1.14 Tips & Tricks

3.2 Using the font XEN in the Shell

You might have noticed that the font XEN in your Shell environment is touching the upper and left black border of the Shell. As the font is also black it is hard to read the font because there is no space between the font and the border of the shell (i.e. the font is merging into the border). It doesn't look good. Here is the solution:

You just have to tell the Shell that it should make a space between the font and the border of the Shell. This is done via escape sequences. Just follow these steps:

1. Load the file 'Shell-Startup' from your 'SYS:s' directory into an editor.
2. In this file you might see some "alias" command lines. At the end of the file you should see a line with the command "prompt" at the beginning of that line. Just place the following line before the prompt line:

```
echo noline "*e[1;1H*e[J*e[6x*e[15y"
```

(You can copy this line from this document and insert it into the right place in your shell-startup, so you won't need to type it out)

3. Save the file 'Shell-Startup'

This little escape sequence will tell the Shell to make a space of 1 pixel between the font and the left and upper border of the shell.

Note: The coordinate '6x' in the upper escape sequence will always work as the left border of the shell will never change in its size. But the coordinate '15y' must be changed IF you use another font than XHelvetica/11 as the SCREEN font. The coordinate 15y is only appropriate if you use an 11 point font. If you use another font that might be bigger or smaller, the window bar of the shell window will also be bigger or smaller. Just try out several values to find the correct value that will fit to your selected screen font.

You may also use this prompt line if you like, instead of the old prompt line in your shell-startup:

```
prompt "*e[1;31;47m%n*e[0m*e[31;47m.%s*e[0;31;40m>*e[0m "
```

This is the prompt I am using in my Shell environment.

1.15 Background & Discussion

4.1 MagicWB discussion

I would like to discuss certain things about MagicWB. So this chapter may be interesting for those who want to know more about this package.

The Patterns

The Icons

The Fonts

If you would like to express anything about the Icons, Patterns and Fonts of MagicWB, please contact me! I am very interested in your opinion. Please contact me at the address given in the chapter `Support` .

1.16 MagicWB discussion

The Patterns

As you probably have already noticed: Not all 35 Patterns are completely different. I have taken one pattern style and painted it in different colors. I personally do not like ALL of the patterns, but I included many variations of one pattern style to satisfy your taste. The following list is a summary of all patterns where I would like to give a comment to:

Balls:

Funny pattern! If you like it...

Egypt:

If your eyes like them, well, there you have it in 5 variations...

Fall:

Many leaves on your WB. Some people like it.

Marble:

The beloved Marble pattern in 4 variations.

Marble_CLASSIC:

The classic Marble pattern in 2 variations. If have strongly improved the Marble_CLASSIC pattern because it is one of the best of MagicWB. The old version of Marble_CLASSIC is still available: It's called Marble_CLASSICold. But compared to the new improved one the old one appears ugly...

Squares:

A pattern in 6 variations. Rather nice.

Stones:

Very nice pattern to give your WB a stonewall look. 4 variations.

Stripes:

A typical "pattern"! Looks clean. Perhaps too clean for some people...

Tissue:

Looks fine. 5 variations to be useful for both windows and Workbench.

1.17 MagicWB discussion

The Icons

Aah, the Icons!! I have probably repainted them a hundred of times. I am now at the point where I am almost content with their design. The most important Icons (in my opinion) are the default Icons, because they are the ones you will probably see most of the time when working on your Workbench. So I probably redesigned them a thousands of times. :)

I am very curious if you like them. So, if you want to say something about the Icons feel free to contact me!

Just a word to the Project-Icon: This was probably the most difficult one to create, because it is hard to symbolize the expression "project". What should I paint to fit this expression, I wondered? The final Icon is a capital 'P' that is being constructed with geometric objects. 'P' of course stands for "project" and the whole idea was taken from the typesetter's craftsmanship to design the letters of a font. I think it perfectly visualizes the expression "project", i.e. a sort of creation. (If you think this Icon has got any similarities with the PageStream logo, well, it should not... :))

The Prefs-Icon should be an AMIGA 4000. I hope you recognized it... :)

The Preset-Icon is a problem: Commodore did never include a def_preset Icon in the AMIGA OS. If a program generates a Preset-Icon it will always take the old standard Preset-Icon. So you can not tell the system to use your personal Preset-Icon. I hope that Commodore will fix this in the future!

Anyway, if you want to have a Preset-Icon in the XEN style you can find it in your SYS:Prefs/Presets directory. It is called 'Preset.info'. If you want to

replace the old Preset-Icon with this one, please follow the instructions explained in the chapter How to preserve the Icon's attributes of this documentation.

The Multiview-Icon really is quite big, but please take a look at the original Icon from Commo; it is also larger than all the other Icons! And I think that the greatness of this brilliant utility should also be expressed in its Icon..... :)

You have probably noticed that the Icons' file sizes are rather big. This is another thing for which you must not blame me! I had to generate the Icons with 'IconEdit' from WB3.0. I tried to generate them with IconEdit 2.0, but these Icons only worked fine if you used an 8 color Workbench. This restriction was very annoying especially considering the future (AGA, RTG etc.) where a restriction to an 8 color WB would be intolerable! So I had to generate the Icons with the new IconEdit from WB3.0. These Icons worked fine on any screen depth and on any Operating System. But the side effect is: IconEdit3.0 generates 8-Bit-Icons (Icons with a color palette of 256 colors), regardless whether you have painted them with 8 colors or with 256 colors. This behaviour ensures that the generated Icons work under any screen depth (due to Commodore's "first 4 colors, last 4 colors system"). And 8-Bit-Icons truly are bigger than 3-Bit-Icons! Just an example: The Drawer-Icon would just need 1138 bytes (this is the real size it would need because of the amount of pixels and the 8 colors). As I processed it with IconEdit3.0 it finally was 2657 bytes big! But I had to do this since the Icons would not have worked with screen depths of more than 8 colors. So again, this is not my fault...

For the first time you can use a feature that should not be officially available for the AMIGA users: If you have ever tried to paint your own Disk-Icon and wanted to define it as a default Icon, you have probably noticed that the Workbench still was going to use the old and ugly Disk-Icon if you had inserted a NO-DOS-Disk. Only if you had inserted a DOS Disk you would be able to see your personal Disk-Icon. This is rather inconsequent and annoying!

But: There is an undocumented feature available already since OS 2.0 that unofficially allows you to use a different Icon for NO-DOS-Disks: Each time you insert a NO-DOS-Disk the system looks for an Icon called def_Kick.info in ENV:Sys (don't ask me why they called it 'Kick'!). This Icon must be a special Icon (it must not be generated with 'IconEdit' because it is not a normal Icon with one of the available Icon-Types).

Well, MagicWB is making this feature available to you for the first time. Now, if you insert a NO-DOS-Disk you will be presented with a special NO-DOS-Disk-Icon that is painted in the same style as the normal Disk-Icon. The only difference: The normal Disk-Icon has got a disk label and the new NO-DOS-Disk-Icon is just a blue disk without a disk label. So you can visually see which kind of disk has been inserted. Nice feature, eh...?!

Well, it's a kind of magic..... :)

1.18 MagicWB discussion

The Fonts

I worked hard to design all the numerals, letters and special letters in each font. I wanted to either make the complete font or no font. As already mentioned the XEN-Font is the replacement for topaz. This font exists in two sizes: 8 point and 9 point. You will probably notice that the two fonts are not very different in their sizes. XEN/9 is almost the same as XEN/8. The only difference: It is 1 pixel larger and therefore certain letters that reach below the baseline (like p, q, y, j, g) are looking better with XEN/9. Another advantage: The line spacing is bigger and so the font XEN/9 is very convenient for the Shell or for displaying texts because of its good readability! The font XEN/8 is perfect for user interfaces with buttons, because it perfectly fits into buttons without needing too much space. The XEN/8 is for example very useful in DirOpus for the 'Requesters', as a 'General' font, for the 'Clock/Memory' bar and for the path names, while the font XEN/9 will magically work in the 'Text viewer' and the 'Directory window' of DirOpus. Try it out and you will never want to miss it again!

DirOpus is just an example of a program which supports the user in defining his desired fonts for the program. You can of course define the XEN-Font in any other program that supports font definition.

The font XEN is the result of my goal to make the smallest possible non-proportional font for the Workbench. It is not possible to make this font smaller without destroying its readability. It is highly elaborated and each pixel has its function in this small and thin font. I hope you like it...

In addition you can find the font XEN in a 13 point size. This was done for AMIGA users with higher resolutions like 1024x768. There it won't appear so small like the XEN/9 font. For lower resolutions it's too big.

Known problem: As you will probably install the XEN-Font as the SYSTEM DEFAULT font, some programs (that are not programmed well, i.e. programs that are not font sensitive) will display their interfaces a little bit strange, because they expected the font topaz and programmed their interfaces to only work with the dimensions of the topaz font. A program that was programmed like this is for example PageStream2.x. Anyway, the XEN-Font will be displayed properly and you can still work with the program's interface (only some spaces are not looking good). This is not the fault of the XEN-Font, it is the fault of the program!

The fonts XHelvetica/9 and XHelvetica/11 are the result of my annoyance at the corresponding Helvetica fonts from Commo. As these two fonts both are very small, every pixel counts (as I mentioned above)! If one pixel is set at the wrong position in the font-grid it may destroy the optical appearance of the font. I designed both fonts with the same kind of perfection as the XEN-Font. Especially the XHelvetica/9 is now readable. Its use is clear: This is the perfect font for the Icons on the Workbench. I had to struggle with the small letters a,s,e,x and y because they were too small to make them readable, but I finally managed it. Because the Icon itself is more important than its text, the Icon-Text should be as small as possible. With the XHelvetica/9 you are using the smallest (and still readable) PROPORTIONAL font on your Workbench. (NOTE: Try it as the 'Buttons' font in DirOpus...)

The XHelvetica/11 was designed because the original Helvetica/11 still was not perfect. XHelvetica/11 is the perfect SCREEN-FONT for the menus, requesters and user interfaces. XHelvetica/13 is useful as menu text for higher resolutions. It should replace the original font.

The XCourier is a replacement for Courier, another preferred fix font for the use in editors and in shells, especially when running under a resolution of 1024x768 or higher. As requested by many users I also enhanced this font for the sizes 11, 13 and 15 points.

Except of being very enhanced, these fonts also feature symbols for control chars (like 'escape' or 'form feed' etc.) to also get a visual feedback of ASCII values representing control chars.

1.19 Background & Discussion

4.2 Patterns under OS2.x

The following is only interesting for OS2.x users:

If you want to use the patterns of MagicWB you will have to install the package 'NickPrefs' (by Nicola Salmoria) to your system, because Workbench 2.x does not support to load patterns with different and bigger sizes.

You can find NickPrefs in the MagicWB/Patterns/NickPrefs directory. It is very easy to install. Please follow the instructions of the NickPrefs documentation to know how to install NickPrefs correctly.

By default the MagicWB Installer installs only one Pattern to the SYS:Prefs/Patterns directory. You can find the pattern Marble_CLASSIC there. You may configure NickPrefs' WBPicture program in the way that it uses this pattern every time you boot your system. Read the documentation.

If you want to use the other Patterns of MagicWB you will have to follow these instructions:

As OS3.0 uses a new (and flexible) color handling, the patterns done for 3.0 (found in the 'Patterns' drawer) are NOT compatible with 2.x anymore. I decided to only include the pattern Marble_CLASSIC for 2.x users so that this package is not going to explode in its size. This pattern can be found in the MagicWB/Patterns/Patterns2.0 directory and has already been re-mapped for the use with NickPrefs. You can NOT use the patterns found in the MagicWB/Patterns directory directly with NickPrefs under OS2.x! I am sorry for this inconvenience.

But: If you want to use ALL patterns with NickPrefs under OS2.x, you just have to convert them with a paint program (e.g. DPaint). To achieve this you must do the following: First, select the screenmode Hires Interlaced (640x512) with 8 colors! Second, load the Workbench palette from 'ENV:Sys/palette.ilbm' into DPaint (Color/Palette/Load). Third, load the pattern you wish to convert as brush. Next you must

select the function Color/Brush/Remap and save the brush as brush to your directory SYS:Prefs/Patterns. That's it! Now you can use this Pattern with NickPrefs under OS2.x without having the wrong colors!

1.20 Registration

5.1 Why do I have to register?

MagicWB has been and will be a time-consuming work for me. If you like this product you should support me with the registration fee. This will enable future versions of MagicWB.

There might be some people out there in the AMIGA community who think "It is absolutely ridiculous to pay for a bunch of Icons, Patterns and Fonts". Well, let me say this: MagicWB is truly not a program, that's clear. But why should a program be worth more than a package where the author probably invested the same amount of time as another author with his program.

Anyway, MagicWB is software. But in this whole discussion there is one thing being neglected that finally counts: Do I (the user) like this software or not? And if I (the user) use it and enjoy it, it surely is worth the price.

There is another attitude in the AMIGA community: "Why should I pay for a software I already have?!" Well, let me just say a few words about this: At the beginning of this project I was playing with the idea of making a "cripple-version" of MagicWB (this concept is probably known to you as CrippleWare or TryWare). Somehow this had become a fashion under the AMIGA FD-Community. This crippled version of MagicWB should only include a limited selection of the complete package (just for the user to see if he liked the software or not).

I decided not to do this, because I personally do not like this "fashion" and second, I noticed that most of the users would not even try to test the software because it was "CrippleWare" (they just deleted the archive). Somehow, users developed an "anti-crippleware-attitude"...

Therefore I decided to release the full version of MagicWB. This is my first Shareware product and your attitude towards this concept will strongly influence the future of MagicWB. I really hope that especially the german users (who are known for their strange attitude towards the Shareware concept, as described above) will not let me down. Your feedback will definitely affect any further development of MagicWB.

I know that I took a great risk into consideration as I decided to release the full version of MagicWB, because I knew that I probably would not get much response. But I really do not want to force you to anything or shake a warning finger at you! It should be as simple as this:

If you like it and use it, you will have to register.
If you don't like it, well, that's ok. Then you will not register yourself and are not allowed to use it.

Anything else is a matter of good conscience. Thank you for your insight.

1.21 Registration

5.2 How to register for MagicWB

No person(s) or businesses other than the author are authorized to accept any registration or distribution fees in any form whatsoever, except as specified in the LICENSE agreement. The only people who will be regarded as registered users are those who have sent their registration information (name, address & and phonenumber) and

DM 20.- or US \$ 20.-

to

Martin Huttenloher
Am Hochsträss 4
D-89081 Ulm
Germany/Europe

Users not living in Europe MUST send US \$ 20.- to cover my costs.

For residents in Germany, the easiest and cheapest way of transferring money to the author is by a bank transfer to:

Ulmer Volksbank, BLZ 630 901 00, Konto: 165 548 002

In this case, you can write your registration info on the giro-form.

The cheapest and easiest (and quite safe) way for foreign residents is probably to send DM 20.- or US \$ 20.- in a letter together with the registration info. Note that I won't accept foreign currencies except US Dollar.

Or you can send a EuroCheque payable to Martin Huttenloher in DM.

Bank drafts can NOT be accepted as payment since the bank charges outrageous fees from both the sender and the receiver. The same applies to private cheques.

In any case, be sure to provide me with your registration info:

-----> Your name, address & phone number <-----

1.22 Legal Stuff

6. LEGAL STUFF

The package "MagicWB" is:

Created by Martin Huttenloher
Copyright © 1993 Martin Huttenloher
- All rights reserved -

DISCLAIMER

LICENSE

1.23 Legal Stuff

DISCLAIMER

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Of course, MagicWB was tested extensively before it was released...

1.24 Legal Stuff

LICENSE

1. This license applies to the product called "MagicWB", a package for the AMIGA computer, published by Martin Huttenloher under the concepts of Shareware. The terms "Package", "MagicWB" and "Archive", refer to this product. The licensee is addressed as "you". This license does not apply to third party supplied programs, found in the "Patterns/NickPrefs" Drawer of the original distribution archive.
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 - Do not remove any copyright notices when distributing these Icons and do not forget to mention the author of MagicWB in the accompanying documentation of your creation/package/program.
 - And: Do not forget to include the Palette files for OS2.x and OS3.x in your package! :) (found in Prefs/env-archive/sys of this archive)

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1.25 Credits

8. CREDITS

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