xbm.datatype

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COLLABORATORS

	TITLE : xbm.datatype		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

xbm.datatype

1.1   xbm.datatype Documentation

This is documentation for XBM DataType 43.6.

The XBM DataType is ©1997-1998 by Deok-Min Yun.

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

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1.2   introduction

Introduction

Description

The following is an excerpt from XBM specification.

                    XBM - X BitMap Format

XBM is a native file format of The X Window System and is used for
storing cursor and icon bitmaps that are used in the X GUI. XBM files
are quite different in that they are actually C language source files

that are created to be read by a C compiler rather than a graphical
display program.

XBM was created by the X Consortium as part of the X Window
System. Refer to the /bitmaps directory of the X Window distribution
for examples of XBM files.

There is another XBM DataType included with AMS DataTypes package by
Commodore but after using recent versions of 'SetPatch' from Amiga Intl.
it was producing corrupted images.

Features

- DTWM_RAW DTM_WRITE support (can use DTConvert to convert back to XBM).
- Transparency support for web browsers, etc.
- 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.

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.
- Any Amiga with more than 2 colours (really?)

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_XBM_DT' icon from Workbench or execute it from CLI (e.g. 'Execute Install_XBM_DT').

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

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

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

3) If you have installed previous versions of XBM DataType or AMS package, delete (or backup) the file 'SYS:Devs/DataTypes/X-Bitmap' and 'SYS:Devs/DataTypes/X-Bitmap.info'. You better reboot Amiga after this.

4) If you haven't installed XBM DataType before, you can activate it by double-clicking its icon 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. XBM 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.

DTWM_RAW DTM_WRITE code was derived from Roland 'Gizzy' Mainz's DTypesLib examples.

DataType descriptor code was derived from Erik Engdahl's MacPICT2 DataType.

The original XBM DataType was written by David Junod.

1.8 author

Author

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WWW      : http://www.geocities.com/SiliconValley/Horizon/7576/
           http://members.tripod.com/~dmyun/


My other programs include,

MrMPEG    : GUI frontend for MPEGA using MUIRexx.
MrMIDI    : GUI frontend for GMPlay using MUIRexx.
KLS       : Korean Locale System for Amiga.
CUR2ILBM  : Windows cursor/icon to ILBM converter.
Aminet2DB : Aminet RECENT, CSV, TSV converter.
RGBx_DT   : RGBx DataType for RGBN and RGB8.
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