

EmBlank

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Chapter 1

EmBlank

1.1 EmBackdrops - Contents



Introduction

Requirements

Usage

Legal Stuff

The Shameless Plug

Contacting The Author

1.2 EmBackdrops - Introduction

Introduction

Yes, it's a guide file and yes, I know a plain doc would do, but indulge me, okay?

These pictures were inspired by Roman Patzner's 'RomImages', which, in turn were inspired by Øyvind Falch's 'MiscPatterns'. If you fancy a look at these (you really should) you can find on the Aminet in pix/mwb under

'RomImages.lha' and 'MiscPattern1.lha'

They were converted to 3-colour 640*498 (Just big enough for my PAL HiresLaced Magic Workbench) using a combination of The Art Department (the original version, not ADPro!) and ImageFX, both of which I got off CU Amiga coverdisks.

The original images all came from either the Aminet Sets or The Colour Library (both on CD-ROM).

1.3 EmBackdrops - Requirements

Requirements

WB 2+
NickPrefs (if used under WB2)
Magic-WB palette would be good (but is not essential)
Hard Disk is pretty essential
An Amiga :-)

1.4 EmBackdrops - Usage

Usage

The Boring-Always-The-Same-Way

Copy the files to a directory on your hard disk.
Use WBPattern preferences (or whatever the NickPrefs one is called) to chose your favourite picture.

The Really-Good-Random-Way

I don't know about you, but I get bored with the same backdrop on my Workbench all the time, and as there are plenty of backdrops to choose from it's nice to change them every so often. However, I don't enjoy constantly changing my prefs files, so I get the Amiga to choose a random backdrop each time I boot up. There are many ways to do this, but this is the way I do it (and what I think is the easiest)

You'll need some sort of random file copier. I use Chris Hodges' 'Randomfile'. It's on the Aminet in 'util/cli' under 'RandomFile.lha'. Copy it into your 'C:' directory.

First you need to copy all the backdrop files you want to use to a directory on your hard disk. This should preferably be a new directory, containing only the backdrops you want to use for your Workbench. Mine are in 'Work:Utilities/MagicWB/Patterns/WBGrey' so you should replace this with the path to wherever you put your backdrops when you see it.

You'll also need a temporary directory on your hard disk, which can be

used for some temporary files. You could use 'T:', but this is on the Ram Disk, and I don't like using up too much ram. My temporary directory is 'Work:DiskTemp' so put your own path in whenever you see this.

Next, load 'S:Startup-Sequence' into a text editor (I'm afraid you can't use User-Startup) and find the line which reads C:IPrefs. Make a new line just above this one and enter:

```
RandomFile FROM "Work:Utilities/MagicWB/WBGrey/~(#?.info)" TO
"Work:DiskTemp/Backdrop.IFF"          ^
      ^                               |
      |                               |
      +-----+-----+-----+-----+
              |
              Put your own paths in here.
```

This should all be on one line, I've just put it on one here to fit in my AmigaGuide window.

Now reboot. When the Workbench comes back on load the WBPatten (or the NickPrefs equivalent) prefs program. Use it to choose 'Backdrop.IFF' from your temporary directory and then save the preferences.

That's it! Your backdrop should now change every time you reboot.

I like to keep my window patterns the same on each reboot, but you could use the same technique to select random window patterns too. Remember to use a different filename for the file you put in your temporary directory though!

1.5 EmBackdrops - Legal Stuff

Legal Stuff

I know it's boring, but it's really quite important, so do read it. Please?

All the image files contained in this archive are, to the best of my knowledge freely distributable. Some came from 'The Colour Library' CD and some from the 'Aminet Set' and 'Aminet Set 2'. Those from 'The Colour Library' are, according to the CD compilers, completely in the public domain and may be changed, manipulated, eaten, hit with large mallets etc. with no thought at all to the copyright owners. Those from the Aminet are all either completely in the public domain, as above, or had no indication that they were not, either in the '.readme's or in any documentation in the archives.

(You can find information about some of the original files and where to get them on the Aminet
here
).

Disclaimer

I, Jamie Montgomerie, will not be held responsible for any damage caused

as a direct or indirect result of the usage of any of the files contained in this archive.

1.6 EmBackdrops - The Shameless Plug!

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      ( _ ( ( _ | _ - - -
Other ( _/\/\_ ) | ( _ Programs
-----

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The Paper Counter

The ultimate in paper counting technology on your Amiga.

Should be available on the Aminet as 'EmSpool.lha' under 'util/misc'

EmSpool - The Frame-by-Frame Hard Disk ANIM 5 spooler.

CLI Animation spooler. (for Anims in DPaint etc. format)

Should be available on the Aminet as 'EmSpool.lha' under 'gfx/show'

Both are freely distributable and should be available from any PD library. If you can't find them they are both available directly from me. Just send an SAE and a blank disk to the address

elsewhere in the documentation

.

Other Good Archives

These pictures were inspired by Roman Patzner's 'RomImages', which, in turn were inspired by Øyvind Falch's 'MiscPatterns'. If you fancy a look at these (you really should) you can find on the Aminet in pix/mwb under 'RomImages.lha' and 'MiscPattern1.lha'

Some Of The Pictures In This Archive - The Full Colour Originals!

'Babylon5' - Uploader unknown!

(The original image is on the Aminet in 'pix/trace' as 'B5.gif'.)

'B5logo' - Uploader Unknown!

(The original image is on the Aminet in 'pix/trace' under 'Babylon5.lha'.)

'CD32' - Uploaded by ? (asm@uk.ed.festival)

(The original image is on the Aminet in 'pix/illu' as 'CD32.jpg')

'DeltaFighter' is by 'N.V' (?)

(The original image is not, as far as I know, available on the Aminet. I got it on a disk of Babylon 5 objects from a friend. He bought his copy of the disk from a PD library here in the UK. I'm not sure which one.)

The 'DS9' images are by Fred Schulenburg.

(The original images are on the Aminet in 'pix/trace' under 'DS9_1.lha' and 'DS9_2.lha'.)

'EngineRoom' is by Anders Erlandsson.

(The original image is on the Aminet in 'pix/real3' as

'ST_EngineRoom.jpg' .)

'EntPreview' is by Trevor Morris.
(The original image is on the Aminet in 'pix/trace' under
'EntPreview.lha'.)

'Frontier' is by John Gager.
(The original image is on the Aminet in 'pix/trace' under
'Frontier.lha'.)

'ShipOverMountain' is by me! (the only one!)
(If the original image is available on the Aminet [I'm still wondering
whether to upload it] it will be in 'pix/misc' under
'ShipOverMount.lha'.)

'Tie' is by G.H. Kuiper.
(The original image is available on the Aminet in 'pix/imagi' in
'TIE_Scenes.lha'.)

Various other pictures were taken from the 'pix/fauna' and 'pix/astro'
directories of the 'Aminet Set 2'.

1.7 EmBackdrops - Contacting The Author

Contacting the Author

EmBackdrops were compiled and processed by Jamie Montgomerie

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Sorry, no e-mail yet, but don't let that put you off. All letters and
postcards are much appreciated. It's nice to know if people are actually
using my stuff.

1.8 EmBackdrops - The Secret Node!

The Secret Node!

Congratulations! You've been inquisitive and either used the 'Browse'
buttons or loaded the guide into a text editor. For your efforts you have
earned the right to read the secret node. Well done.
