

bns&co

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Chapter 1

bns&co

1.1 'been a long time since we last met...

You were waiting it, now here it is. bns & co pack 5. Yes '& Co' because a couple of guys joined me in that job: NED & GINO. I included NED's work in this release, Mmmh... quite good !

Hey I got some [Urgent message in a bottle help request](#) for my pal.

And here is the usual DocGuideReadMeCrapStuffToPrint&Burn

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1.2 Message in a bottle

As you know my archive came to the NET very late. This is in part because of my friend's provider :

Here follow an explanation :

The provider stopped using a Terminal connexion and is now using direct connexion stuff included in Windows 95 and some MacIntosh. Theoretically, no more connexion script is needed (We're ALSO suffering from bill's domination) so even if my friend uses TERM or Miami to get connected, the access is denied and... no mail reading. That's why I couldn't answer the mails I had (if I had). SBN is like my own brother. he helped me in the past so I help him in return (Well, sorry I can't do better than that).

if somebody got a solution or even an idea (please talk about it to people around you) please, please, please send a disk to me. Thank you.

Badr NASSIRI

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1.3 Legal notes

First of all, this archive is FREEWARE;

Second, if you click on an icon and suddently your monitor, machine, TV, anything explodes, melt, burns, disappears, whatever... I'M NOT RESPONSIBLE!

Dream is not allowed to distribute this archive. but other good magazines are allowed to put it on their cover disk, since NED, Gino and I get a free copy, one for each.

And finally, by this words, I expressly allow AMINET, FISH and other fine Public Domain libraries to distribute this archive.

1.4 Introduction to the magic circle

Once upon a time a little amiga user noticed that the workbench was ugly. His name was Martin also known as XEN. So Xen made his workbench nicer with new fonts, good looking icons, and beautiful patterns. People like Roman Patzner, Jan-Tore Eliassen, Trevor Morris joined Xen in his quests for WB's beauty. One day Someone got the idea to go and look beyond the eight color limit how it was like, because the interface was still lacking some colors. Yes, the sixteen colors palette was born. Roman launched some icons, R.E.Spence started to do some entire packs, but Trevor Morris did the best strike, he release only some few icons and ONE template which would guide the fate of the workbench. When I saw the template, I loaded it in my icon editor. I cut'n'pasted'n'rearranged some points I took my head away a little from the screen and admired the result:

BNS icons were born !

Till this day, two guys joined me : NED & GINO.

NED was a NEWICON user, so I think he got some experience in good looking interfaces, He uses DOpus as a Wbench Replacement.

GINO is using ScalOS. When I saw my icons on his 64 colors interface, I thaught : « quite good job, mmmh !». What has **Scalos** to offer more than our lovely Wbench ?

1.5 Installation

1° Set your screen to 16 colors (or more)

2° Lock from color 0 to 15 as follows

3° Use SwazInfo to install the icons

1.6 What you need...

Hardware

An Amiga with OS 1.x /2.x/3.x

A monitor and a hard disk could be useful

Software

Workbench, ScalOS, DOpus

SwazInfo, Iconian or similar to install the icons.

1.7 Credits

I would like to thank the following people :

SBN for lending me his CDs (Hey Aminet Set 2 B is full of beautiful pictures, the penguins, the apache and the beach come from there. Perhaps I'll Start some 16 colz Patterns Collection and throw it to the net, well... if I can.)

NED and GINO for their support

And all the stars : XEN, ROMAN PATZNER, TREVOR MORRIS, R.E.SPENCE, JAN-TOR ELIASSEN.

1.8 You know who it is...

Behind all this work are...

Luigi Fantozzi alias GINO

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Send me a floppy but not an E-MAIL

The icons were made on the best machine ever...

1.9 It can be even used on the old Amiga 500

I'm sure there is some patch that allow to run the old fashioned WB1.3 in 16 colors and by the same that can allow you to lock the 16 colors.

And I'm sure there's some mad people using this.

1.10 A new Wbench replacement, eh ?

Well, that's a quite good one. It has better remapping & redrawing routines than the standard OS ones. For example, with the WBench, when you drag an icon which is lying on the backdrop and release it somewhere else on the screen, all the icons on the backdrop are refreshed (they disappear and reappear), with Scalos, they don't. The scrolling is smoother than the os one.

But there are still some little details which would make it really neat :

- I'm using a DBLpal Hi-res without flick WB screen in 16 colors, and I run FBLIT which is supposed to allocate some Bitmap stuff (WBpatterns, TMBrushes, IBrowse Network images, etc...) in FastRAM. so even if I have a full screen in the back of my

screen (I always have one) and one in the windows and another one in my backdrop screen, My precious CHIP Memory doesn't get under 1.8MB. It's not as Fast as Scalos but it's still fast. So making FASTRAM Bitmap routines for SCALOS would be better (1.3MB of CHIP with only one 16 colors full screen) and would probably make Scalos faster.

- One PREF PROGRAM for the entire soft would be better than x ones. Personnaly, I don't care if it uses MUI.
- There is no 'NOICONBORDER' option in the pref program like in MCP.
- When you iconify a drawer window, the appicon should be the drawer icon, and not a stupid tool icon.
- When you select 'execute command' it opens a MUI requester which not very smart.

Perhaps, Scalos 2.x will be better.
