

# **TwistedMagicWB**

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**COLLABORATORS**

	<i>TITLE :</i> TwistedMagicWB		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Korneel Ketelslegers	March 1, 2023	

**REVISION HISTORY**

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## Chapter 1

# TwistedMagicWB

### 1.1 A Twisted D-zign

TWISTED MAGIC WORKBENCH

A twisted idea and d-zign  
by Korneel Ketelslegers

1. Introduction.  
.....What the hell is this silly package?
2. How to use the patterns?  
.....How using the files in the 'Patterns' directory.
3. What is Magic Copper?  
.....Taken from the MagicWB 2.0 package and altered slightly.
4. What is MagicWB 2.0?  
.....Taken from the original package an altered slightly.
5. How to register for MagicWB 2.0 ? .....The SASG registration program.
6. About the author.  
.....If you really want to know.
7. Disclaimer.  
.....Last but not least.

### 1.2 introduction.

Introduction.

---

-----

Well... To start with... This is NOT a silly package. It's a NICE package. You've just GOT to admit it. Simple but twisted, original but twisted, twisted but nice. Therefore simple but nice.

It features 27 twisted AGA pictures for use with your workbench as a background. Look at it this way: instead of that boring grey screen you now get a twisted picture with a REAL FULL AGA copperlist. This is generated by a tiny program called

Magic Copper

, which you can find in

the 'Misc' drawer of this package.

You also require the

MagicWB 2.0

palette to use the pictures. Just click

the 'ClickMeForColors' icon in the 'Misc' drawer and the palette will be set in the Env: directory (not saved on your HD or FD). If you like the palette, you can find the prefs files in the 'Prefs/Env-Archive/sys' drawer of this package. Remember: you need a 16 COLOUR workbench!

Well do you like the sound of it? Just read the next chapter to know how to use all those incredibly twisted images. Be see'n ya!

### 1.3 how to use the patterns?

How to use the patterns?

-----

All the background pictures are in the format 640x480, which are (listed in order of creation):

Triangle\_AGA

.....Actually this is the main procedure to use  
all the '#?\_AGA' patterns.

OpenTriangle\_AGA

.....Guess what.

CubeTriangle\_AGA

.....Euhm...

Square\_AGA

.....Yes, yes... Indeed...

Polygon\_AGA

.....You really don't know hey.

Square&Beam\_AGA

.....What are ya starin' at?

BrokenRoof\_AGA

.....Just browsing.

---

Triangle&Squares\_AGA  
.....Indeed, an ordinary 4 planes picture!

Hexagon\_AGA  
.....A simple hexagon, really.

Pentagon\_AGA  
.....No, no, no. Not the building. It has a  
strange similarity though.

Oval\_AGA  
.....Ha! You laugh hey... Just watch it,  
carefully.

Beams\_AGA  
.....Dum dee dum.

CrossedSquare\_AGA  
.....Just another one.

ThreeSquares\_AGA  
.....Hmmm...

2ShadedBeams?\_AGA  
.....Aha....

Cube\_AGA  
.....Wond'ring aloud.

Letters\_AGA  
.....Characters... Actually...

TwistedAsHell\_AGA  
.....Just what it says.

AnotherCube\_AGA  
.....Wond'ring again.

BarredCube\_AGA  
.....A cube with bars.

IncompleteCube\_AGA  
.....This is getting boring, isn't it.

2CrossedSquares\_AGA  
.....Again another one.

CrossedSquare&Cube\_AGA  
.....There's plenty more where that came from.

EndlessStairs\_AGA  
.....And this isn't the last one!

Something\_AGA  
.....I just don't know how to name this.

---

```

ArcDeTriomf_AGA
.....Yes, yes. I'm multilingual. I speak, write
and ofcourse understand: Nederlands (I'm
from Belgium), Deutsch, Franais and
English. (I'm really showing off here,
aren't I.)

```

```

BraceHorizontal_AGA
.....Be see'n ya!

```

## 1.4 triangle\_aga

How using the 'Triangle\_AGA' picture?

-----

Wanna see it?

The Triangle\_AGA is made to use in conjunction with Christian A. Weber's

```

Magic Copper
, which is included in the
MagicWB 2.0
package.

```

I'll tell you how to use them properly. Here we go:

First startup the 'WB Pattern' program (found in the 'SYS:Prefs' drawer), cycle the 'Placement' gadget to 'Workbench', cycle the 'Type' gadget to Picture and click the button named 'Select Picture...'. Now choose 'Triangle\_AGA', click the 'OK' button and click 'Use' or 'Save' as wished. If

```

Magic Copper
is not running you should see a twisted triangle
on a blue screen. Now, to get the correct background, which the
'Triangle_AGA' picture should be used with, you should add the following
line as a tooltype in the
Magic Copper
icon. Click the icon once,
select 'Information' from the 'Icons' menu, click 'New' and then type:

```

```
EFFECT 0x5D625D 0xFFBFA8 0 Triangle_AGA
```

Press enter and click the 'Save' button to save the tooltypes.

To add the background startup

```

Magic Copper
and select 'Triangle_AGA'
from the 'Effects' list. Click 'Use' or 'Save' as wished. Voila! Isn't
it beautiful 8)!

```

Oh and euhm... By the (high)way... Euhm... You can find

```

Magic Copper
,

```

with all the effects added in the tooltypes of its icon, in the 'Misc' drawer of this package. It might become usefull if you want to use all the pictures. In the 'Prefs/Env-Archive/sys' drawer you can find the

---



MagicWB  
palette files. Load these in the 'Palette' program in the  
'SYS:Prefs', drawer, to get the right palette.

## 1.5 opentriangle\_aga

How using the 'OpenTriangle\_AGA' picture?  
-----

Wanna see it?

The procedure is exactly the same as explained  
before  
. The only  
difference is that you ought to select the 'OpenTriangle\_AGA' picture  
(yes indeed 8) ) and that you have to add the following line to the  
tooltypes of the  
Magic Copper  
icon:

```
EFFECT 0x5D625D 0xCBAAE91 0 OpenTriangle_AGA
```

## 1.6 cubetriangle\_aga

How using the 'CubeTriangle\_AGA' picture?  
-----

Wanna see it?

Again the same as  
before  
. But add the following line as a  
tooltype:

```
EFFECT 0x2E639C 0xA3A3A9 0 CubeTriangle_AGA
```

## 1.7 square\_aga

How using the 'Square\_AGA' picture?  
-----

Wanna see it?

You really should know  
how to add this background  
by now:

---

```
EFFECT 0x3A68A2 0xF3A885 0 Square_AGA
```

## 1.8 polygon\_aga

How using the 'Polygon\_AGA' picture?  
-----

Wanna see it?

I guess you know the  
    procedure  
    by now. Add as tootype:

```
EFFECT 0x2E5797 0xDC9C85 0 Polygon_AGA
```

## 1.9 square&beam\_aga

How using the 'Square&Beam\_AGA' picture?  
-----

Wanna see it?

Well, if you still don't know the correct  
    procedure  
    then I would  
recommend you to go and have your head examined. Sure, it's possible  
that you chose this 'chapter' before having had a look at the others.  
Then I would suggest to click the following button  
    .  
    to learn the  
procedure by heart. By the way, add the following to the tootypes:

```
EFFECT 0x2E5797 0x7F5D3A 0 Square&Beam_AGA
```

## 1.10 brokenroof\_aga

How using the 'BrokenRoof\_AGA' picture?  
-----

Wanna see it?

I'll make this a short one because it's getting late and I have to go to  
bed in order to get up at 7:30 tomorrow. But I'll Be back; you can count  
on that! Just add:

```
EFFECT 0x3A467A 0xFFFFA8 0 BrokenRoof_AGA
```

---

I wish you twisted dreams... Bye bye!

## 1.11 triangle&squares\_aga

How using the 'Triangle&Squares\_AGA' picture?

-----

Good morning! I'm back again. Stood up in time. Everything went well so... What more is there to say? If you want to know you might feel an incredible urge to click the following button

.

.

## 1.12 what more is there to say?

What more is there to say?

-----

You really want to know hey? Well, you know what to do

.

.

## 1.13 you really want to know hey?

You really want to know hey?

-----

So, you're a hard one, you don't give up. We'll see about that

.

.

## 1.14 we'll see about that.

We'll see about that.

-----

S#\*t man! You really are tough. Well, what have you got to loose

.

?

---

## 1.15 what have you got to loose?

What have you got to loose?

-----

Since I ought to answer your questions - my own actually -, I'll do so if you click this button

.  
.

## 1.16 fair enough.

Fair enough.

-----

Wanna see it?

Just add:

```
EFFECT 0x6E6E74 0xB99C7F 0 Triangle&Squares_AGA
```

Really, you are f@#k!ng tough!

## 1.17 hexagon\_aga

How using the 'Hexagon\_AGA' picture?

-----

Hey tough one. Back again huh. Well, still tough

.  
?

## 1.18 still tough?

Still tough?

-----

Wanna see it?

Hey... Do you realise that I have to type all this s@#t?! Add the following:

```
EFFECT 0x2363A2 0xE89C85 0 Hexagon_AGA
```

Be see'n ya!

---

## 1.19 pentagon\_aga

How using the 'Pentagon\_AGA' picture?  
-----

Wanna see it?

Well, well. What da ya know

.  
? Add:

```
EFFECT 0x575757 0xE89C85 0 Pentagon_AGA
```

## 1.20 what da ya know?

What da ya know?  
-----

Nothing if you're reading this 8)!

## 1.21 oval\_aga

How using the 'Oval\_AGA' picture?  
-----

Wanna see it?

Yep, another one. I just tried to reverse the background for once. And, well... I must say... It doesn't look that bad, does it. Just try this:

```
EFFECT 0xE2A28B 0x4B4B51 0 Oval_AGA
```

## 1.22 beams\_aga

How using the 'Beams\_AGA' picture?  
-----

Wanna see it?

Some beams stacked on eachother. I'm not sure, but I think there's something wrong. As with this:

```
EFFECT 0x004B9C 0xF9AE97 0 Beams_AGA
```

---

## 1.23 crossedsquare\_aga

How using the 'CrossedSquare\_AGA' picture?  
-----

Wanna see it?

In the name of the father and the son add:

```
EFFECT 0x064685 0xFFFFFFFF 0 CrossedSquare_AGA
```

Amen.

## 1.24 threesquares\_aga

How using the 'ThreeSquares\_AGA' picture?  
-----

Wanna see it?

For once a background that doesn't include the colours of the picture:

```
EFFECT 0x007FCB 0xFFAE4B 0 ThreeSquares_AGA
```

## 1.25 2shadedbeams?\_aga

How using the '2ShadedBeams?' picture?  
-----

Wanna see it?

The background is the same as with the  
OpenTriangle\_AGA  
picture. So add  
the effect used with this picture in the tooltypes of the  
Magic Copper  
icon.

## 1.26 cube\_aga

How using the 'Cube\_AGA' picture?  
-----

Wanna see it?

The background is the same as with the  
CrossedSquare\_AGA  
picture. You

---

know what to do I guess.

## 1.27 letters\_aga

How using the 'Letters\_AGA' picture?  
-----

Wanna see it?

Making new backgrounds is useless, so I'll start to use te old ones. This background is the same as with the  
OpenTriangle\_AGA  
picture.

## 1.28 twistedashell\_aga

How using the 'TwistedAsHell\_AGA' picture?  
-----

Wanna see it?

Well, what to add to obtain the right background? Try this:

```
EFFECT 0x1D62A2 0x2E2F2F 0 TwistedAsHell_AGA
```

## 1.29 anothercube\_aga

How using the 'AnotherCube\_AGA' picture?  
-----

Wanna see it?

The background is the same as with the  
Square\_AGA  
picture.

## 1.30 barredcube\_aga

How using the 'BarredCube\_AGA' picture?  
-----

Wanna see it?

This time the background is the same as with the

---

Pentagon\_AGA  
picture.

### 1.31 incompletecube\_aga

How using the 'IncompleteCube\_AGA' picture?  
-----

Wanna see it?

The background is the same as with the  
Square&Beam\_AGA  
picture.

### 1.32 2crossedsquares\_aga

How using the '2CrossedSquares\_AGA' picture?  
-----

Wanna see it?

Ho, ho, ho, whatdayaknow! A new background:

```
EFFECT 0x4B4B46 0xA3A3A9 0 2CrossedSquares_AGA
```

### 1.33 crossedsquare&cube\_aga

How using the 'CrossedSquare&Cube\_AGA' picture?  
-----

Wanna see it?

You want a background? Then this one is the most suitable:

```
CrossedSquare_AGA  
.
```

### 1.34 endlessstairs\_aga

How using the 'EndlessStairs\_AGA' picture?  
-----

Wanna see it?

This one should look just fine:

---



2CrossedSquares\_AGA

.

### 1.35 something\_aga

How using the 'Something\_AGA' picture?

-----

Wanna see it?

I beleive this background suits best:

Hexagon\_AGA

.

### 1.36 arcdetriomf\_aga

How using the 'ArcDeTriomf\_AGA' picture?

-----

Wanna see it?

This time we'll use

2CrossedSquares\_AGA

's background.

### 1.37 bracehorizontal\_aga

How using the 'BraceHorizontal\_AGA' picture?

-----

Wanna see it?

This picture is supposed to be like this. I did not forget to fill it. You'll notice why if you put a background on the background 8). Doesn't matter which one... Actually

### 1.38 what is magic copper?

What is Magic Copper?

-----

Legal stuff.

.....Take a wild guess.

Description.  
.....Again for £5?

Tooltypes.  
.....Still have any money?

Author.  
.....I'll take your last pound then.

### 1.39 legal stuff.

Legal stuff.  
-----

Copyright ©1992-1994 by  
Christian A. Weber, Bruggerweg 2, CH-8037 Zürich, Switzerland.

THIS PROGRAM IS SHAREWARE. IF YOU LIKE IT, SEND ME SOMETHING  
(US \$10 IS APPROPRIATE) AND YOU WILL BECOME A REGISTERED USER.  
USE AT YOUR OWN RISK. NO WARRANTY. NO REFUNDS. NO CARRIER.

IT IS ILLEGAL TO DISTRIBUTE THIS PROGRAM ON DISKS WHICH COST  
MORE THAN US \$5 PER FLOPPY DISK, OR MORE THAN US \$30 PER CD.

DISTRIBUTION IN CONJUNCTION WITH 'MAGICWB' IS AUTHORIZED.

### 1.40 description.

Description.  
-----

Magic Copper lets you create rainbow color effects for a selectable  
pen color number on the Workbench screen, using the entire  
16 million color range of the AGA chips.

You specify the color of the first and the last line of the screen,  
and Magic Copper will make a smooth color change by setting a new  
color value on every scanline.

You can use the built-in configuration window to add or remove  
color effects. A set of built-in effects is provided for the use  
with the MagicWB-AGA-Patterns with the same name as the patterns.

### 1.41 tooltypes.

Tooltypes.

-----

Magic Copper recognizes the following tooltypes, which can be changed by clicking on the Magic Copper icon and selecting "Information..." from Workbench's "Icon"-menu:

Name	Example	Function
CX_POPKEY	ctrl alt w	Selects the key which will open the configuration window
CX_POPUP	Yes   No	If set to Yes, the configuration window will open whenever the program is run.
CX_PRIORITY	0	Not very useful. Just ignore it.
COLORNUMBER	8	Pen number of the color to change. A value of 0 means background color, 1 is normally the text color, 3 is for window borders, etc. Must be in the range of 0 to 255.
STEP	4	Number of lines between color changes. Defaults to 3. If you have a fast processor, you may set this to 2 or 1, which will look a tad better, but gives slower screen movement.
BORDERBLANK		If this tooltype is present, Magic Copper will change the border color to black. This is on by default.
RANDOMFX		If present, Magic Copper picks a random effect out of your effect list rather than using the active one.
EFFECT		These are the effect entries. You should use the configuration window to change them, and not edit the tooltypes directly.

The effects are stored in the following format:

EFFECT <startcolor> <endcolor> <flags> <name>

startcolor - A six digit hexadecimal number specifying the color of the first line of the screen. The first two digits select the red level, the next two digits the green and the last two digits the blue level. So a startcolor of 0xF765E3 would give you a nice pink (0xF7 for red, 0x65 for green and 0xE3 for blue; 00 is dark and FF is bright).

endcolor - A six digit hexadecimal number specifying the

color of the last line of the screen.

- flags
- Bit 0: If set, this effect is selected. Only one effect may have this bit set at a time.
  - Bit 4: If set, 'startcolor' is ignored and a random number is used as start color.
  - Bit 5: If set, 'endcolor' is ignored and a random number is used as end color.
- name
- The name of the effect.

## 1.42 author.

Author.

-----

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## 1.43 what is magicwb 2.0?

What is MagicWB 2.0?

-----

This is what you have always been looking for. It is not "just another useless Icon compilation"! It is far more different. Please, read on:

The package contains all standard System-Icons and more (actually 200 different Icons) painted in a new completely different style: They look very 3-dimensional, have 8 colors, have gradient fills, feature click-and-push animation if being clicked onto to simulate a pushed button and even more... To sum it up: They are simply magic!

MagicWB invents a new standard for the AMIGA Workbench: Now, also the drawer Icons will get individual images wherever possible. Your SYS: partition will get these new Image-Drawers per default when installing MagicWB. Furthermore MagicWB provides over 50 Image-Drawers for your individual use on other partitions. This enables a very nice diversified look on your Workbench screen.

Second, you will find 52 Background-Patterns for your Workbench, also designed with the same 8 colors as the Icons. And as a bonus you will find four beautiful AGA-Patterns which you can use in conjunction with Magic Copper. They give your Workbench the look of a workstation with over 16,8 million colors. Simply magic...

Furthermore the package contains 9 different fonts as a replacement for the most wanted WB-Fonts Helvetica, Courier and Topaz. These

new Fonts have been intensively tested to provide the best readability for your WB and to finally make the old (horrible) fonts obsolete. The fonts are complete, i.e. ALL 256 characters are included in each font. Even symbols for control chars were added to these fonts.

And with MagicWB you will have full Dock-Icons support. Dock-Images are a very professional way of activating certain applications or complex environments via batch files. MagicWB 2.0 provides you with 56 Dock-Images for all needs. This makes the AMIGA look as professional as for example NeXT workstations.

Programs like 'MagicWB-Demon' (which cares for the colors and patterns), 'IconUpdate' (for quickly converting old Icons to MagicWB-Icons) and several scripts (like the powerful new 'Update Drawers') will provide you with a full MagicWB support and complete this package.

Finally the package includes an intelligent, interactive Installer with which you don't have to worry about manually installing more than 300 different files in their respective drawers.

Why not register?

## 1.44 about the author.

About the author.

-----  
Hello. Here I am. Take a good  
look  
for this is the  
only place in this document where you can really  
see  
me.

I hear you wonder: "Why did he release this silly package? What's the use?" Well, I just wanted to release an original package. Not just some pictures, but something to look at carefully, to think about, to analyse. Something everybody likes, something you won't get tired off, however... Anyway, it's finished now, so I hope you like it. And if you do, why not send me a card with a picture of your country, state, village or whatever it may be where you live.

You can contact me at the following address:

Korneel Ketelslegers  
Dautenstraat 58  
3590 Diepenbeek  
Belgium

Well what more is there to say? If you have any questions, requests or require more information about something (I simply cannot imagine what that might be) just write me on the address given above. Be see'n ya!

P.S.: Greetings to Martin Huttenloher. Thanks for the approval of the

---

most twisted package around. Nice card by the way. And euhm...  
I hope you'll be releasing an update of  
    MagicWB  
        soon.  
Be see'n ya!

## 1.45 gotcha!

Gotcha!

-----

No way! No pictures. It would make the archive too big. It's the brain you know, not the head 8). I wanted to include a picture of my brain but since it's so incredibly complex... After my calculations, I came unto a result of 2,457,925,129,099 bytes for an lha archive.

I cannot guarantee that this number is correct. It was calculated with my pocket calculator, running on an INTEL processor. So...

## 1.46 disclaimer.

Disclaimer.

-----

1. I did not design these backgrounds. I have merely taken the initiative to draw them in DPaint 4.6 AGA & PPaint 6.1 and releasing them as this package. They all come from the book "Abenteuer mit unmögliche Figuren" by Bruno Ernst. Published and copyright ©1987 by TACO.
  2. The icons in the 'Patterns' drawer were taken from the 'RomIcons7' package.
  3. Magic Copper is Copyright ©1992-1994 by  
Christian A. Weber, Bruggerweg 2, CH-8037 Zürich, Switzerland.
  4. All the drawer icons (except for the twisted drawer icon), the 'ClickMeForColors' program, the chapter  
    What is MagicWB 2.0?  
    and the  
SASG registration program were taken from the original  
    MagicWB 2.0  
    package. I've also taken the documentation for  
    Magic Copper  
    from the  
  
    MagicWB 2.0  
    package.
  5. MagicWB is Copyright ©1992-1994 by  
Martin Huttenloher, Am Hochsträß 4, 89081 Ulm, Germany  
All rights reserved.
-

6. The SASG registration program is a SASG prduct and thus copyright by the SASG group.
  
  7. THIS PACKAGE IS FREELY DISTRIBUTABLE. NO FEE WHATSHOEVER MAY BE CHARGED FOR THIS PACKAGE.  
THIS PACKAGE IS NOT MADE TO DO ANYTHING, BUT IF IT DOES SOMETHING IT SURELY DOES IT BETTER THAN ANY OTHER PACKAGE 8).  
I AM NOT TO BE HELD RESPONSIBLE IF ANY LOSS OF DATA OCCURED DUE TO INSTALLING OR USING THIS PACKAGE SO INCREDIBLY TWISTED THAT IT'S ALMOST IMPOSSIBLE TO IMAGINE.  
NOR AM I TO BLAME FOR POSSIBLE HARDWARE FAILURE DUE TO THIS PACKAGE, WHICH OFFCOURSE ISN'T POSSIBLE IF YOU USE THIS PACKAGE CORRECTLY.  
DON'T BE SO LAME TO CHANGE ANYTHING IN THIS PACKAGE, NOR TO BE SO TWISTED AS TO INCLUDE A VIRUS.  
IF THERE ARE INCOMPLETE PACKAGES IN CIRCULATION, IT WILL DEFINATELY NOT BE BECAUSE OF ME. I SHALL SPREAD THIS PACKAGE AS I MADE IT. I CAN GUARANTEE THAT THE PACKAGE WAS 100% COMPLETE WHEN RELEASED.  
I DO THANK YOU FOR READING THIS. BE SEE'N YA.
-