

# **Indexeur**

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**COLLABORATORS**

	<i>TITLE :</i> Indexeur		
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**REVISION HISTORY**

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# Chapter 1

## Indexeur

### 1.1 Indexeur Main

Indexeur V1.0  
by Christophe NOWAK in 1996

About	The~main~program
Introduction	The~Preferences
Install~Indexeur	
To~Do	Contact~The~Author
Special~Thanks	

### 1.2 About

This program will help you to make Pictures Index with ImageFX.

It is based on an ARexx script made by my brother Olivier. This script was very good but not easy to use, so i decided to write this MUI application which send Arexx commands to ImageFX.

This Program is GIFTWARE. If you use it, send me one (or more) floppy disk with pictures or whatever you want (money welcome too). You can also send me a postal card or just a letter, no problem. But you can't sell this program, or make money with it without my agreement. This Archive must also remains as it was originally spread by me. You can't add or delete things from it.

WARNING : You use this program at your own risk. There is no warranty. The entire risk as to the quality and performance of the software is with you. The author is not responsible in any problem that can occur.

Indexeur is Copyright Christophe NOWAK in 1996.

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MUI is Copyright Stefan Stuntz.  
 Interface made with MUI-Builder , Copyright Eric Totel.  
 ImageFX Copyright NOVA Design.

### 1.3 Introduction

This program needs :

- an Amiga (2.x+)
- MUI 2.x
- ARexx
- ImageFX 1.2+

A hard disk, memory and a powerfull processor for a confortable use (for ImageFX) will be welcome. But does anybody want to make pictures index from floppy disks ?

It was successfully tested on :

- A1200 with 2 megs of chip memory.
- A4030 with 2 megs of chip and 4 megs of fast memory.
- A4040 with 2 megs of chip and 12 megs of fast memory.

Only tested on ImageFX 1.2 and 2.0.

It should work on any Amiga which can use MUI Applications and ImageFX.

### 1.4 Indexeur

The program :

It will create index pictures from a selection of pictures. For this, you must select one or more pictures, choose the index format (number of pictures and resolution), rendering mode and save format. Once all this parameters selected, the program will reduce the pictures size, create the index with names and size of each picture, and some other stuffs.

You can also add pictures to an old not full index.

Interface description:

```

-----
Resolution          Dithering          Index~Size
< radio >           < cycle >          < cycle >
O Low Res
O High Res          Direction          X Size < slider >
O Super High Res   < cycle >          Y Size < slider >
                   Colors           Nb X    < slider >
O NoLace           < cycle >          Nb Y    < slider >
O Lace

Index~Name < string > < popasl>      Source~Pictures < popasl >
~Not~completed~index~name < string > < popasl > Start < slider >

```

Start

---

## 1.5 Prefs

Preferences screen description :

---

Save~Format < cycle >		Delete~Stamps < checkmark >	
JPEG~Quality < slider >		Stamp~Place < cycle >	
Compressed~TARGA < Checkmark >		Place < string > < popasl >	
Rectangle~Color			
Red < slider >	Green < slider >	Blue < slider >	
Font~Color			
Red < slider >	Green < slider >	Blue < slider >	
BackDrop~Color			
Red < slider >	Green < slider >	Blue < slider >	
Font~Name			
< string > < font requester >			
Save	Use	Load	Cancel

---

## 1.6 To Do

What i can do :

- better doc file.
- new catalogs (send them to me).
- Add a title on index.
- better use of font size if I can.
- ADPro version or other if asked (and if i have access to Arexx commands).
- Why not a self working version ?
- "bubble help"
- Correct some bugs (seems to have problems with ImageFX 2.1 : box command).
- I'm thinking about creating a script file with each index. A picture viewer could load an index and the associated script, and when clicking on a stamp, the original picture could be loaded (like in PicView by H. Papajewski).

## 1.7 Author

You can send all questions, remarks, suggestions , catalogs by mail at :  
 NOWAK Christophe  
 7, rue du faisan

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37230 LUYNES  
FRANCE

or E-MAil at : onowak@ufrima.imag.fr

E-Mail address belongs to my brother, so answers may take some times. I will probably move soon, but mail will follow.

## 1.8 Thanks

Special Thanks to :

- Stefan Stuntz for ~MUI.
- Eric Totel for MUI-Builder.
- My brother Olivier for the original Arexx script and remarks.
- Manuel David for the A4040 tests.
- Cyril Guillaume for the 1200 and 1200 with 030 at 50Mhz tests.

## 1.9 Cycle Colors

Colors :

- Select the number of colors for index rendering.  
Warning : if you choose GIF Save Format, colors must be <= 256.

## 1.10 Start

Start :

- Select where the program will start to put the stamps on an allready defined index picture. Position value is between 1 and index format number of pictures.  
If it is a self-defined index format, beware that start position is in picture (a message will tell you if any problem).

## 1.11 Dither Direction

Direction :

- You can select the dithering direction like in ImageFX.

## 1.12 Dither

Dithering :

- You can select the dithering for rendering.  
Used if colors selection is not '24 bits'.
-

## 1.13 Start

Start :

- Start the index creation (you must have an index name and at least one picture selected).  
During the creation, the main window is closed and a progress window is opened. All the actions are described in it.  
There is a "Stop" button for cancelling the work.  
If a problem happens in ImageFX, the creation is stopped and a message is prompted.  
Special : if save command doesn't work (GIF format for a 24 bits index, no more memory for rendering,etc.), the program will let you save the index in IFF 24 bits.

## 1.14 IndexNT

Not completed Index Name :

- You can add pictures to a not full index picture.  
You must select the start position for the first picture and take care that the index format selected is the same that the old one.

## 1.15 NomIndex

Index Name :

- You must select a base name for the index.  
Index names will be : <name>.1, <name>.2, etc... with a save format extension (JPEG,TARGA,ILBM or GIF).

## 1.16 Résolution

Resolution :

- You can select the horizontal and vertical resolution of the rendering (only used if colors < 24 bits).

## 1.17 Sources

Source Pictures :

- You must select the pictures for the index.  
For now, pictures have to be in the same directory.  
If needed, i will make a better file selector.
-

## 1.18 Taille

Index Size :

- Enables you to select the index picture size.  
There are predefined sizes but you can also create your personal index size.

The index size gives the picture size, the number of pictures per line and the number of lines.

ex : 640\*512 : 5\*4 pictures means a 640\*512 picture with 4 lines with 5 pictures per line, so 20 pictures on index.

If personal configuration is selected, you can access sliders which can control the index format.

You can define :

- X Size : maximal width for a stamp.
- Y Size : maximal height for a stamp.
- Nb X : number of pictures per line.
- Nb Y : number of lines.

Index size will be :  $(X \text{ Size} * Nb \text{ X}) * (Y \text{ Size} * Nb \text{ Y})$

Ex : if I want a 1280\*512 index with 40 stamps, 10 stamps per line and 4 lines, I will select : X Size = 128, Y Size = 128, Nb X = 10, Nb Y = 4.

X Size et Y Size will not be the exact size because they include the border size, the font size and the place between stamps.

## 1.19 Installation

Install :

- You can use the given installation script.  
(Installer needed).
- for a handmade installation :
  - Copy Indexeur and its icon in the desired directory.
  - Copy the catalog file to LOCALE:catalogs/"your language" if you need it.

You must have : MUI, RexxMast and ImageFX 1.2+

## 1.20 Format de Sauvegarde

Save Format :

- You can choose the save format of an index.  
4 formats are defined : IFF, GIF, TARGA, JPEG  
You can choose compressed TARGA or not.  
You can control the JPEG quality.  
WARNING : if you select GIF you must choose a 2 to 256 colors rendering.  
It's also recommended to choose a 24 bits rendering for a JPEG save format.

## 1.21 Delete Stamps

Delete Stamps :

- If selected, the stamps created by ImageFX will be deleted after use. Stamps take place on disk but if for a picture, a stamp is present, it will be used for creating the index so you will gain some speed and time.  
Don't delete stamps if you feel that the computer might crash, so it will not recalculate the already processed pictures.  
WARNING : stamps are calculated for a specific index size so if you are making an index with a new size, delete the stamps before.  
Stamps name are : <name of the picture>.ndx

## 1.22 JPEG Compression Quality

JPEG Quality :

- Set the JPEG Compression quality (used if JPEG Save Format).

## 1.23 Compressed Targa

Compressed TARGA :

- if selected, TARGA file will be compressed (only used if TARGA save format is selected ).

## 1.24 Stamps Save Directory

Stamp Place :

- You can choose where the stamps will be saved.  
2 possibility :
  - 1 - In the same drawer that the pictures.
  - 2 - In the selected drawer.

## 1.25 Border Color

Rectangle Color :

- You can choose the rectangle color of the stamps sides.

## 1.26 Couleur Police de caractère

Font Color :

- You can choose the color of the font used for the name of the pictures.
-

## 1.27 Couleur Fond Ecran

Background Color :

- You can Select the index background color.

## 1.28 Font Name and Size

Font Name and Size :

- You can choose the font used for writing the pictures name. In this version, take care of the font size and especially of the font width, try some fonts (when a font is selected, I know the height but not the width). Default font is Topaz/8.

## 1.29 Prefs Buttons

Save : (also present in the menu)

- Save the preferences.

Use : (also present in the menu)

- Use the preferences without saving them.

Load : (also present in the menu)

- Load the last saved preferences.

Cancel : (also present in the menu)

- Cancel the modifications and restore the last used preferences.

## 1.30 MUI

This application uses

MUI - MagicUserInterface

(c) Copyright 1993/94 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

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DM 30.- or US\$ 20.-

to

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