

# **RareDiamonds**

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**COLLABORATORS**

	<i>TITLE :</i> RareDiamonds		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1 RareDiamonds</b>	<b>1</b>
1.1 RareDiamonds © Copyright 1994/95 Martin Hauner	1
1.2 Introduction to RareDiamonds	2
1.3 About the author	3
1.4 Installing RareDiamonds	3
1.5 Copyright/License/Disclaimer	5
1.6 How to register.	6
1.7 RemapILBM	6
1.8 DoIcon	7
1.9 Replacing icon Images by hand.	7
1.10 Palette	8
1.11 Index	8

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## Chapter 1

# RareDiamonds

### 1.1 RareDiamonds © Copyright 1994/95 Martin Hauner

\*\*\*\*\*

RareDiamonds

\*\*\*\*\*

- Basic Icon Set -

RareDiamonds is SHAREWARE  
This is a COMPLETE Release, NO DEMO.

Copyright © 1994/95 Martin Hauner

----- Contents -----

~  
License/Disclaimer~~~~~  
must say...  
~  
Registration~~~~~  
how to register RareDiamonds  
~  
Introduction~~~~~  
first words..  
~  
Installation~~~~~  
how to install RareDiamonds  
~  
Replacing~icons~~~~~  
manually..  
~  
Palette~~~~~  
a few words..  
~  
RemapILBM~~~~~

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adjust background pattern colors

DoIcon~~~~~  
a nice icon tool...

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Author~~~~~  
contact address

Have fun.. :-)

PS:

I fear there are many mistakes in my english, feel free to correct me.  
Thanks.

## 1.2 Introduction to RareDiamonds

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Introduction  
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Ohh no, another IconSet....

I skip the 'blabla' here... ;-)

'Features' of RareDiamonds:  
-----

- \* the icons have 6 colors.
- \* the  
    color-palette  
    is not fixed, it is variable in a certain scope.
- \* reducing the number of colors to 4 is possible without too much loss.
- \* the icons are equally sized.
- \* although designed for 1:1 pixel resolutions, they don't look too strange with 2:1 pixel resolutions. (?)

You can preview all icons in the the IconArchive (the IconArchive drawer), it is used only as an image database.

The 'Presetsx.x' drawers contain some sample palettes for 'RareDiamonds' icons.

The 'MagicRareDiamonds' palette is a MagicWB palette, with white a bit

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darker and the dark grey a bit brighter, so both icon types look 'correct'.

### 1.3 About the author

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Author  
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Germany

Please use the giro account only from inside Germany!  
Otherwise the transfer fees would be higher than the shareware fee.

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### 1.4 Installing RareDiamonds

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Installation  
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Requirements  
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- \* you need Kickstart 2.0 or better for installation.
  - \* you need Installer.  
  Installer is (c) Copyright 1991-93 Commodore-Amiga, Inc.
-

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the Installerscript  
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- \* The Installation will ONLY replace the images of the icons. Tooltypes and position remain unchanged.

The Installerscript replaces

- \* all icons it knows on your SYS: partition,
- \* all drawer.info files in any path
- \* and the disk.info file on any partition.

it too installs

- \* the IconArchive,
- \* IconToolBox (MUI)
- \* and the background patterns.

It is no bad idea to go through the installer script in 'pretend' mode first to learn what is happening.

you have to replace other icons manually:

Replacing~Icons

.

-----  
to the 4 Color Installation  
-----

For Workbench-Screens with 2 Bitplanes.

If you want to install the icons in 4 Colors, then double-click on 'RemapTo4Icons' first. This Script will remap all icons from 6 to 4 Colors. It is IMPOSSIBLE to reverse this operation, so better keep the original RareDiamonds-archive!

Go on with normal installation.

-----  
to the normal Installation  
-----

For Workbench-Screens with more or equal to 3 Bitplanes.

First you should select a palette from one of the two 'Presets' drawers (by double-clicking on the filename and save it from the palette prefs) if your

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current palette doesn't harmonize with the RareDiamonds iconset.  
 'Presets2.x' contains some presets for Kickstart 2.x and 'Presets3.x' for  
 Kickstart 3.x.

The 'GyBlGyGyL.pre' palette is like the standard defaultpalette (grey back-  
 ground and blue window).

'GyBlGyGyL.pre' is the palette used in preview1 and 'GyPiGyGyL' in preview2.  
 (GyBlGyGyL means GreyBlueGreyGreyLow..... :)

Then start the Installation by double-clicking on 'install\_RareDiamonds'.

-----  
 reduce icons to 3 Bitplanes  
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To reduce icons to 3 bitplanes use  
 DoIcon

.

If you don't know what i am talking about, forget it... ;)

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 Background patterns  
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If you like the RareDiamonds background patterns, then select them from the  
 WBPpattern prefs programm (3.x only). To use background patterns with  
 Kickstart 2.x you may use NickPrefs.

The background patterns were drawn with the 'GyBlGyGyL.pre' palette. If you  
 use another palette they may look a bit strange on a 3 bitplane Workbench.  
 To correct this use

RemapILBM

.

The background patterns are only useful with  $\geq 8$  colors.

## 1.5 Copyright/License/Disclaimer

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 Copright/License  
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RareDiamonds may be freely distributed, as long as it is kept in its  
 original, complete, and unmodified form and no charge is made other than to  
 cover time and copying cost. It may NOT be distributed in a commercial  
 package of any kind without my permission.

RareDiamonds is © Copyright 1994/95 Martin Hauner

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 Disclaimer



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This software is distributed "as is", WITHOUT ANY WARRANTY; either expressed or implied. You assume all RISKS and RESPONSIBILITIES related to its use.

## 1.6 How to register.

### ----- Registration -----

You may use RareDiamonds 14 days without registration. If you use it longer than 14 days you have to register.

RareDiamonds is "true" shareware, i.e. it is not crippled in any way. Therefore You might think you gain nothing by registering RareDiamonds. This is true from a certain point of view, as you receive no new or extra icons due to the registration. But you encourage me to extend RareDiamonds, draw new icons and create a RareDiamonds DrawingSet, so you can easier draw icons in the RareDiamonds style yourself.

To register 'RareDiamonds' send the shareware fee to the  
author

.

Shareware fee is:

DM	20
US Dollars	15

Thanks.

## 1.7 RemapILBM

### ----- RemapILBM -----

RemapILBM  
C=COLOR/A,I=ILBM/A:

RemapILBM is a small programm (cli only) which copies the colorinformation of an 3.x palette prefs file into an ilbm iff file. (You will find it in the 'RareDiamonds/c' directory) (It is a kind of hack, at least in the way i implemented it ;)

In order to work correctly, the ilbm iff file MUST have the same color order as the palette prefs file, i.e., the color from the iff file that should get the \*first\* color from the palette file must be in the \*first\* position of the iff file palette and so on.

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If this is not the case, you will destroy the palette information of the ilbm iff file.

RemapILBM will work without problems on the included background patterns.

If you use it on other ilbm iff files, be carefull, NEVER use it on the original file.

Examples:

for a single file...

```
RemapILBM GyViGyGyL.pre Backgrounds/roughStone
```

for multiple files...

```
RemapILBM GyViGyGyL.pre Backgrounds/#?
```

## 1.8 Dolcon

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DoIcon  
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```

DoIcon is Copyright© by Lars Eilebrecht.  
You can find the complete DoIcon release in the DoIcon12 drawer.

Use 'doicon IconArchive/#? stripd=3 all' from the shell to strip the icons from the redundant bitplanes.

DoIcon is used to reduce the icons to 4 colors as well..

## 1.9 Replacing icon Images by hand..

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Replacing Icons...  
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```

You can do it by using IconToolBox, wich needs MUI, with the Workbench IconEditor or with any other qualified program.

I describe here only, how it works with IconToolBox and the IconEditor.

```
using IconToolBox...  
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```

If you have installed IconToolBox (MUI) AND the RareDiamonds IconArchive, you can easily replace icon images by using IconToolBoxs 'Archive-Mode'.

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(The tooltype ARCHIVE must contain the full path to the IconArchive, if you have installed both, this is already the case.)

Turn the 'Mode' cycle gadget to 'Archive'. The list is like a filerequester, double clicking on drawers will show the files in this drawer and clicking on an icon file will load the images from the file into IconToolBox's image windows.

You can now easily replace images from any icon to the images shown in the 'image windows' by dropping it/them into IconToolBox.

Multiple selection is supported.

If 'Options - AutoSave Icon' is enabled (as it is per default), IconToolBox will save the icon(s) with the new images automatically.

using IconEdit...

Drop the icon you want to change into IconEdit. Select the choosen images from the RareDiamonds IconArchive with the menu 'Images/Load/BothImages' (shortcut: ramiga i). Then save the icon (shortcut: ramiga s).

You may set the tooltype ALTDRAWER to the complete path to the IconArchive so IconEdit remembers it.

## 1.10 Palette

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Palette  
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The RareDiamonds sample palettes use the seventh color as an extra color for the background patterns and the eighth for a yellow shell cursor.

If you use other background patterns and you don't want a yellow shell cursor, you can change them to your need.

If you change the colors used for the icons in the palette, color 5 should be a little bit darker than the background color, and color 6 should be a bit brighter than the background color.

If you find a nice palette... i would like to try it too..:)

## 1.11 Index

Index of database RareDiamonds

Documents

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About the author

Copyright/License/Disclaimer

DoIcon

How to register.

Installing RareDiamonds

Introduction to RareDiamonds

Palette

RareDiamonds © Copyright 1994/95 Martin Hauner

RemapILBM

Replacing icon Images by hand..  
Buttons

author

Author~~~~~

color-palette

DoIcon

DoIcon~~~~~

Installation~~~~~

Introduction~~~~~

License/Disclaimer~~~~~

Palette~~~~~

Registration~~~~~

RemapILBM

RemapILBM~~~~~

Replacing~Icons

Replacing~icons~~~~~