

Screen2IFF

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Chapter 1

Screen2IFF

1.1 Screen2IFF English documentation file

Welcome to Screen2IFF, the screen-saving commodity. This program is copyright ©1994 Frédéric DELACROIX and is released under the terms of FREEWARE. See the "Distribution" section to know your rights.

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1.2 1.1 Distribution and disclaimer

First of all, bear in mind that Screen2IFF is NOT public domain. It is FREEWARE. It means that it remains copyrighted by me, you cannot do what you want with it. However, I grant the permission to copy and distribute it to anyone who respects this conditions:

- all files relative to this program (executable, doc files, icons, source files...) are distributed together. One exception for this rule is for small PD libraries that are spread within a mono-linguistic communities (like the french DPAT collection): these are allowed to distribute only the doc file relative to their language. For bigger libraries like CAM, I'd rather the english and french files be spread together.

- all files remain unchanged. Archiving is permitted, but you cannot modify the files themselves in any way. If you have comments to add, do it in a separate file and make sure it is clear I am not responsible for these.

- you do not ask money for my program. If someone should earn money for it, it's me. However, you may charge a small fee for copying and posting - but no more than 30FF (\$5).

I do not make any warranty of any kind on this program, just use it at your own risk. Moreover, I cannot be held responsible for the use or misuse of this program (do not snapshot and reuse copyrighted data !).

You can use Screen2IFF without paying me anything. I won't send donations back, but they are not required (for this program).

This is FREeware.

1.3 1.2 Credits and thanks

Screen2IFF was written on an amiga 500 (thanks to Commodore for building this wonderful machine) with Kickstart 2.04 and using the great Devpac 3 (thanks to Hisoft).

The idea was inspired by a program that was published in the french magazine ANT (R.I.P.) (thanks Max !).

Thanks to Blue oyster cult.

1.4 1.3 System requirements

To successfully install Screen2IFF, you will need the following things:

- an amiga with at least Kickstart 2.04. 1.3 users will have to upgrade.
- `iffparse.library` and `commodities.library` in your LIBS: directory. These are normally shipped with your original workbench disk.

That's all !

1.5 2.1 Starting Screen2IFF

Screen2IFF can either be run from the CLI or from the Workbench.

CLI usage is as follows:

```
Screen2IFF HOTKEY,BASENAME,CXPRI/N
```

Screen2IFF has a self-detaching facility, so you do not have to use the RUN command.

From Workbench, the tooltypes can be used to enter the options, and the

program is started by double-clicking its icon. You can also drag it into your WBStartup drawer.

1.6 2.2 Options and tooltypes

HOTKEY is the commodities-style description string for the hotkey used to invoke the program. ex: "rawkey lcommand rcommand s" (don't forget to surround with quotes if spaces are used in the CLI command line). The default is "lcommand rcommand f10".

BASENAME is the initial file name to save to. This file name should end with "A" (see How to save a screen). Again, do not forget the quotes for the CLI. The default is "ScreenA".

CXPRI is the commodities priority level. If you do not understand what this means, then ignore it. This should be a decimal number between -100 and 100 inclusive. The default is 0.

1.7 2.3 How to save a screen

When the program is running, it becomes very easy to save a screen to disk. Just bring the desired screen to the front and press the hotkey. If there is enough RAM, Screen2IFF will lock the screen (via layers.library's LockLayerInfo() function), copy all required data, unlock the screen, and save the screen to disk. This method makes sure the screen is not changed (or even closed) between the beginning and the end of the save.

The screen is saved to a file with the name given by the BASENAME option. If a file already exists with that name, then Screen2IFF will change the last letter of the name: ScreenA would become ScreenB, SavedScreenB would become SavedScreenC etc... ScreenZ will turn to ScreenA again.

This permits multiple savings without having to play with the Rename command.

The saved file is a regular IFF format, with the BMHD, CMAP, CAMG and BODY (uncompressed) chunks. For now, as I do not have any doc on how to save the AGA extended modes into an IFF file, this does not work with special modes (you will have to try yourself, I only own an old A500).

Only Intuition screens are recognized. A program that displays a Viewport via the graphics.library cannot be snapshotted (You will get a copy of the frontmost Intuition screen just below).

1.8 2.4 Quitting Screen2IFF

Screen2IFF is a commodity. This means that it can be controlled with the Exchange program that came with your workbench disk. From this program, choose Screen2IFF in the list and select "Kill" to remove it.

Screen2IFF can also be removed from the system by running it again.

1.9 3.1 The source code

For this release, I provide the source code so that interested people may throw an eye on how to program commodities and save IFF files. The source remains copyrighted by me!

1.10 3.2 Contacting the author

You can contact me for anything: bug reports, suggestions, donations...
Every letter will get an answer:

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