

DIYreko

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Chapter 1

DIYreko

1.1 DoItYourselfREKO

DIYreko V1.1
(Do-It-Yourself-reko)
(C)1995 by Tomasz Nidecki (TONID)

Introduction

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Disclaimer

1.2 Intro to DIYreko

DIYreko stands for Do-It-Yourself-reko. It is an
ImageFX

Arexx macro
, which

makes a

REKO cardset

almost automatically, saving you lots of time and work.

Before you attempt using DIYreko, please make sure you read the

Requirements
,
Installation
and
Usage
parts of this guide.

1.3 Requirments for DIYreko to run

First of all, there is just no way you can use this program unless ←
you have

ImageFX version 1.50 or up
.

Second of all, there is no need for you to use DIYreko, unless you have

Reko-Productions Klondike-Deluxe-AGA 1.3 or Klondike II
. You will not be

able to use the macro, unless you have the program "reko" in your path
(Klondike puts this program in C: upon installation of the game, so if you
installed it using the supplied script, there is no need to worry, but just
to be sure check your C: directory and see if a program called "reko" is
there).

Third of all, I wouldn't use DIYreko (heck, I wouldn't even use ImageFX) if
I had less than 4 MB fast and 2 MB chip on an AGA computer. You need an AGA
computer to use Reko's Klondike, anyways. Therefore do not attempt to use
this macro on anything less than an A1200 with 6MB RAM, and a hard disk of
course.

If you want DIYreko to work perfectly you will need at least 2MB free space
on one of your partitions and your RAM perfectly cleaned of all commodities
and useless programs. You might try it without cleaning the memory, but you
might be unpleasantly surprised...

A helpful thingy would be having a program called Flush in your path. It
will help DIYreko get more memory, however, the macro will work fine even
without it. Flush can be found on Aminet - it is an extention to avail
flush, but it actually defragments your memory at least partially, which
sometimes helps when you need that extra few kilobytes.

ATTENTION: Do not even attempt running DIYreko from ImageFX_WB!!! It will
crash your system!!! DIYreko uses an option, which seems to not work with
the WB version of ImageFX 1.50 (it's not my bug, it's a bug in the IMageFX
program, maybe corrected in 2.00, but I won't know).

I know these are strong requirements, but, as we say in Poland,

...
.

The creation of a cardset using DIYreko on my system takes less than half

an hour. I suppose if you don't have a 68881 like I do, it will take just a bit longer (I'm not even sure if ImageFX uses the 68881).

1.4 How to install DIYreko

Installation of DIYreko is easy. The program has been archived so that if you unpack it directly to the ImageFX: directory, it will put everything in its place. However, it would be safer if you unpack it for example to RAM, and then move the whole directory tree to your ImageFX directory.

First, though, make sure you received a legal version of the archive by examining its

contents

.

1.5 How to use DIYreko

Now, brace yourself for a bit of reading. This might be a bit long, but make sure you read it all before you attempt to do anything with DIYreko.

Before you use DIYreko, you must prepare a series of images from which the cards must be made. My suggestion is, pick the images, arrange them in the right order, crop them and scale to the correct format before you use DIYreko. The macro automatically scales the images if they are not in the correct format, but it's safer to do it yourself (speeds up DIYreko's work and lets it use less memory).

Attention: depending on which version of Klondike you use, you must decide upon making a short cardset, extended one (extra 4 cards) and super-extended one (extra 4 cards and preferences cards). Klondike 1.3 loads all three types, but its "reko" command can only create a short cardset, I believe, and even if it could create an extended one, it would only show the basic cards.

In all cardsets you must have the following cards prepared (Attention: substitute the string "Card" at the beginning of each file by any string you want, for example I used "Orient" for my Orient.REKO):

/* excerpt from Reko.doc supplied with Klondike II */

```
Number of cards . . . : 55 (CARD00 - CARD54)
                      59 (CARD00 - CARD58) Extra in Klondike II
                      68 (CARD00 - CARD67) Extra in Klondike II
                      All 3 types of cardsets work in Klondike II.
The order of the cards : CARD00 = REKO-Production card
                        (Please mention REKO-Productions in this one)
                        CARD01 = Only a border to show an empty place on
                                the table
                        CARD02 = The back of your pack of cards
```

```

CARD03 = Ace of Clubs
CARD04 = Ace of Diamonds
CARD05 = Ace of Hearts
CARD06 = Ace of Spades
CARD07 = Two of Clubs
      .           .
      .           .
      .           .

CARD53 = King of Hearts
CARD54 = King of Spades

CARD55 = Most left botpic      > Please mention
CARD56 = Middle left botpic    > REKO-Productions
CARD57 = Middle right botpic   > in one of these
CARD58 = Most right botpic     > four cards.

CARD59 = Prefscard  1 (General)
CARD60 = Prefscard  2 (Prefs)
CARD61 = Prefscard  3 (Resolution)
CARD62 = Prefscard  4 (Select)
CARD63 = Prefscard  5 (Miscellaneous)
CARD64 = Prefscard  6 (Music)
CARD65 = Prefscard  7 (Level)
CARD66 = Prefscard  8 (Confirm)
CARD67 = Prefscard  9 (About)

```

```
/* end of excerpt */
```

ATTENTION: Do not make Card01 !!! It will be ignored by the script, as it makes its own card to show an empty space on the table. I forced this due to the fact, that some cardsets contained a picture in this place, and it confused a player a lot, since one never knew if the place was empty or was it a card laying there?

ATTENTION: You do not have to make cards 55 to 58, if you will make a logo or a picture which is four times as wide as a card and as tall as a card (352 pixels by 130 pixels) and save it as "CardPad". DIYreko will automatically cut the logo in four parts and save them as cards 55 to 58.

ATTENTION: Do not make cards 59 to 67. DIYreko uses two files instead called "CardTexture" and "CardPrefs". Examples are supplied in this archive. These files contain the texture to put under all the Prefs cards and the correct frames. If you set up the frames incorrectly, the prefs might not work as you expect!!!. Therefore refrain from experiments untill you understand the way the macro works.

Ouff, after all those "attentions" I'm feeling a little dizzy. Okay, so let's see what will we need:

A directory containing:

Card00, Card02 ... Card54, (Card55 ... Card 58) OR (CardPad), CardTexture, CardPrefs, CardSymbols, (CardFrame)

About the two last files: These are also included in this archive as examples. They contain the frame to be used around all cards and symbols to be put on these cards in the top right and bottom left corners.

About the format of all the non-typical files:

Frame must be 88/130 and contain a black background (NECESSARY!!!)
Symbols must be $(13 * \text{symbol width}) / (4 * \text{symbol height})$, where width and height can be any number as long as it's small enough to fit on the card. There are two examples included for each color, and they contain smaller symbols to put on a frame and bigger ones, if you don't use a frame at all.

You do not have to supply the files CardFrame and CardPad. In the first case, you might select not to use a frame from DIYreko requester, and in the second case you must have cards 55 to 58 prepared then.

If you're building a short or extended card set, you do not need CardTexture and CardPrefs.

However, you do need CardSymbols, as without them DIYreko will not run.

Now for some tips, if you decide on changing the files like Frame or Symbols. DIYreko treats black as transparent, so if anything is black in the files CardSymbols, CardFrame and CardPrefs, it will be treated as transparent. If you need to have black colour (and you need it at least for the symbol) on the screen use the following colour components: Red 0, Green 0, Blue 1. Do not use any other combinations - this one is used later in rendering of a cardset in order to make it one of the base colour for HAM8.

Finally, you read through all this, and you want to start DIYreko. Fine. Run ImageFX, click on the Arexx button, and select DIYreko.ifx from the file requester. In a while, a requester will appear, and it will contain the following:

Card basename: - put your exact path and card basename here. For example if you have your source cards in a directory called sys:cards, and the cards are called Test00 .. Test67, put the following string in this requester: "sys:cards/test". Numbers and names like Frame or Symbols will be appended to this basename by DIYreko.

Temporary dir: - put a name of a directory on your HD where you have at least about 2 MB free space. This will be used by DIYreko to store temporary files. You may have some files there already, they will not be erased unless they're called __DIYreko#?.. The best place to use is one of your Trashcan directories. Do not use RAM as your temporary directory, unless you have at least 8 MB RAM.

Destination file: - put exact path and destination name of your ready reko cardset, for example: "sys:reko-productions/cards/mycardset.reko". The created .REKO file will be copied to this filename, overwriting any previous file with that name, so be warned!

Background: R G B: Three colour components of your background colour. Use the following if you're using the example cards supplied with this archive:

GREEN: 48 100 0

RED: 154 0 48

BLUE: 28 104 117

Use any other favourite pastel colour if you like, but you might have to adjust the cards to fit it.

Enhance pictures? - if this checkbox is checked, pictures will be enhanced using a neat little trick. This idea was taken from Thomas Krehbiel's Snapshot.ifx distributed with ImageFX 1.50. Believe me, if you scaled large pictures you will need this to make them appear sharper and more colourful, so don't be afraid to use this!

Use frame? - if this checkbox is checked, all cards will have a frame put over them. If not, only the symbols will be put on the cards. If you're using example files, use Symbols-example1 with a frame and Symbols-example2 with no frame (remember to rename them to CardSymbols or something like that). If I were you, I'd use a frame - it looks nicer that way.

Use pad? - if this checkbox is checked, cards 55 to 58 are ignored, and instead a file called CardPad is used. This file contains a wide picture (352 by 130 pixels), which is cut into four parts and saved as Card55 to Card58. However, the original cards are not replaced (DIYreko uses its temporary dir to perform all actions). Try and use this option - it makes the cardset look much better.

Cut edges? - if you want your card to resemble an actual card, the sharp corners have to be cut to resemble round ones like in a real cardset. This option does that by putting four pixels of background colours in the four corners of a card. Only cards and prefs cards will be affected by this - the pad cards and the empty space will not!

Version - this is a cycler which lets you choose if you want a short cardset (55 cards), enhanced one (59 cards) or extra-enhanced one (68 cards).

Well, now all you can do is press OK, and the macro will start working. Feel free to sit by the screen and watch it go. If anything goes wrong a requester will appear, and the macro will clean up its temporary files and return control to ImageFX. However, if something really terrible happens and you cannot press any buttons on the ImageFX toolbox, do not panic, press ESC, then type unlockinput and press return. The buttons will work again.

Upon successful completion, the macro will show a requester, and when you press okay, it will clean up after its execution.

If you feel totally lost now, just unpack the archive examples.lha which you will find in the directory /reko. It contains example source pictures based on the RED set, and containing except for a bunch of blank cards also my picture and my logo. Test DIYreko using this source card set, and see how it works before you try it with your own source pictures. Do not be alarmed that most of the cards are blank - I did it to make the archive as small as possible.

Well, feel free to try it now!
Good luck!

1.6 How old is DIYreko

This is the first public release of DIYreko. I won't guarantee any ↔ updates,
because I see nothing to be updated. However,
...

1.7 Who wrote DIYreko and why

My name is Tomasz Nidecki. I'm 23, Polish, married and living in Warsaw. I'm a student of Computer science, currently finishing my last year and earning a Masters Degree. I've been a journalist for Computerworld Poland for 2 years, and now are becoming a consultant/database designer and systems analyst for Oracle Polska, a division of Oracle, the biggest database manufacturer in the world.

I own an Amiga 1200 with 6MB RAM, 68881 Co-processor, 420MB WD-Caviar HD and an old Thompson monitor :(

I support Amiga fully not because I'm a snob. I've had lots to do with the PC-s, heck, I'll even have to buy one soon, and the PC is like a big dumb calculator, while Amiga seems to have life within.

If you would like to contact me, which would be highly appreciated, as I like answering letters, please write to:

tonid@falcon.mimuw.edu.pl

However, my address might change any time now, as soon as I get myself a modem and join FIDO. I will also have a new address at work soon, only mail, though :(. I don't know how long the University address will be valid, but it will be at least for another half-a-year or so.

I dislike snail-mail highly, so i won't give you my snail-mail address. If you got this program, you probably have access to Internet, and if not, at least join FIDO (I hope everyone has a phone and can afford a modem right now, at least a 2400 baud - they cost just a couple of bucks!).

DIYreko was written mainly for two purposes: one - to ease the creation of .REKO cardsets and in this way to let more Klondike users supply new cardsets for this great game, and two: to let ImageFX users learn from it and write other macros like this one for various purposes.

If you would like to enhance this macro in any way, by translating the comments and this guide file to your native language, please let me know, as it will let more users learn from this program. I'm open to all suggestions and will try to answer every letter I get, as long as it's in my human powers...

1.8 How to spread DIYreko

DIYreko belongs to a class of programs called RecognitionWare. ←

This means

that all you should do if using DIYreko is put a short string somewhere in your cardset saying it was made using this macro. To help you, I've included example cards which contain the right strings (see

contents

). Also remember

to mention

Reko-Productions

in your cardset, as they asked for it as a recognition for their work on Klondike AGA.

However, the nicest thing you could do is just send me a short email telling me you use or are going to use this program, and send me your cardset, too, no matter what it contains ;>, I would like to see it.

I have received a lot of responses for my three cardsets: OrientReko, VallejoReko and BeautyReko, saying they have good quality. Now you can have similar quality using DIYreko, but please write to me (see

author

).

If you really like DIYreko, please send me some pictures which I could use to make my next cardsets (the hornier the better), but first email me and consult it with me, please.

And now for the legal stuff:

DIYreko may be copied only if the following conditions are fulfilled:

* DIYreko is left in its original archive form with no modifications or additions, please.

* DIYreko is included on a public domain collection (Fred Fish, Aminet, etc.) and sold for the price of the media.

* DIYreko is included in an unregistered or registered release of Reko-Productions Klondike (next versions).

* DIYreko is included in a commercial version of ImageFX (if the creators of ImageFX get their hands on it, and decide to put it in the next release, they're allowed to do so, as long as the price of ImageFX will not be raised due to the fact that it contains this program).

Attention: in the two last cases the archive may be distributed in a modified form - as part of the Klondike or ImageFX archive, automatically installed with any of these programs.

I have no way of forcing these rules upon you, but the computer shareware community is such a place, that if you won't obey some simple rules, we would have great chaos, no Aminet, no Fish disks, and who would miss them the most? YOU WOULD!

1.9 It's not my fault you use DIYreko

STANDARD DISCLAIMER

There is no warranty for the program, to the extent permitted by applicable law. Except when otherwise stated in writing the copyright holder and/or other parties provide the program "as is" without warranty of any kind, either expressed or implied, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose. The entire risk as to the quality and performance of the program is with you. Should the program prove defective, you assume the cost of all necessary servicing, repair or correction.

In no event unless required by applicable law or agreed to in writing will any copyright holder, or any other party who may redistribute the program as permitted above, be liable to you for damages, including any general, special, incidental or consequential damages arising out of the use or inability to use the program (including but not limited to loss of data or data being rendered inaccurate or losses sustained by you or third parties or a failure of the program to operate with any other programs), even if such holder or other party has been advised of the possibility of such damages.

1.10 contents

This archive should contain the following (brief description later ←):

```
help/DIYreko.guide
help/DIYreko.guide.info
rexx/DIYreko.ifx
reko/RED/Card00
reko/RED/CardFrame
reko/RED/CardPrefs
reko/RED/CardSymbols-example1
reko/RED/CardSymbols-example2
reko/RED/CardTexture
reko/GREEN/Card00
reko/GREEN/CardFrame
reko/GREEN/CardPrefs
reko/GREEN/CardSymbols-example1
reko/GREEN/CardSymbols-example2
reko/GREEN/CardTexture
reko/BLUE/Card00
reko/BLUE/CardFrame
reko/BLUE/CardPrefs
reko/BLUE/CardSymbols-example1
reko/BLUE/CardSymbols-example2
reko/BLUE/CardTexture
reko/examples.lha
```

Now a brief description:

Directory help/ contains this guide and nothing but this guide. If you move

it to ImageFX, it will be put aside of other help files for ImageFX for easy access.

Directory rexx/ contains the actual macro, which should be put in ImageFX:rexx. The macro is richly commented and distributed in its source form, so don't hesitate to read it and learn from it. The reason I made this macro was not only to make .REKO creation easier, but to help various ImageFX users learn to control this powerful program using Arexx.

Directory reko/ contains examples. Make sure you retain these, though, although at first they might look useless to you. DIYreko needs certain data files in correct formats in order to work, therefore you should at first use the given examples, and then, when you start understanding what the macro does, try and modify the examples using ImageFX or bitmap paint programs like Deluxe Paint. These examples are modified versions of the examples given by Reko-Productions with their Klondike II. Read

usage
for further
information on the correct formats, etc.

Examples.lha is an archive with full source cardset to test DIYreko on.

1.11 imagefx

ImageFX (C) by Nova Design Inc. is a commercial product. It is the ↔ best image processor available (in my opinion), and can only be compared to AdPro. Unfortunately ImageFX is very expensive, and not many people can pay the price, therefore many pirate copies are going around and being used in maintaining a private collection of images, etc.

I'm a user of ImageFX 1.50 from 1993 which is now considered legal in Poland. See, the parliament passed a bill a year ago, which states that any software installed before the bill comes into life will be considered legal unless used for commercial purposes. Therefore I'm refraining from upgrading, and I'm staying with the "legal" version 1.50. I saw Version 2.00 at a friend's, and got some textures from it, but I won't install it since it would be considered a pirated software. Same goes for AdPro, therefore I will not write such a macro for AdPro.

If anyone is a user of a legal copy of ImageFX 2.00, please check this macro and if you're good in making Arexx scripts consult
me
for the possibility of
upgrading the macro to ImageFX 2.00.

1.12 arexx

Arexx is distributed as part of the new Commodore Amiga operating systems. It's a basic-like language that allows the user to control many programs at

once, giving you the power no MS Windows could ever give (yuck!)

Whatever you do, try and learn Arexx, at least by exactly examining this macro. You will be able to do things you never imagined you could do on an Amiga!

I never used Arexx before I got ImageFX, and I learned it solely from the supplied macros, especially the one named Snapshot.ifx. If I could do this program after only two days (yes, I made this in two days, and never used Arexx before!), you should be able to do the same.

1.13 reko

Reko-Productions is a dutch shareware-company (?) which makes the best version of Klondike I have ever seen. There are 2 versions of Klondike now available, although I have heard rumours about a third one (?!).

These are: Klondike Deluxe AGA 1.3 and
Klondike II

They differ mainly in some details (extended cardsets in the new version), but cardsets are backward-compatible (what a great art in making software! You rarely see this kind of thing nowadays).

Both versions are available on Aminet sites everywhere.

To contact Reko-Productions, write to:

REKO PRODUCTIONS	or REKO PRODUCTIONS
p/a Remy Nusteling	p/a Koos Roodbol
Krommedijk 145	Hoekkamp 30
3312 LC Dordrecht	3343 CJ H.I.Ambacht
The Netherlands	The Netherlands

Unfortunately they seem to have no Internet address :(

1.14 life

As we say often in Poland:

```
LAJF IZ BRUTAL AND FULL OF ZASADZKAS AND WPADKAS ;}
```

translation:
life is brutal and full of traps and mishaps, winking happyface
