

MWBStuff5

Trevor Morris

COLLABORATORS

	<i>TITLE :</i> MWBStuff5		
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WRITTEN BY	Trevor Morris	August 24, 2022	

REVISION HISTORY

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Chapter 1

MWBStuff5

1.1 MWB Stuff 5.1 Guide 10-01-96

MAGIC WORKBENCH STUFF 5.1

by

Trevor Morris

[Appology!](#)

[Introduction System Requirements](#)

[Installation For your interest...](#)

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[This is CARDWARE! Distribution](#)

[Disclaimer](#)

NOTE: This guide was designed using the features of MultiView v40+. Therefore, those of you not using OS3.1+ may not get all of the benefits :(

This archive is freely distributable, HOWEVER please have the courtesy to distribute this archive with all of its files and documentation in tact, as they are intended to help those who obtain this piece of software. Thanx!

SYSOPS: Please name this achive MWStuf51.lha if you post it. Thanx in advance!

1.2 My sincere appologies to Torsten Hiddessen!

My sincere appologies to Torsten Hiddessen!

In my last archive (MWB_Stuff_5.lha), I fixed up and included some of Torsten Hiddessen's patterns from his MagicBG.lha archive. Having not kept his documentation or name, I decided to use his patterns in my archive (see [Win_Patterns \(dir\)](#)). I should not have done this and I appologize to him. Torsten Hiddessen, being a reasonable chap that he is, however, has given me permission to include them in this archive and I wish to thank him for it.

I also made a mistake in the guide file, in which I stated that [MagicSelector](#) by Oyvind Falch, Triumph Software, was now ShareWare. Well, it has always been ShareWare - what I meant to say was that it was now FREEWARE!

1.3 Introduction

Introduction

MagicWBStuff is a collection of icons, patterns and other stuff which I make for everyone to enjoy...all I ask is that you **send a postcard to Roman Patzner** or **email me** to let me know what you think of this archive. All included icons and patterns follow the MWB standards.

The original archive should contain the following (as well, some files may have associated icons):

P&C (dir) S (dir) Misc (dir) MUI (dir) Icons (dir) C (dir) Patterns (dir) Example.pic MUI_Preview.pic Stuff51.guide (you're reading it :) **SYSOPS.README**

NOTE TO SYSOPS: If anything is missing/added from/to the above list, please delete the archive from your BBS (my intent is NOT to spread any viruses). Also, please read the SYSOPS.README...Thanx!!

1.4 Pointer & Color (dir)

Pointer & Color

The P&C drawer should contain the following (as well, some files may have associated icons):

ClickForColors16 - Changes the palette to 16 colors (MWB). ClickForColors8 - Changes the palette to 8 colors (MWB). ClickForPointer - Changes your pointer to look like mine. ClickMeFirst - Executes MagicWB-Demon ensuring the correct palette (8 & 16). MagicWB-Demon - gets executed by ClickMeFirst. ClickMeForScreen - This will launch the ScreenPrefs util. If you want a 16 color MWB, just slide the colors to 16; if you an 8 color MWB slide it to 8 colors and hit USE.

This drawer contains my palette and pointer prefs. Double-Clicking on their icons will only change your prefs until you reboot. If you wish to permanently save these prefs, double-click on the icons and then load the appropriate prefs util from your sys:prefs/drawer (either PointerPrefs or PalettePrefs) and then click on SAVE. See **16_Color Icons** .

1.5 S (dir)

S (dir)

The S drawer should contain the following:

Randomizer - a sample line for your startup-sequence (or user-startup) randomize your patterns using **FilePick by Simon Brown** . Shell-Startup - my shell start-up (rename yours and try this one out). AddMeToYourS-S - a sample line for 16 color MWB - See **16_Color Icons** .

1.6 MUI (dir)

MUI (dir)

The MUI/Images/Trevor/Gradient/8/ drawer should contain the following images:

ArrowDown.mf0 ArrowDown.mf1 ArrowLeft.mf0 ArrowLeft.mf1 ArrowRight.mf0 ArrowRight.mf1 ArrowUp.mf0 ArrowUp.mf1
CheckMark.mf0 CheckMark.mf1 Cycle.mbr PopDrawer.mf0 PopDrawer.mf1 PopFile.mf0 PopFile.mf1 PopUp.mf0 PopUp.mf1
RadioButton.mf0 RadioButton.mf1

The CycleGad was copied from the included WD set, but I shortened it for inclusion in my set.

These are just some small images I drew for **MUI** because I found that all the other ones were to large. Copy them into your MUI drawer (The path follows the **MUI3+** convention - people using less than version 3 will have to alter the path slightly).

1.7 Misc (dir)

Misc (dir)

The Misc drawer should contain the following (as well, some files may have associated icons):

634x476x24.jpg 800x600x24.jpg Compare.anim Template.pic

The jpg's (jpeg's) are two sizes of a picture I painted from the cover of a People magazine (May 8, 1995) - I scanned the image and then painted out all of the text, logos and misc images. The image is provided here in two sizes. I then used this image in conjunction with ADPro2.5 and DPaint to create the patterns in the [Sml_Patterns \(dir\)](#) .

The Compare anim is a two frame animation which shows you the conversion done by ADPro compared to the final version of the picture which I fixed up PIXEL BY TINY PIXEL! You will want to delete it, but I just thought I would share with the amount of work I did to get the final result ;)

The Template.pic may be used to create your own icons. It contains all icon standards of which I am currently aware (let **me** know if you find any that are missing).

1.8 Patterns (dir)

Patterns (dir)

The Patterns drawer should contain the following (as well, some files may have associated icons):

[Brushes \(dir\)](#) [Big_Patterns \(dir\)](#) [Win_Patterns \(dir\)](#) [Sml_Patterns \(dir\)](#)

1.9 Brushes (dir)

Brushes (dir)

The Brushes drawer should contain the following:

Bart.brush

The Bart.brush was saved under 640x400x3 (3 bitplane, 8 color, standard MWB palette). You may use these to paste onto your favorite background. It is also provided with a background in the [Sml_Patterns \(dir\)](#) .

The Bart image was originally drawn by [Roman Patzner](#) , however, I converted it to 8 colors and anti-aliased it (by hand!).

1.10 Win_Patterns (dir)

Win_Patterns (dir)

The Win_Patterns drawer should contain the following:

Terrazzo.win * ToiletPaper.win * WaterDrops.win * Wood.win * BlueStones.win LittleStones.win LittleStones2.win

* These patterns are originally from [Torsten Hiddessen's MagicBG archive](#) on Aminet (pix/mwb). I simply provided a consistent, standard MWB palette for each image, and cleaned up some miscellaneous pixels.

The others were converted from Diamond Caves (a BoulderDash clone) © Peter Elzner (available on Aminet - get it!).

1.11 Sml_Patterns (dir)

Sml_Patterns (dir)

The Sml_Patterns drawer should contain the following:

Bart.pat Courtney2.pat Courtney3.pat Cute.pat 18orOlderPix.lha

Bart and Courtney3 and both 3 bitplane, 8 color, standard MWB palette 640x400 images, and Cute and Courtney2 are only a 2 bitplane, 4 color grey-scale image. The 8 color Courtney picture took me a HELL OF A LONG TIME to draw, whereas the 4 color version was just rendered using ADPro2.5. Also see [Misc \(dir\)](#) .

18orOlderPix.lha is encrypted! You will need to decrypt it you DOpus5+. In an attempt to restrict the age of people viewing these images (as I do not want to get into any trouble), the password is the answer to the following math equation:

$$d/dx \cdot (9x^2)$$

I realize that even some 18 year old people will not be able to solve this simple differential equation, however, I cannot make the problem too easy!

Anyway, use the answer as the password in DOpus5+ (do not forget the "-" when you do: see the manual) and you will then be able to extract the images.

1.12 Big_Patterns (dir)

BIG_Patterns (dir)

The Sml_Patterns drawer should contain the following:

800x600x2.iff

800x600x2.iff is a 800x600 4 color (actually only 3 unique colors), standard MWB palette image. It was rendered from the [jpeg included in the Misc \(dir\)](#) using ADPro2.5. See [For your interest..](#) to find out how to render your grey-scale MWB images.

1.13 Icons (dir)

Icons (dir)

The Icons drawer should contain the following:

[8_Color \(dir\)](#) [16_Color \(dir\)](#)

1.14 8_Color (dir)

8_Color (dir)

The 8_Color drawer should contain the following:

[Def_Icons \(dir\)](#) [Guides \(dir\)](#) [ImageDrawers \(dir\)](#) [Enlan \(dir\)](#) AMosaic.info AMprefs.info ANT.info Def_Asm.info Def_C.info Def_SMakeFile.info Def_Cxx.info Def_GST.info Def_H.info Def_Lst.info Def_Map.info Def_Se.info Device.info DiamondSfx.info DiamondGfx.info DiamondPrefs.info Fax.info Hippo.info Install.info PacMan.info Pooh.info SkidMarks.info StopPicBoot.info Tanks.info VChecker.info ViewFax.info NewDisk.info

This drawer also contains a Settlers icon and a MegaBall icon done by my little brother [Troy](#) (14 years old). In my opinion, I think it is better than some of the other icons I have seen uploaded to Aminet by people who ask for ShareWare fees!

Please note that some icons are merely "fix-ups," others are converted to MWB from other icon sets, and some are drawn from scratch. See [Thanks to...](#) . For example, the Def_SasC icons were drawn by someone else on large brown backgrounds, but I've just adapted them to a more standard MWB Icon.

NewDisk.info was drawn by Steve Bridges in appreciation of MWB_Stuff_5! Thanx Steve!

1.15 Def_Icons (dir)

Def_Icons (dir)

The Def_Icons drawer should contain the following icons:

def_8SVX.info def_anim.info def_archive.info def_basic.info def_brush.info def_c.info def_CTLG.info def_device.info def_DOSDriver.info def_DTYP.info def_empty.info def_filesystem.info def_font.info def_install.info def_Keymap.info def_library.info def_Monitor.info def_PREF.info def_Printer.info def_project.info def_RADxdisk.info def_tool.info

The ability to use these different default disk icons for different file systems (so you can recognize the file system used by a disk by just looking at its icon) is possible if you use DefIcons which is part of the NewIcons package. When DefIcons is installed, icons matching a specific type will be assigned an icon from your prefs:env-archive/sys/ drawer if they exist. So, if you like these then copy them there (or just the ones you like).

The NewIcons package can be found on Aminet: util/wb/NewIcons.lha

1.16 Guides (dir)

Guides (dir)

The Guides drawer should contain the following icons:

DC.guide.info DCEditor.guide.info DCGfx.guide.info DCPrefs.guide.info DCSfx.guide.info PacMan.guide.info

This drawer also contains a MegaBall.guide icon done by my little brother **Troy** (14 years old). In my opinion, I think it is better than some of the other icons I have seen uploaded to Aminet by people who ask for ShareWare fees!

These icons follow the AmigaGuide standard icon developed by **Roman Patzner**.

1.17 ImageDrawers (dir)

ImageDrawers (dir)

The ImageDrawers drawer should contain the following icons:

DiamondCaves.info Deluxe_PacMan.info MCP.info

These are just some drawers I drew when the occasion arose; I know there are not a whole lot, but **Roman Patzner** beats me to it :)

1.18 Enlan (dir)

Enlan (dir)

The Enlan drawer should contain the following icons:

EID.info IConfig.info NetRexx.info Start-DFS.info

1.19 16_Color (dir)

16_Color (dir)

The 16_Color drawer should contain the following icons:

Anime.info Anime2.info Anime3.info Courtney.info Kiki.info Toaster.info

These 16 colour icons were created using the PictIcon program by Chad Randall (Aminet:util/wb). With a 16 colour WB and the right tool it is really easy to create nice looking icons!

They follow the standard developed by [Roman Patzner](#) - 55x35 pixel, because it is closer to a 3:4 ratio.

To install 16 colour palette on your system:

1. Change your screenmode to 16 colors.
2. Load the User-Startup into your editor and change the MagicWB-Daemon to:
Run >NIL: C:MagicWB-Demon 4,123,123,123 5,175,175,175 6,170,144,124 7,255,169,151 8,0,0,255 9,50,50,50 10,96,128,96 11,226,209,119 12,255,212,203 13,122,96,72 14,210,210,210 15,229,93,93 (This line is provided in the [S \(dir\)](#) of this archive).
3. Do the same with your Startup-Sequence
4. Load Prefs/Palette and change the last four colours to 255,212,203 122,96,72 210,210,210 229,93,93 and save it. After re-boot everything should work fine.

Note: MUI applications look strange without rearranging the colors.

To simply test this or see what it will look like:

1. Open the [P&C](#) drawer of this archive.
2. Click on ClickMeFirst.
3. Click on ClickForColors16.
4. Click on ClickForScreen and slide the Colors slider to 16 and hit USE.

To get everything back to normal just follow steps 3 & 4 for 8 colors instead of 16.

1.20 C (dir)

C (dir)

The C drawer should contain the following (as well some associated icons):

PaletteShove PaletteShove.guide

PaletteShove is a palette shover as opposed to a remapper - read it's included guide for more information.

1.21 System Requirements

System Requirements

An Amiga with OS2.0+...that's it!

OS1.X users may use MagicWB1.3 by Cléo Saulnier - see [PaletteShove.guide](#) for more info.

1.22 Installation

Installation

You may need to modify the enclosed goods slightly to adapt them to your environment (anything that I am currently aware of is explained within...feel free to let [me](#) know of anything I left out).

The contents of the original archive are listed in the [Introduction](#) , along with appropriate instructions.

The way in which I use the included patterns is to randomize them with [MagicSelector](#) which is now freeware! You may, however, perform the same thing by saving a preset for each picture (and window pattern), and then simply use wbpattern in conjunction with a random file selector such as [FilePick](#) . For example you could put the following line in your Startup-Sequence or User-Startup:

```
Prefs:WBPattern `C:FilePick Prefs:Presets/Pattern/#?.pre` USE
```

This simply tells WBPattern to load and USE (ie. not save) a random preset (in this case named SOMETHING.pre - where the path would reflect the appropriate destination on your harddrive). Please note that the FilePick command is within tilde quotes (upper left key on your keyboard).

NOTE: OS2.X users - you'll have to use NickPrefs (which you can get in the MagicWorkBench archive) to display the backdrops, however, you can still randomize them in the same manner as described above.

NOTE: 4000 and 1200 owners - you'll probably have to run the images through DPaint or ADpro to remap the palette (the colors for the standard MWB palette tend to vary slightly for AGA machines and since WorkBench does such a shitty job at remapping, you will have to do it yourself and save them. As always, if you need help doing this, just [drop me an email](#)).

See also [16_Color Icons](#) .

1.23 For your interest...

For your interest...

The following material was created on a 14M A3000/030 with an OpalVision Board (Centaur Software), DPaintIV (Electronic Arts), Art Department Professional (Elastic Reality), Iconian and PicTIcon by [Chad Randall](#) , and IconTools by [Tobias Ferber](#) (Iconian, PicTIcon and IconTools are available on Aminet).

If you have the desire to create your own backgrounds and icons (which I strongly encourage, so that I don't have to work so hard ;), here's how what I do:

The Color Backgrounds

i First I find a pic I like (go figure), scan it or digitize it (if it isn't already an image), then load it into ADPro with the workbench palette locked (assuming you are already running the proper palette (or you could load the palette from one of my patterns). You should do this TWICE!: once with Floyd dithering (or the algorithm of your choice) on, and then a second pass with it off. The reason for the two passes is because some parts of the pic will look good dithered, and others won't, so I pick pieces out of each to make the final image. If you do not have ADPro...THEN BUY IT...well, you can remap the image with the MWB palette right in DPaint...experiment for yourself...

ii Next spend anywhere from a couple of days to a week or more fixing the image up (hand antialiasing, dithering...). One tip: sometimes it's easiest to just trace the outline of the pic in DPaint and then use the stencil to wipe out the rest of the image. Now it's just like a paint by number! Use the ranges tool to get the nice dithering effects. The magic wand tool in OpalPaint also helps to get rid of a lot of color which are similar (thereby allowing you to reduce the palette).

Also I've discovered that darkening the palette (especially the pink and brown) will allow you to render some nice looking images with better skin tones. For example, for the Courtney3.pat I loaded and locked the MWB palette into ADPro, darkened the brown and pink, and rendered the image (you may need to mess with the colors a few times before you get the desired look). Then I simply loaded the image into DPaint and loaded the original palette back in (do not remap!). Now spend the rest of your free time anti-aliasing :-P

NOTE: The dithering and antialiasing can make all the difference in the world. Although, you have to develop a knack for it and it is very tedious and time consuming.

The Grey-Scale Backgrounds

To make your own grey-scale images, just load your favorite picture into ADPro. Run the Color-To-Grey operator. Set your screen-mode to whatever your workbench is and a 4 color palette (make sure that dithering is evoked - Floyd works well, and that the palette is sorted from Lightest to Darkest - this option is in the Palette Requester in the Display Menu). Now render the screen. Edit the palette (in the Display menu) as follows: copy the fourth color to the third and then adjust the second color so that it is about midway between color 1 and color 3 (which is the same as 4). So you now have a three color palette. Render the image again.

Now, for the next step there are two ways to proceed (1) is probably only good for experienced users and (2) is for anyone:

1) Now load the image into DPaint (or whatever) and remap the palette to the 3 grey colors of the MWB palette (you will need to swap the background grey with the second color to remap (since in ADPro we picked sort from lightest to darkest) and then swap them back and remap again). That's it, or...

2) Another approach (probably easier) is to use [PaletteShove](#) which was written by [Cléo Saulnier](#) All you have to do is set your workbench to the correct 3 grey colors from the MWB palette (sorted from lightest to darkest with the darkest repeated twice - position 3 and 4). You do not have to hit SAVE in the palette requester, just USE it. Read the [PaletteShove](#).guide for info.

Sorry if this sounds confusing, but it IS quite tedious. Feel free to drop [me](#) a line if you get stuck or can't understand what I've tried to explain here. Also, I would appreciate it VERY much if you would send me any pictures you make!

GOOD LUCK!!

1.24 Me

Where you can reach me...

I welcome comments, criticisms, suggestions and requests - you can reach me at:

Name: Trevor Morris Address: Comp 4, Site 7 RR#1 Oromocto, NB E2V 2G2 Canada EMail: a3nb@unb.ca

For your interest, here is what I use to create this stuff:

Setup 1:

Machine: A3000 CPU: 68030 25MHz Memory: 2M Chip, 12M Fast.

OS: OS3.1 (Kickstart 40.62, Workbench 39.29) Locale: Canadian HD: Quantum 50MB internal SCSI Quantum 270MB internal SCSI-II

Workbench is 8 color MagicWB.

Patches: Setpatch (v39.6) IPrefs ToolManager Handler ramlib

Commodities Running (not mentioned in patch list already):

NewEdit DOpus5 ClipBoredMUI SwazInfo Reminder MCP 1.10 Arq Virus_Scanner PatchAsI MagicSelector ToolsDaemon AssignWedge ToolManager StartRC

Setup 2:

Machine: A4000 CPU: 68040 25MHz Memory: 2M Chip, 8M Fast.

OS: OS3.1 (Kickstart 40.62, Workbench 39.29) Locale: Canadian HD: 120MB internal IDE

Workbench is 8 color MagicWB.

Patches & Commodities are the same as for Setup 1.

Also the Author of:

For lots of pix, icons, and stuff to go with MagicWB, grab up MagicWBStuff41.lha from aminet in pix/mwb!

Check out Ent1701D.lha in gfx/3dobj on Aminet for a gorgeous Imagine model and preview of the StarShip Enterprise!

A must have for every DOpus5 user - MWB_DOpus_7.lha in pix/mwb on Aminet! It is full of invaluable stuff for the new Directory Opus including some excellent Hints & Tips!

If you are running MCP by ALiEN DESiGN then you'll want my MCPGuide.lha in docs/help on Aminet!

1.25 History

History

Here is what has been added since MWB_Stuff5:

· The guide file has undergone a complete overhaul. · Added some **MUI gadgets** . · Included a MUI_Preview.pic. · Put in a new **Disk Icon** , some **Enlan Icons** and an **MCP Drawer Icon** . · Added 3 new **WinPatterns** and a bunch of new **SmallPatterns** .

Man! It doesn't look like much when I list it out like this, but trust me, it took a hell of a lot of time!

1.26 Thanks to...

Thanks to...

· Leo Davidson - for sending me more mail than any one person on this planet deserves to get 8`) - and for all the help on our MWB_DOpus_X archives! · Marin "XEN" "Hutti" Huttenloher - for creating the **MagicWB** standard! · **Roman Patzner** - no MWB credits would be complete without this guy! Keep up the amazing work! · My little brother Troy - for the nice **Icons** ! ·

Mario Cattaneo - for his TinyMWB Icons and a shit load of email ;) · Øyvind Falch for the gorgeous grey-scale MWB images (and a cool idea) and of course for **MagicSelector** ! · Torsten Hiddessen - for allowing the **MagicBG WinPatterns** to be included. · Chad Randall - for PicTIcon and Iconian (I swear I'll register as soon as I can afford it! · Eddy Carroll - for creating CheckGuide (used to check this guide)! · Cléo Saulnier - for always writing me a util when I need it!! · Mikael Berglund - thanx cutting out all those brushes! · And Jan-Tore "SCAREMONGER" Eliassen, Richard "FOXX" Harris, Martin "GASTON" Rolfsmeyer, Alisdair Walker, Mikael Berglund, Eirik Bogsnes, John Cruise, Troy Davis, Gregory Donner, Michael Grubba, Olivier Tonino, Ivan Wheelwright, Timo C. Nentwig, Aheco ten Bokkel Huinink, Steve Bridges, and all other icon artists on the globe!! · Also thanx to all of you who take the time to send me mail and sending Roman a postcard!

1.27 Distribution

Distribution

I won't bother to put a whole wack of stringent regulations on this archive which I would never be able to enforce, and to which none of you would pay any attention, however I would ask you to please have the courtesy to distribute this archive with all of its files and documentation in tact, as they are intended to help those who obtain this piece of software. Thanx!

SYSOPS: Please name this achive MWStuf51.lha if you post it. Thanx in advance!

1.28 Disclaimer

Disclaimer

THERE IS NO WARRANTY FOR THE SOFTWARE TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHERE OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE SOFTWARE "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE SOFTWARE IS WITH YOU. SHOULD THE SOFTWARE PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY REDISTRIBUTE THE SOFTWARE AS PERMITTED BELOW, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE SOFTWARE (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE SOFTWARE TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

1.29 What is FilePick?

FilePick from Amazing Developments

Give it a wildcard, and it'll give back a file picked randomly from all those which match the wildcard. File - Pick. Marvellous. Useful for all those people who like to have random WB backdrops or random samples played on bootup. Me, in fact.

FilePick is freely distributable copyright © 1994 Amazing Developments/Simon Brown and all that malarkey. Use it, give it to your mates, throw it on the fire, stick it up your left nostril, brutally assault Whigfield with it, I do not care.

Just remember yer old mate Simes if you should win the lottery.

1.30 This is CARDWARE!

This is CARDWARE!

I imagine everyone who uses MagicWorkbench knows who Roman Patzner is (author of RomIcons). Well, if you like and keep the enclosed background images, icons, etc. which I have created, then you MUST (please) send (as a favour to me) a postcard with a picture of your hometown him at the address below. Although I love getting postcards, I do not, as such, collect them, however, Roman does. Therefor I would be very happy if you would please send this guy a postcard for his amazing work!!

Roman Patzner Maschl 91 A-5600 St.Johann/Pongau AUSTRIA (Mozart, Vienna, A.Schwarzenegger - but NO kangaroos)

Internet:k3052e1@cxmeta.edvz.uni-linz.ac.at k3052e1@edvz.uni-linz.ac.at

__@_, ^7/ Amiga 1200 _^ Blizzard_1230II_50MHz 6MB 120MB_HD SCSI2 ` \ Toshiba_CD-ROM NEC_3D HP_DJ500

If you do not have any RomIcons or have never heard of Roman Patzner, then you **sending me an email** to tell me what you think will do as payment (That's right, all I want in return for this stuff is your suggestions, recommendations, comments and requests!).

1.31 About MagicWB v2.0

MagicWB v2.0

The definitive WB-Enhancer no Amiga can do without. MagicWB is a full replacement for the graphic user interface of the Workbench and has become the standard on the Amiga.

MagicWB 2.0 is completely restructured on a new color-allocation scheme which more than doubles the speed of the WB and reduces chip-consumption to only a third compared with all previous versions and also features a highly improved color palette. MWB 2.0 introduces a never-before-seen standard for over four dozen of new image-drawers to achieve a more diversified look on your WB. More icons, dock-brushes, a dozen of new patterns, fonts and a AA-support complete this special product.

The demo-version can be found on Aminet biz/demo/MagicWB20d.lha.

MagicWB is © by Martin Huttenloher.

1.32 MagicSelector

MagicSelector by Øyvind Falch, Triumph Software

I installed MagicWorkbench (by Martin Huttenloher) and after a while I wanted to have a different background and sound for Workbench each time I booted my Amiga. So, I wrote two programs to help me select a background and a sound for each startup. These programs are:

MagicSelector Preferences MagicSelector Main

I had to make MagicSelector Preferences, so the user can specify the files (s)he wants to use for Workbench. MagicSelector Main is the WBStartup program which sets up your background(s) and sound. I have also included some background patterns and sounds with the archive.

MagicSelector software and documentation are © 1994-1995 by Øyvind Falch, Triumph Software. All rights reserved. MagicSelector Preferences and MagicSelector Main is written in assembler using Devpack 3.04 and MUI Assembler include files by Henri Veisterä.

AND, MagicSelector is now FREEWARE, thanx to its registered users!

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1.33 MUI - MagicUserInterface © Copyright 1992-95 by Stefan Stuntz

MUI - MagicUserInterface © Copyright 1992-95 by Stefan Stuntz

MagicUserInterface (also known as MUI) is a complete system to create and maintain graphical user interfaces.

The central scheme behind MUI assumes that only the user (and not the programmer) of an application knows how the program (s)he is using best fits his/her personal needs, and that of his/her computer system. Because MUI applications don't contain any absolute values for sizes or positions, the programmer instead only defines objects and groups of objects. Such objects are defined on run time by MUI according to the users settings.

Consequently, an MUI application gives the user **many** more important advantages:

· Font sensitivity · Changeable window sizes · Flexibility · Controlling by keyboard · System integration · Adjusting to its environment

All of the MUI settings listed above (and more) can be changed by the user via the MUI preferences program. This can be set for every program in one setting (global) or can be set for each and every single application.

Available on Aminet (dev/gui) - Get it!

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