MPImage

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MPImage

1.1 MPImage.guide

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```

1.2 MPImage.guide/Overview

```
Quick overview
**************

MPImage is a tool for viewing, scaling and converting Images.

It can load the following formats:

     ILBM     : All standard ILBM formats including EHB, HAM6, HAM8 and 24bit;
     PBM      : All formats (P1, P2, P3, P4, P5 and P6);
     DataTypes: Any datatype supported format;
     JPEG     : Loads JPEGs with Djpeg;
     PNG      : Loads PNGs with pngtopnm.
     DCTV     : DCTV ILBMs with dctv.library version 3.

It can view in the following modes:

     Workbench    : View in a window on the Workbench;
     Public Screen: View in a window on a named Public Screen;
     EGS Screen   : View in a window on the default EGS screen.
     Screen       : View on a custom screen

It can save in the following formats:

     Greyscale: ILBM 16 shades and 256 shades;
     HAM6     : ILBM HAM6 with fixed, computed or supplied palette;
     HAM8     : ILBM HAM8 with fixed, computed or supplied palette;
     EHB      : ILBM EHB with computed or supplied palette;
     COLOUR   : ILBM with computed or supplied palette, 2 to 256 colours;
     ILBM24   : 24 bit ILBM;
     PPM      : P5 and P6 modes.
     JPEG     : JPEG with Cjpeg.
     PNG      : PNG with pnmtopng.
     DCTV     : DCTV ILBMs with dctv.library version 3
```

1.3 MPImage.guide/Installation

```
Installation Instructions
*************************

The following files are included in this distribution and require
installing in one directory:

You will also need to copy MPGui.library from libs/ and
MPImage.library.??? to MPImage.library.  Use .000 for 68000, .020 for
68020+, .881 for 68020+ and 68881+, .040 for 68040+, .060 for 68060.

The Install-MPImage script will do this for you. It will also let you
set env: variables to enable JPEGs and PNGs to be loaded and saved.

     MPImage           : IconX script for ConvertMPImage with Gui interface.
     MPImage.guide     : This file.
     ConvertMPImage    : Shell command to convert/scale/view images.
     RunMPGui          : Shell command to display a parameter requester
```

```
libs/MPImage.library.#?: Image conversion library.
libs/MPGui.library     : Gui library.
Install-MPImage   : Installer script.
gui/MPImage.gui   : Gui definition file for MPImage.
si/#?             : Source code to ConvertMPImage.
include/#?        : Include files for MPImage.library.
docs/#?           : Autodocs for MPImage.library.
```

1.4 MPImage.guide/Requirements

```
Software and Hardware required
******************************

OS3.0+ is required.

egs.library is required to display on EGS screens.

dctv.library is required to load and save DCTV images.
```

1.5 MPImage.guide/Par

```
                Shell and GUI parameters
************************

The following parameters can be supplied:


                FROM/A
                             Input file

                X/N/K
                             X size to scale to

                Y/N/K
                             Y size to scale to

                MINX/N/K
                             Minimum X to scale

                MINY/N/K
                             Minimum Y to scale

                MAXX/N/K
                             Maximum X to scale

                MAXY/N/K
                             Maximum Y to scale

                PUBSCREEN/K
```

```
                              Public screen to display image

                EGS/S
                              Display on EGS screen

                NOREMAP/S
                              Do not remap the image to the screen

                CLONE/S
                              Clone the bit map before displaying

                TO/K
                              Output file name

                FORMAT/K
                              Output format

                FORCEGREY/S
                              Force input to GreyScale

                PALETTE/K
                              Palette to use for output

                COLOURS/N/K
                              Number of colours to output

                12BIT/S
                              Use 12 bit colours

                LINEAR/S
                              Linear Grey mapping

                WHITE0/S
                              Colour 0 White

                MODENAME/K
                              Screen Mode of output file

                NOPROGRESS/S
                              Prevent progress requester

                GUI/S
                              Display errors on Workbench

MPImage displays a Gui with a
                View/Convert
                 gadget to select the running
mode and a
                Size
                 gadget to select the sizing mode.  It also displays Ok
(keyboard shortcut O), Cancel (keyboard shortcut C) and Help (keyboard
shortcut Help).  The Esc key can also be used to cancel the requester.
Help can also be used over/in any of the gadgets to display context
sensitive help.
```

1.6 MPImage.guide/par-FROM

```
                FROM parameter
==============

This parameter specifies the name of the input file. See
                Overview
                 for a
list of the image formats that can be loaded.

F can be used to activate the string gadget. With Right Shift a file
requester is displayed.
```

1.7 MPImage.guide/par-X

```
X parameter
===========

If this parameter is specified then the X size of the image is scaled
to the number supplied.

X can be used to toggle the selection of the parameter and activate the
number gadget. With Left Shift the number gadget is activated.

If viewing on the Workbench or a Public screen then simple scaling is
used. If saving or viewing using EGS then more clever scaling is used.
```

1.8 MPImage.guide/par-Y

```
Y parameter
===========

If this parameter is specified then the Y size of the image is scaled
to the number supplied.

Y can be used to toggle the selection of the parameter and activate the
number gadget. With Left Shift the number gadget is activated.

If viewing on the Workbench or a Public screen then simple scaling is
used. If saving or viewing using EGS then more clever scaling is used.
```

1.9 MPImage.guide/par-MINX

```
                MINX parameter
==============
```

```
This parameter (with the
                MAXX
                 parameter overrides the
                X
                 parameter. If
the input image is narrower than then specified size then it is scaled
to this width.

W can be used to toggle the selection of the parameter and activate the
number gadget. With Left Shift the number gadget is activated.
```

1.10 MPImage.guide/par-MINY

```
                MINY parameter
==============

This parameter (with the
                MAXY
                 parameter overrides the
                Y
                 parameter. If
the input image is shorter than then specified size then it is scaled
to this height.

H can be used to toggle the selection of the parameter and activate the
number gadget. With Left Shift the number gadget is activated.
```

1.11 MPImage.guide/par-MAXX

```
                MAXX parameter
==============

This parameter (with the
                MINX
                 parameter overrides the
                X
                 parameter. If
the input image is wider than then specified size then it is scaled to
this width.

I can be used to toggle the selection of the parameter and activate the
number gadget. With Left Shift the number gadget is activated.
```

1.12 MPImage.guide/par-MAXY

```
                MAXY parameter
==============

This parameter (with the
                MINY
                 parameter overrides the
                Y
                 parameter. If
the input image is taller than then specified size then it is scaled to
this height.

E can be used to toggle the selection of the parameter and activate the
number gadget. With Left Shift the number gadget is activated.
```

1.13 MPImage.guide/par-PUBSCREEN

```
PUBSCREEN parameter
===================

This specifies the name of a Public screen on which to open a window
and display the image.

P can be used to activate the string gadget.
```

1.14 MPImage.guide/par-EGS

```
                EGS parameter
=============

Specifiying this parameter displays the image on the default EGS screen.

This parameter is automatically specified if the
                View/Convert
                 gadget is
set to EGS.
```

1.15 MPImage.guide/par-NOREMAP

```
NOREMAP parameter
=================

Specifying this parameter prevents the image being remapped to the
```

screen palette it is to be displayed on.

R can be used to toggle this gadget.

1.16 MPImage.guide/par-CLONE

CLONE parameter
===============

Specifying this parameter can reduce the amount of chip memory used when loading Datatype images.

L can be used to toggle this gadget.

1.17 MPImage.guide/par-TO

TO parameter
============

This parameter specifies the name of the output file the image will be saved to.

If
FORMAT
is supplied TO is not supplied or supplied as "" then the image is displayed on a screen. Note FORMAT=PPM is not valid for this option.

T can be used to activate the string gadget. With Right Shift a file requester is displayed.

1.18 MPImage.guide/par-FORMAT

FORMAT parameter
================

This parameter specifies the output format.

The following formats are available:

```
BW16   : 16 colour grey scale ILBM
BW256  : 256 colour grey scale ILBM
HAM6   : HAM6 ILBM with fixed (internal) palette
HAM6P  : HAM6 ILBM with computed or supplied palette
HAM8   : HAM8 ILBM with fixed (internal) palette
HAM8P  : HAM8 ILBM with computed or supplied palette
```

```
     EHB    : EHB ILBM with computed or supplied palette
     COLOUR : 2 to 256 colour ILBM with computed or supplied palette
     ILBM24 : 24 bit ILBM
     PPM    : P5 (if grey input) or P6 PBM format
     JPEG   : JPEG format (using cjpeg)
     PNG    : PNG format (using pnmtopng)
     DCTV3  : 3 plane DCTV ILBM with dctv.library version 3
     DCTV4  : 4 plane DCTV ILBM with dctv.library version 3

If the output format is not a 24 bit format then the image is dithered
using the Floyd-Steinberg method.

S can be used to cycle the list view. With Shift the list view cycles
backwards.
```

1.19 MPImage.guide/par-FORCEGREY

```
FORCEGREY parameter
===================

If the image is being saved or viewed on screen then this forces the
input to grey scale. This can save memory and speed up processing when
scaling and saving GreyScale images as only one chunky buffer has to be
scaled.
```

1.20 MPImage.guide/par-PALETTE

```
                PALETTE parameter
=================

If
                FORMAT
                 is set to HAM6P, HAM8P, EHB or COLOUR then this paramter can
be used to specify the palette to use for the output file.

The file specified should be an ILBM file.

A can be used to toggle the selection of the parameter and activate the
string gadget. With Left Shift the string gadget is activated.  With
Right Shift a file requester is displayed.
```

1.21 MPImage.guide/par-COLOURS

```
                COLOURS parameter
=================
```

```
if
                FORMAT
                 is set to COLOUR then this gadget can be used to specify the
number of colours in the output image (from 2 to 256). If not specified
(not possible from the Gui) then the default is the number of colours in
the
                PALETTE
                 file or 16 if no palette is supplied.

U can be used to increase the value. With Shift the value is decreased.
```

1.22 MPImage.guide/par-12BIT

```
                12BIT paramter
==============

if
                FORMAT
                 is set to COLOUR then this gadget can be used to specify that
colour remapping should use a 12 bit palette. The default is to generate
an 18 bit palette.

You should specifying this parameter if you are viewing the image on a
pre AGA machine as the image conversion is much quicker.

B can be used to toggle this gadget.
```

1.23 MPImage.guide/par-LINEAR

```
                LINEAR paramter
===============

if
                FORMAT
                 is set to BW16 or BW256 then this gadget can be used to
specify that Linear Greyscale mapping should be used.

This can be used if the images are otherwise produced to bright.

N can be used to toggle this gadget.
```

1.24 MPImage.guide/par-WHITE0

```
                WHITE0 paramter
===============

if
                FORMAT
                 is set to BW16 or BW256 then this gadget can be used to
specify that Colour 0 should be white, rather than black.

This can be used to e.g. better display menus on a screen.

1 can be used to toggle this gadget.
```

1.25 MPImage.guide/par-MODENAME

```
                MODENAME parameter
==================

If the
                FORMAT
                 parameter specifies an ILBM then this parameter can be
used to specify the screen mode (CAMG chunk) of the output file.

If not specified then a reasonable one is generated.

M can be used to activate the string gadget. With Right Shift a screen
mode requester is displyed.
```

1.26 MPImage.guide/par-NOPROGRESS

```
NOPROGRESS parameter
====================

If this is specified then no progress requester is shown.
```

1.27 MPImage.guide/par-GUI

```
GUI parameter
=============

If this is specified then error messages are displayed on a Workbench
requester rather than the console.
```

1.28 MPImage.guide/View-Convert

```
View/Convert gadget
===================

This gadget selects the action. It has the following values:

     View Workbench    : View on the Workbench
     View Public Screen: View on a named public screen
     View EGS          : View on the default EGS screen
     Save/View Screen  : Convert and save the image or view on a screen

V can be used to cycle this gadget. With Shift the gadget cycles in
reverse.
```

1.29 MPImage.guide/Specify-Restrict

```
                Size gadget
===========

This gadget enables either the
                X
                 and
                Y
                 gadgets or the
                MINX
                ,
                MINY
                ,
                MAXX
                and
                MAXY
                 gadgets.

This lets either the actual or minimum and maximum scaled image sizes
to be specified.

Z can be used to cycle this gadget. With Shift the gadget cycles in
reverse.
```

1.30 MPImage.guide/Bugs

```
Known (and unknown) errors
**************************

A Palette file requires a body which is also loaded and then discarded.

The MODENAME may lose the monitor part.
```

1.31 MPImage.guide/History

```
Version History
***************

   * Version 7.2

        * Non beta version.

        * Moved location of libraries.

   * Version beta1 7.0

        * Many new library functions/tags added.

   * Version beta1 6.1

        * Fix for V43 picture.datatype (does not like
          PDTA_ColorRegisters).

        * 040 library now has correct version.

   * Version beta1 6.0

        * Added ProgressHook.

        * Recompiled using SAS/C 6.57.

        * Added 060 version.

        * Localised.

   * Version 5.1

        * Non beta version of 5.0.

        * Source code released under GNU License.

        * FORCEGREY option now works correctly for IFF and Datatype
          images. Thanks to Fred. Calendini. It used to ignore the
          Green and Blue parts of the palette.

        * Determination of Grey scale IFF and Datatype images corrected.

        * Some speed improvements.

        * Fixed remapping to screen palette.

   * Version 5.0

        * Added LINEAR parameter.

        * Added WHITE0 parameter.

   * Version 4.2
```

```
      * Minor fix to HAM6 and HAM8 saving.

* Version 4.1

      * Removed MPGui docs and includes. Now in seperate archive.

      * Can now load and save PNG images.

      * Added documentation of NOPROGRESS parameter.

      * Added 68000 version.

      * Gives an error when PUBSCREEN does not exist.

      * Now loads P1 and P4 images.

      * Fixed remapping of grey scale white to screen.

      * Added MINX, MINY, MAXX and MAXY parameters.

      * Can now correctly load HAM8 images on non AGA.

* Version 4.0

      * Included multiple library versions and Installer script.

      * Included source code to ConvertMPImage.

      * Included Autodocs and includes for MPGui.library and
        MPImage.library.

      * MPImage.library can now be called by more than one caller.

      * MPGui.library now tries to create requesters in columns if
        screen not deep enough.

      * Added option to view on a screen.

      * Fixed a bug when scaling EGS images.

      * Included other docs.

      * MPImage.library now show progress requester unless loading
        without remapping.

      * Checkboxes now scale.

      * Listviews have selectable number of items displayed.

      * Uses env:mpimage/djpeg for non bitmap jpegs and
        env:mpimage/cjpeg.

      * Added FORCEGREY parameter.

      * Added GUI parameter.

      * Fixed loading of 24bit ILBMs (used to hang).
```

```
   * Version 3.3

        * Initial release
```

1.32 MPImage.guide/Distribution

```
Copyright and distribution requirements
***************************************

      MPImage - Amiga Image Load/Conversion program
      Copyright (C) © 1996 Mark John Paddock

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MPImage 5.1 is copyright © 1996 Mark John Paddock.

I can be contacted at:

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It can be freely distributed.

The palette construction is from Dr Dobbs Journal and is Copyright (c)
Truda Software by Anton Kruger.
              215 Marengo Rd, #2,
              Oxford, IA 52322-9383

The chunky<->planar conversion is by Morten Eriksen
(mortene@stud.unit.no).
```

1.33 MPImage.guide/Index

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