

**Nedlcons1**

**COLLABORATORS**

	<i>TITLE :</i> NedIcons1		
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**REVISION HISTORY**

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# Chapter 1

## NedIcons1

### 1.1 N.E.D.

Ned 's icon pack #2

Here is my second contribution to the great BNS MagicWb Icon Packs !

Legal notes

My work is still made exclusively of 16 color MagicWb icons, so you'll have to use the proper **palette** in order to view them as they were drawn.

In this pack, you'll find the following drawers:

Appicons

Coppers

Deficons

Devs

Disks

DOPus

Games

Imagedrawers

Misc

Patterns

Prefs

System

Templates

TMBrushes

Tools

Types

Utilities

Work

YAM

What's next

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## 1.2 Who's that... thing ?

These icons have been created/reworked by

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## 1.3 You haven't seen me !

These icons are mailware. If you like/use/hate them, you should send me a mail (or a postcard if you don't have an Internet access), so that I know that I don't work for nothing.

As these icons are based on existing stuff, you can use them the way you want. You can cut'n paste bits and pieces and re-use them if you feel like, as long as you're a MWb artist.

I'm not responsible if this work destroys your computer, crashes your harddisk, turn you into a PC-user or anything else.

## 1.4 Appicons

I reworked most of the appicons found in BNS 4. I didn't like the arrow used by either BNS or Gino.

If you use DOpus, it's up to you to choose or not to display the little arrow. If you don't use DOpus, why would you use appicons with the crappy two colors DOpus arrow ?

So, I drew a little arrow that is, IMHO, better as it has a better MWb feeling.

## 1.5 Coppers

Question: what do you do when you can't/doesn't want to use MagicCopper and still want a copper displayed in your background ?

Answer: you draw your own using a paint program and the MWb palette !

That's what I did and here are some tries that are quite "smooth".

## 1.6 Deficons

A new default drawer that differs from BNS's one for only two pixels ! Yes, two pixels to have a smoother drawer.

In the old one, the left edge of the drawer's handle was too "hard" .

You may think this is detail but hey, MWb icons are a work of detail... :)

BTW, the **imagedrawers** have been drawn using this drawer as a template.

You'll also find a def\_MUI icon (was missing from the previous packs).

And def\_tool & def\_info icons that are

1. More colorful than BNS's original ones
  2. the same size that the new types template
-

## 1.7 Disks

All my disk icons, including the new Harddisk icon. I wanted an HD icon that would be the same size than the others disks.

My first try was included in BNS 4 I think but I've redrawn a HD the same way as floppies : same size, complete (not a part of the HD like my previous icon) and rotated.

Warning: the disks in this pack are project icons. Don't copy them directly to a disk.info file. Use Swazinfo, DOpus or any other prog that allows you to change only the icon.

## 1.8 Games

Games, games, and games again... all my games icons in fact. They were first drawn in order to be included with installers, so you may have already seen some of them.

## 1.9 Imagedrawers

All the image drawers from MagicWb recolored with the current palette. Was quite a big work but it's done. I've added some other drawers, like the countries ones.

These drawers are based on my new [default drawer](#) .

## 1.10 Prefs

Some prefs progs where the old little disk has been replaced by my new little disk.

## 1.11 Templates

Four templates: Guide & text if you want to write some docs. MUI for MUI apps and Type for the new filetypes icons. These icons are a little bit reduced in size if you compare them with BNS's ones.

I reduced the template so that left-out files get an icon which has the same height that appicons (tool template).

## 1.12 TMBrushes

Some fixed Toolmanager brushes. Diavolo has been X-mirrored, The terminal brush has seen the earth move to be like the other comm brushes and the disk-related brushes have been fixed by changing the harddisk drawing.

## 1.13 Tools

Tools icons with the harddisks drawings replaced and a great Scout icon (the old one looked more like a white man than an indian).

Also, some replacements for old icons that were not so good.

## 1.14 Types

New filetypes icons based on BNS's type template. Should be used from now on IMHO as the icons are quite cool drawn this way.

That's why I redrawn most of my old filetypes using the new template.

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## 1.15 Utilities

Two icons a little bit reworked.

## 1.16 Da palette !

0. [ ] Background -> 149,149,149 8. [ ] Darkgrey -> 80, 80, 80
1. [ ] Black -> 0, 0, 0 9. [ ] Antrahzit -> 40, 62, 91
2. [ ] White -> 255,255,255 10. [ ] Green -> 96,128, 96
3. [ ] Blue -> 59,103,162 11. [ ] Yellow -> 226,209,119
4. [ ] Med.grey -> 123,123,123 12 [ ] Brightrose -> 255,212,203
5. [ ] BrightgreyI -> 175,175,175 13. [ ] Brown -> 122, 96, 72
6. [ ] Brightbrown -> 170,144,124 14. [ ] Brightgrey -> 210,210,210
7. [ ] Rose -> 255,169,151 15. [ ] Red -> 229, 93, 93

## 1.17 I'm soo tired...!

Ok. Now that all of this have been done, here is what I plan to do in the future:

- \* Some more games icons
- \* Other filetypes icons
- \* Complete set of 16 color icons for DOpus
- \* 16 color buttons for DOpus

If you need me to create some specific icons, just ask, I'll see what I can do. You can also write me if you have ideas for other MWb-16 projects (complete set of icons for a given program or some special stuff).

## 1.18 Devs

In the drawer, you'll find default icons for the devs drawer.

## 1.19 YAM

A slightly modified icon from BNS 4 for use with YAM or any other mailer.

Bonus: the icons drawer contains icons for YAM mailbox (Empty, New, Old) but also replacement graphics for YAM 2 menu buttons and more.

Be careful that these graphics were designed for use with YAM 2 prerelease beta 5. Being a beta version, it is possible, although improbable, that a button would be removed or added in a next version.

If this is the case, I don't know what would happen at all ! So, if you use the same version than me, there's no problem. If you use another version, you should make a backup of your icons drawer before copying mine instead.

Warning: if you don't like my graphics for YAM 2, be careful if you want to draw your own, as they must be of a certain size unless you want to have corrupted graphics in the mailer.

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## 1.20 System

A Format icon a little bit more colorful.

## 1.21 Directory Opus 5

A DirOpus icon, replacement icons for DOpus default ones and two DOpus docs templates.

## 1.22 Miscellaneous

Two old icons recolored. Look closely at the Kingshell one and you'll see the difference !

## 1.23 Patterns

Patterns/background pics, as usual using the standard format 720x550 (a standard MagicWb screen uses a 14 pixels manu bar and an overscan DbIPal screen is 720x564 with OS 3.1).

## 1.24 Work

Some applications icons : Term (recolored version of an old one), Eagleplayer (recolored from BNS's one in his first or second pack) and Trevor Morris's PPaint icon a little bit modified.

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