rgbx.datatype

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COLLABORATORS			
	TITLE : rgbx.datatype		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

rgbx.datatype

1.1   rgbx.datatype Documentation

This is documentation for RGBx DataType 43.0.

The RGBx DataType is ©1998 by Deok-Min Yun.

Any minor updates will only be available through my home page.

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1.2   introduction

Introduction

Description

RGBN and RGB8 pictures are used by Impulse's graphics packages like
Silver, TurboSilver, Diamond, Imagine, etc. Recently, Impulse re-
released some of their old softwares as public domain so I thought it
would be a good idea if everybody could see some of example pictures
without launching the graphics package.

Features

- HAM6 display on OCS or ECS (for both RGBN and RGB8).
- HAM8 display on AGA (only applicable for RGB8).
- Full colour display on CyberGraphX or Picasso96 using
  picture.datatype V43.
- Compatible with IPrefs (no need for FastIPrefs).
- Compatible with MultiView with stack size of 4096 bytes.

1.3   legalstuff

Legal Stuff

Copyright

This program is CounterWare(TM). You only have to visit the author's
home page and increase the counter! It doesn't cost you anything and also when
you visit, you might find something new every week. You can do whatever you
want with this software.

Silver, TurboSilver, Diamond, Light24, and Imagine are all registered
trademarks of Impulse.

Disclamer

This program is provided "AS IS" without warranty of any kind. The author
assumes no responsibility or liability whatsoever for any damage or data
loss caused by using this program.

1.4   requirements

Requirements

- Workbench 3.0 or better.
- Amiga with AGA chipset (e.g. A1200 or A4000) if you want to view on HAM8
  display (optional).
- CyberGraphX (tested) or Picasso96 (not tested) with version 43 of
  picture.datatype if you want to view in full colours on a graphics card
  (optional).

NOTE: If there's no AGA chipset, CyberGraphX or Picasso96 are available
      it will fall back to HAM6 display.

1.5   installation

How to Install

You have two ways to install the DataType. One way is using the supplied
installer script. Just double-click the 'Install_RGBx_DT' icon from Workbench
or execute it from CLI (e.g. 'Execute Install_RGBx_DT').

The other way is installing it manually by hand. The following procedure is
for manual installation.

1) Copy the file 'Classes/DataTypes/rgbx.datatype' to 'SYS:Classes/DataTypes/'.

2) Copy the file 'Devs/DataTypes/RGBN' and 'Devs/DataTypes/RGBN.info' to
   'SYS:Devs/DataTypes/'.

3) Copy the file 'Devs/DataTypes/RGB8' and 'Devs/DataTypes/RGB8.info' to
   'SYS:Devs/DataTypes/'.

4) You can activate the DataTypes by double-clicking the icons in
   'SYS:Devs/DataTypes/' directory or do 'AddDataTypes REFRESH' from CLI.

1.6 usage

How To Use

There are a lot of softwares that support DataType system on Amiga.
RGBx DataType will work with most of these softwares if not all.
For a simple viewing purpose, the MultiView program supplied with
Workbench 3.0 or better should be enough.

1.7 acknowledgements

Acknowledgements

Most of the code was based on C-V43 DataType by Andreas R. Kleinert.

IFF parsing routine was derived from Amiga Developer CD and Roland
'Gizzy' Mainz's ACBM DataType.

HAM display code was adapted from Olaf Barthel's PhotoworX.

1.8 author

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My other programs include,

Aminet2DB : Aminet RECENT, CSV, TSV converter.

```
CUR2ILBM  : Windows cursor/icon to ILBM converter.
KLS       : Korean Locale System for Amiga.
MrMIDI    : GUI frontend for GMPlay using MUIRexx.
MrMPEG    : GUI frontend for MPEGA using MUIRexx.
XBM_DT    : X BitMap DataType.
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