

ADProRunner

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COLLABORATORS

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REVISION HISTORY

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Chapter 1

ADProRunner

1.1 ADProRunner Help

Welcome to the ADProRunner AmigaGuide®. Select any of the following topics and follow the links to other subjects as you please:

- 1 About ADProRunner
- 2 System requirements
- 3 About the author and the program
- 4 Gadgets
- 5 Menus
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- 8 Glossary

1.2 About ADProRunner

ADProRunner is a program to ease the use of **ADPro** for the Commodore-Amiga computer.

The program is created with **CanDo V2.0** from INOVAtronics,Inc.

This program is freeware, this means that you can copy it freely as long as you don't ask for any more money for it than a nominal fee for copying. If you want to distribute this program you should keep this document with it. This program cannot be used for commercial purposes without written permission from the author.

Special permission is hereby granted to include ADProRunner in Public-Domain collections such as Fred Fish's Amiga Library.

ADProRunner software and documentation are © 1993 by Øyvind Falch, Triumph Software. All rights reserved.

1.3 Requirements

ADProRunner should run on any Amiga system with at least 512K RAM and one disk drive. ADProRunner requires KickStart v1.3 or higher to run.

ADProRunner requires:

Requires the (Helvetica font) from Commodore Computers & Adobe Systems, Inc., you should already have it, since it is a part of the OS.

CanDo.library v2.0 or higher is required if you use the short version of ADProRunner. CanDo.library is copyrighted 1990-1992 by **INOVAtronicS, Inc.**

ADPro since the program is an ADPro Application.

1.4 Author

ADPro is a great program, but it requires much memory. Sometimes you need 3 MB or more to convert a picture. It is however possible to specify memory-usage in the ADPro icon or from shell.

If you do not specify memory size, ADPro takes the largest free hunk of memory, and leaves you with only small hunks left. This may result in loaders, savers and operators beeing loaded into chip memory, which is dead slow on an accelerated Amiga.

I created ADProRunner to control ADPro's memory usage when starting ADPro from WorkBench.

With ADProRunner it is easy to specify the amount of memory each time you start ADPro.

For Bug report & Etc. write or EMail to **addresses**.

1.5 Gadgets

You have these options to select from:

MaxMem Size Slidebar gives you the opportunity to specify ADPro's memory usage. If you select 0 MB the ADPro will start with 65535 bytes.

256 Colors cycle gadget gives you the opportunity to specify where in the program you want to have 256 colors (works only on AGA and/or Amigas with graphics cards).

ADPro button starts ADPro. You can push return to enter to ADPro. This option is ghosted if the program cannot find ADPro.

(Path "ADPro:ADPro")

ADPro&FRED button starts ADPro&FRED. This option is ghosted if the program cannot find FRED.

(Path "ADPro:FRED")

Press closegadget in window to quit the program or select quit in the menu.

1.6 Menus

In this version of ADProRunner these menu options exist:

About shows the **addresses** and version number of ADProRunner.

Help ADProRunner AmigaGuide help.

Quit quits the program.

1.7 History

ADProRunner History

Version 1.0 (7.11.93)

First release

Version 1.1 (27.12.93)

Fresher Interface

Added Return key on ADPro button

Less flicker while using slider

Improvement and Bugs fix in the installer script

1.8 Addresses

For Bug report & Etc. write or EMail to:

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Triumph Software

PostBox 240

3192 Horten

Norway

EMail to:

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1.9 Glossary

AGA stands for Advanced Graphics Architecture, the new chipset used in Amiga 1200 & Amiga 4000 series.

ADPro is Art Department Professional from ASDG, a powerful image processor.

CanDo V2.0 is a powerful visual programming language for the Amiga. For more info about Cando write to:

INOVAtronic, Inc.

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