Default

COLLABORATORS

	TITLE : Default	

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Default

1.1 Welcome to the ReNum v2.1 Manual

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                              Welcome to ReNum v2.1

                                      by

                                  Emil Åström

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"To err is human, but to really foul things up requires a computer."


Have a nice life!

/Emil
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1.2 Copyrights

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  ReNum v2.1 is Copyright 1994 Emil Åström.

  ReNum  is  FreeWare.  That  means  you're  free  to  spread it as much you
  like. I  don't accept  any responsibility  whatsoever for  any damage this
  program may cause  (not that I ever experienced any  difficulties with the
```

finished program, but you never know...). You use this program at your own risk.

You don't have to pay anything for ReNum but I'd really like to hear from you. There are probably many things you'd like to add to this program. Contact me and we'll see what I can do.

If you feel like contacting me, please do so by e-mail if possible.

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1.3 Software used

ReNum v2.1 was developed using the following software:

Turbotext 1.03	(for typing in the program code)
GadToolsBox 2.0b	(for the user interface)
DICE v2.07.57R	(for compiling the whole thing)
AmigaGuide Writer 1.02	(for making the document you're reading)
DPaintIV	(for the icon, it's nice, isn't it ;-))

1.4 Introduction

What is ReNum?

ReNum is a utility that changes the names of sequences of files. ReNum is aimed at helping animators that wishes to transfer files, say from Real3d to DPaint. Real3d calls IFF-files generated as an anim something like this: Pic0, Pic1, ... (from now on called Dynamic format), while DPaint wants multiple IFF-files to build an animation, to be in alphabetical order, often meaning you have to rename your pictures to Pic000, Pic001, and so on (Fixed format). This can be very tedious, especially if you have a hundred or more pictures. No more of that, because that's exactly what ReNum does! ReNum can also convert files from Fixed to Dynamic.

ReNum is also capable of changing the names (and not the framenumbers) or the numbering of a sequence.

1.5 Requirements

Requirements:

You need an Amiga with at least Kickstart 2.0 to run ReNum v2.1. Some ordinary libraries are used so always boot from a workbench disk when

you want to use ReNum v2.1.

1.6 Usage

How do I use ReNum?

ReNum v2.1 uses an user-friendly graphical interface so using the program is really easy. I will now explain what each gadget in ReNum's window does.

The left recessed area in the upper half of the window shows information about the file sequence before the the action and the right area shows what we would like to have afterwards. For example the top text field in each area shows the filename of the sequence (without the numbers). To the left is the name before and to the right is the name afterwards. Note that the right one is shadowed since the default mode is the same name before and after the action. Also note that if you click on the gadget immediately to the left of these gadgets an ordinary ASL-file requester will appear. You are then supposed to chose a file in the sequence (the frame number will not be used, so don't bother to remove it). You could also type directly in the text field if you feel like it.

The 'Start #' gadget shows the first frame's number and 'End #' does of course show the last frame's number. Both these numbers can be outside or inside the actual interval without any disastrous results.

The '# digits' gadget shows how many digits the number has in each filename of the sequence. For example Pic001 has 3 digits and Pic1 has 1. This is only valid if the format in question is Fixed, otherwise this gadget will be shadowed.

Below the recessed areas there are some buttons. To the left you choose which conversion you would like to make. Fixed->Fixed and Dynamic-> Dynamic are legal so that you can change the name, start number or number of digits of a sequence without changing its mode.

To the right you can choose between a number of options. They are as follows:

- Same filename
- Icons
- Stop on error
- Reverse numbering
- Guess parameters

In the bottom of the window we have three buttons:

- Start
- About
- Quit

ReNum can be invoked both from the CLI and the Workbench. If started from CLI there is an optional parameter, namely the directory you want

to use as a starting point when locating your sequence (i.e. the directory that appears in the file requester the first time you invoke it).

If started from Workbench this can be acheived in two ways:

1. By first selecting the ReNum-icon and then, while holding down the shift key, double-clicking on an icon in the directory to be used.

2. Or by adding a tooltype to the ReNum-icon. The tooltype has the following syntax:

   DIR=wanted_directory

If you try both ways at the same time, the first is given priority over the last. I personally use the last so that ReNum always goes directly to my anim-drawer.

That's all there is to it. Like I said, really easy...

1.7 Same filenames

Same filenames: If checked, ReNum always uses the source filename as destination filename.

1.8 Icons

Icons: ReNum tries to renumber each frame's icon as well as the frame itself if this box is checked.

1.9 Stop on error

Stop on error: ReNum always stops if an error occurs during conversion if this box is checked. The error is usually 'File not found'. This option can be used as a way to stop the conversion when there aren't any more files in the sequence, just be sure to make the 'End #'-number big enough.

If not checked, ReNum will continue with the next

frame in case of an error.

Note that icons that can't be found won't stop the conversion, even if this box is checked.

1.10 Reverse numbering

Reverse numbering: If this box is checked, ReNum makes the first frame in the sequence (the one with the number in the 'Start #' gadget) the last after the conversion. For example if the first frame is 1 and the last 10 before the conversion and the destination 'Start #' is 100, then frame 1 will become frame 100, frame 2 will become frame 99 etc and thus the order of the frames is reversed.

Note that it is Ok to have the source and destination numbers overlapping since ReNum will use temporary files if needed. So it would be Ok to have destination 'Start #' set to 10 in the example above. In fact, if Reverse numbering and Guess parameters both are checked then destination 'Start #' will be set to the same value as source 'End #' to make it easy reversing an entire sequence.

1.11 Guess parameters

Guess parameters: This is an option that gives ReNum a little intelligence (not exactly AI, but it's better than nothing ;-)). If this box is checked, ReNum will try to guess what the 'Start #' and 'End #' should be. It also guesses what conversion we would like to make and it will fill in the number of digits on the source side (if applicable). Note that this option assumes the maximum number of digits to be 9. This is to minimize the time taken to make the guess. It should be enough though, if you start at 0 and count upwards to 999 999 999 you will have an animation that is 462 days long (with 25 frames per second)!!

The default setting of this option is off, simply because this guessing does take some time (ReNum has to look on the disk to see which files there are that are likely to be in the sequence. It uses a binary search algorithm so it isn't quite as slow as it could have been...).

All this guessing takes place after the user has used the file requester to select a source file.

1.12 Start

Start: Starts the action. Note that NOTHING is altered before you click Start. When clicked, a window will appear, showing you what's going on. When finished you can click on the close gadget or press the RETURN key to get back to ReNum.

1.13 About

About: Shows some information.

1.14 Quit

Quit: Quits ReNum (a real surprise ;-)).

1.15 Easy usage

Easy usage.

Mostly you will only want to convert from Dynamic to Fixed and vice versa. To do this in the easiest possible way, just do this:

Set the DIR-tooltype to your animdrawer (so you won't have to search through your whole harddrive for the sequences).

Then, when you start ReNum, click 'Guess parameters' and choose your sequence followed by 'Start'. Finished!

1.16 Dynamic format

Dynamic format: A sequence of files where the number of digits in each filename is as small as possible.

Example: ..., File8, File9, File10, File11, ...

1.17 Fixed format

Fixed format: A sequence of files where the number of digits in all filenames are equal.

Example: ..., File008, File009, File010, File011, ...

1.18 History

A brief history of ReNum:

v1.0	A CLI-only version. Not publically released (used it myself, though).
v2.0	The first version with GadToolsBox-generated GUI. Never released.
v2.1	Added Guess parameters and Reverse numbering options. First version to be released.