

# **PalPatch**

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<b>COLLABORATORS</b>
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# Chapter 1

## PalPatch

### 1.1 PalPatch Guide 22-06-95

PaletteShove V1.0 by Cléo Saulnier (Guide by Trevor Morris)

[What is PaletteShove?](#) [Using PaletteShove](#) [System Requirements](#) [Author Bugs](#) [History](#) [Thanks to...](#) [Distribution Disclaimer](#)

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. Thankx!

### 1.2 What is PaletteShove?

What is PaletteShove?

PalettePatch is another utility which [Trevor Morris](#) requested of [me](#) . This one allows you to substitute the currently active Workbench palette into any image(s), pattern(s), brush(es), etc. provided it is an IFF.

### 1.3 System Requirements for PaletteShove

System Requirements for PaletteShove

Requires 2.X and higher.

### 1.4 How to use PaletteShove

How to use PaletteShove

Either execute PaletteShove as a command or at the CLI prompt as follows:

```
PaletteShove <path/filename (pattern)>
```

where path is the path of the images you wish to change, filename may either be a single file or a pattern.

For example:

```
10.System3.0:> PaletteShove Work:Graphics/Brushes/#?.brush
```

or

```
10.Work:Graphics/Brushes:> PaletteShove #?.brush
```

NOTE: The IFF file(s) MUST have the same number of colors as your Workbench.

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## 1.5 Cléo Saulnier: Author of PaletteShove

Cléo Saulnier: Author of PaletteShove

Cléo Saulnier Email: p8uu@jupiter.sun.csd.unb.ca

Author of the following utilities:

### BootShow MagicWB1.3 PaletteShove CSRen

ALL these utilities are available on aminet and are MAILWARE. This mean that I would like you to email me if you are using my product - even if it's just to say "Hi, I'm using Program X, L8R." In some cases, as in BootShow V2.0, you will need to email me to get the Prefs program. Just a way to enforce MAILWARE. Hey, if you are not even willing to email me, then why should I write a program for you? Besides I like to know who is using the utils, what machines it is running on, what bugs exist...Thanx.

Trevor Morris The Author of this guide. Comp 4, Site 7 RR#1 Oromocto, NB E2V 2G2 Canada Email: a3nb@unb.ca

For lots of pix, icons, and imagedrawers to go with MagicWB, grab up MagicWBStuff3.lha from aminet pix/icon!

Also check out MWB\_DOpus54.lha in pix/icon. A MUST HAVE for any DOpus5 owner!!

And, grab Ent1701D.lha for an amazing 3D model of the USS Enterprise (in gfx/3dobj on Aminet).

## 1.6 BootShow

BootShow V1.0

THE Boot Pic viewer for you. Supports random palettes, timing, fading, and pattern file loading in the following resolutions:

ECS: 2-32 colors AGA: 2-256 colors 320x200 320x200 640x200 640x200 320x400 320x400 640x400 640x400

or any overscan variation of these resolutions.

BootShow V2.0!

Watch out for BootShow V2.0 coming out SOON. V2.0 will support ALL video modes on ALL Amigas! Will come with Prefs program and automatic random picture and palette loader if you register - Registration is FREE!

BootShow V1.0 may be found in pix/boot on any Aminet site.

## 1.7 MagicWB1.3

MagicWB1.3

MagicWB1.3 is a program which changes OS1.3 from 2 bitplanes (4 colors) to 3 bitplanes (8 colors) with the MagicWB palette preset so that you can use **Magic Workbench © by Martin Huttenloher** on your A500 or A1000!

Other utilitiess included with MagicWB1.3 are:

Pcheck: Allows you to verify the current number of bitplanes. You may use this program for any purpose or to confirm wether or not Magic- WB1.3 is installed.

IconFix1.3: A small icon fixing utility which will make your icons look like OS2+ icons.

IconUnfix1.3: This utility undoes what IconFix1.3 does.

MagicWB1.3 can be found in pix/icon on any Aminet site.

## 1.8 CSRen V1.0

### CSRen V1.0

This little util is an animators dream come true. Have you ever wished you could rename all your frames to something else in a flash? Then this is the tool for you! CSRen will take any prefix, suffix and number of digits and then rename your files accordingly. That's right, you can even change the number of digits in the number of the filename.

For example:

```
CSRen pic???.iff whatever????
```

This will convert pic000.iff, pic001.iff or anything else that fits the pattern to whatever00000, whatever00001 and so on. So you may include or omit any or all of the prefix(es) and suffix(es). And it's FAST!

## 1.9 Thanks to...

Thanks to...

- **Trevor Morris** - for writing the guide file for this! · Leo Davidson - who requested this utility. · Marin "XEN" "Hutti" Huttenloher - for creating the **MagicWB** standard! · Eddy Carroll - for creating **CheckGuide** .

## 1.10 Distribution

### Distribution

All I ask is 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!

## 1.11 Disclaimer

### Disclaimer

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## 1.12 History

### History

Release 1:

- First release (everything was new 8)

## 1.13 Bugs

### Bugs

There are no known bugs in this software, however, that is not to say that none exist, so if you find one let **me** know - PLEASE!

## 1.14 CheckGuide by Eddy Carroll

CheckGuide 1.0 -- Checks AmigaGuide files for common errors

by Eddy Carroll, September 1994. Freely distributable.

### Introduction

If you've ever tried creating even a modestly sized AmigaGuide file by hand, you'll have discovered that it can be quite difficult to keep track of all the various links and cross references. As your help file gets larger, it gets increasingly harder to ensure that you have remembered to reference all the nodes in the file from at least one place, and haven't left any unresolved links.

CheckGuide is a simple utility that can detect several common errors in AmigaGuide files. The errors it can detect are:

- Extra plain text between an @ENDNODE and @NODE (AmigaGuide won't allow such text to ever be displayed)
- Nodes that are defined but not referenced from any other node. Unless your program directly instructs AmigaGuide to access such nodes, the user won't easily be able to access them.
- Links to help nodes that aren't defined within the file.
- Open braces with no preceding @ character (usually a simple typo).
- @{" Button "} constructs with no LINK command (an easy mistake to make if you're entering a lot of them).

All of these options can be selectively enabled or disabled.

CheckGuide was used in the creation of THIS document!

## 1.15 MagicWB is © by Martin Huttenloher

MagicWB is © by Martin Huttenloher

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.

To get the 'real' look and feel of MagicWB, you should make sure that...

- ...you have set the MagicWB-Palette. Do this by clicking on the 'ClickFor Colors' icon.
- ...you have set the resolution of your Workbench to a aspect ratio near 3:4 like 640x480, 800x600 or 1024x768.

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

MagicWB is © by Martin Huttenloher.

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