

TPD.doc

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WRITTEN BY		December 8, 2024	

REVISION HISTORY

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Chapter 1

TPD.doc

1.1 Tron's PCX DataType

TPD - Tron's PCX DataType V39.6
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A PCX datatype for OS 3.0 or newer

Purpose
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Installation

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1.2 Purpose of Tron's PCX DataType

TPD is a datatype for OS 3.0 or newer.
This datatypes enables your system to read PCX files.

PCX is a image file format invented by the programmes of the program
"PaintBrush" and one of the most common image formats on MS-DOS computers.

With this datatype you will be able to display such PCX files with
"MultiView" or load them as patterns or pictures with "WBPattern".

1.3 What are datatypes ?

Datatypes are a new feature of OS 3.0. They are BOOPSI classes which are
controlled via the new "datatypes.library".

With this library an application is able to load all files supported by one
of the datatypes and display them without knowing anything about the format
of the file.

Programs which support datatypes are e.g. "MultiView" or "WBPattern", both part of Workbench 3.0.

1.4 Advantages

What are the advantages of this PCX datatype ?

- fast:
 - chunky to planar conversion via WritePixelLine()
 - asynchronous I/O
- low memory usage
- supports:
 - CGA/EGA format (planar)
 - VGA format (chunky)
 - true color format (hybrid)
- converts true color into HAM/HAM8 on EGS/AGA machines
- screen mode selection via BestModeID()

1.5 History

39.1:

- first public release

39.2:

- improved description file
- added sanity check for DTA_SourceType

39.3:

- supports files with unaligned run-length compression

39.4:

- rewrote library initialisation

39.5:

- fixed bug with wrong window size (e.g. MultiView on Workbench)

39.6:

- fixed crash if "pcx.datatype" was flushed before ever being used

1.6 installation

The installation is quite easy:

- 1.) Copy "PCX" and "PCX.info" to "DEVS:DataTypes".
- 2.) Copy "pcx.datatype" to "SYS:Classes/DataTypes".
- 3.) Type "AddDataTypes REFRESH" in a CLI or simply reboot.

Ok, now TPD is ready to be used.

1.7 Copyright

Tron's PCX DataType (c) 1993-1995 by Matthias Scheler

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