0013e2b0-0

Peter Liljenberg

COLLABORATORS

	TITLE : 0013e2b0-0		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Peter Liljenberg	March 2, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

0013e2b0-0

1.1 IconConvert

```
                              IconConvert v1.1


               Copyright ©1995 Peter Liljenberg


        ~Introduction~
          What is it -- and why?

        ~Installation~
          Really simple

        ~Requirements~
          An Amiga

        ~Legal~Stuff~
          The usual stuff


        ~General~Use~
          Use the program

        ~Workbench~Use~
          Use the mouse

        ~Shell~Use~
          Use the keyboard


        ~Bugs~
          Smeg'em

        ~To~Do~
          The future of IconConvert

        ~Version~History~
          The past of IconConvert

        ~Contacting~the~Author~
```

Communicate

GUI created with triton.library Copyright © Stefan Zeiger

1.2 Introduction

Introduction
~~~~~~~~~~~~

Icons makes your Amiga more friendly, but finding a set of icons you
actually like is very difficult. Commodore's (RIP) icons are terribly ugly,
the NewIcon system is a good idea but it is slow and it uses a little too
much memory of my precious kilobytes. I had settled on MacigWB's icons, but
I wasn't happy with its demand for an eight colour screen (every kilobyte is
sacred when you only have 2Mb memory.) So I wrote IconConvert to convert
MagicWB's eight colour icons to four colour ones. Now I'm happy.

IconConvert's task is to convert the images of icons between different
palettes. You can also use it to strip superfluous image planes from icons,
and thus save space and time when opening drawers in the Workbench.

IconConvert converts the icons by changing the colours so that the original
image is kept, even if the new image has fewer image planes or a different
palette.

1.3 Installation

Installation
~~~~~~~~~~~~

Installation is very simple. Just copy IconConvert wherever you want, and
copy triton.library (in drawer Triton) to LIBS:. You can use the installer
script in the Triton drawer for this.

1.4 Requirements

Requirements
~~~~~~~~~~~~

 * At least OS 2.04+. OS 3.0+ will improve the performance of IconConvert.
 * 100kb of free memory, the more the better.

IconConvert has been tested on the following setup:

    A1200, 020, 2Mb chipmem, 85 Mb hard disk, OS 3.0, with MungWall running.

1.5 Legal Stuff

```
    Legal Stuff
    ~~~~~~~~~~~
```

IconConvert is FreeWare. You can distribute the unmodified archive freely as
long as you don't charge more than a nominal fee, say $5.

The author takes no responsibility for any damage or loss of data caused by
use of IconConvert. Use of IconConvert is at the user's own risk.

Triton is Copyright © Stefan Ziegel.

1.6 General Use

```
    General Use
    ~~~~~~~~~~~
```

You choose one or more icons (files ending with ".info") or directories. You
must also have an in palette and an out palette, either the Workbench screen
palette or a palette from an ILBM file.

IconConvert will by default use the Workbench screen palette for both
palettes. Note: If the in palette has fewer colours (smaller image depth)
than the icons you want to convert, IconConvert can't convert correctly
since it won't consider the colours it hasn't information for.

Now will IconConvert work out how to convert colours between the palettes,
and then convert all choosen icons and the icons in the choosen directories.
The icons in all subdirectories can also be converted, if specified.

The new icons will replace the old, if you don't specify that IconConvert
should backup the originals. If you do, IconConvert will save the old icons
with the extension ".oldinfo".

1.7 Workbench Use

```
                Workbench Use
    ~~~~~~~~~~~~~~
```

Double click on IconConvert to start. You can choose icons and directories
at the start by clicking once on IconConvert, and then shift click (hold
down shift and click) on icons and drawers, and then double click on the
last icon/drawer to start IconConvert. You can also drop icons and drawers
on the main window -- it's an AppWindow.

Now two windows will be opened. The main window and the conversion settings
window.

                    Main window

                    Conversion settings window

                    Palette window

                    Conversion map window

                    Progress window

1.8 Main Window

                      Main Window
     ~~~~~~~~~~~

Gadgets:

     Icons   -- A listview gadget showing all choosen icons and dirs. You
               can use the cursor keys to scroll the list.
     Add   -- Click on the button to add icons to icon list. A file
               requester opens where you can choose icons. Shiftclick to
               choose more than one icon.
     Add Dir -- Add a directory to the list. Choose the directory in the
               requester.
     Remove -- Remove the selected icon/directory from the list.
     Convert -- Start conversion.

Menus:

   Icon:
     Add   -- See above.
     Add Dir   -- See above.
     Remove   -- See above.
     Remove All -- Remove all icons/directories from the list.
     Convert   -- See above.
     About   -- Pop up a requester with some information.
     Quit   -- Quit IconConvert.

   Palette:
     Edit In Palette -- Open in
               palette~window
                .
     Edit Out Palette -- Open out
               palette~window
                .

Clicking on the close gadget will quit IconConvert.

1.9 Conversion Settings Window

```
                    Conversion Settings Window
        ~~~~~~~~~~~~~~~~~~~~~~~~~~
```

Gadgets:

```
    Show Conv. Map -- Show
                conversion~map~window
                 before conversion,
                    allowing you to alter it.
    Enter Subdirs  -- Convert icons in subdirectories to choosen
                    directories.
    Save old icons -- Save the old icons with the extension ".oldinfo",
                    otherwise delete them.
    Depth          -- The image depth of resulting icons.
```

Clicking on the close gadget will quit IconConvert.

1.10 Palette Window

```
    Palette Windows
    ~~~~~~~~~~~~~~~
```

Gadgets:

```
    Palette -- A list of all colours in the palette, in the form
            "n: r, g, b" where n is the colour number, and r, g, and b
            are the red, green and blue values for the colour. You can
            scroll in the list with the cursor keys.
    Colour  -- The currently selected colour.
    Red     -- The red value of the selected colour.
    Green   -- The green value...
    Blue    -- The blue value...
```

Menu:

```
  Palette:
   Load Palette       -- Load the palette from an ILBM file, which you
                            choose in the file requester.
   Get Screen Palette -- Get the Workbench screen palette.
   Change Depth       -- Change the depth of the palette. A requester is
                            opened. Set the new depth with the slider.
```

Clicking on the close gadget will close the palette window.

1.11 Conversion Map Window

```
    Conversion Map Window
    ~~~~~~~~~~~~~~~~~~~~~
```

Gadgets:

```
    List   -- A list of the conversion map in the form "x -> y" where x is
              the colour in the in palette, and y is the colour in the out
              palette x will be converted to. You can scroll in the list
              with the up and down cursor keys.
    Slider -- With this you can change y. You can use the left and right
              cursor keys to set y.
    OK     -- Your conversion map will be used, and the conversion will
              continue.
    Cancel -- The old conversion map will be used, and the conversion will
              continue.
    Abort Conversion -- Abort the conversion and quit IconConvert.
```

1.12 Progress Window

```
    Progress Window
    ~~~~~~~~~~~~~~~~
```

Gadgets:

```
    Text box -- Displays the icon which is being converted.
    Progress -- Displays how many icons that has been converted.
    Cancel   -- Abort conversion and quit IconConvert.
```

1.13 Shell Use

```
                 Shell Use
    ~~~~~~~~~
```

The argument template:

```
ICON/M,INPAL=INPALETTEFILE/K,OUTPAL=OUTPALETTEFILE/K,DEPTH/N,ALL/S,
SAVEOLD/S,QUIET/S,GUI/S
```

```
 ICON    -- Icons and directories with icons to be converted.
 INPAL   -- Load this ILBM file's palette as in palette. If not specified
            use the Workbench screen palette.
 OUTPAL  -- Load this ILBM file's palette as out palette. If not specified
            use the Workbench screen palette.
 DEPTH   -- The resulting icons' image depth. If not specified use the
            depth of the out palette.
 ALL     -- Convert icons in subdirectories to directories specified with
            ICON.
 SAVEOLD -- Save the old icons with the extension ".oldinfo", otherwise
            delete them.
 QUIET   -- Don't output the icons being converted.
 GUI     -- Open the
               GUI~interface
                with the settings from the command line.
```

IconConvert can be made resident.

1.14 Bugs

    Bugs
    ~~~~

It's not a bug, but if IconConvert runs out of memory when adding icons to
the list or during conversion, it will just skip this icon without
notifying the user.

1.15 To Do

                    To Do
      ~~~~~

 * Improve colour conversion. Maybe an option to produce dithered colours?

 * Open a screen, so IconConvert can show the colours instead of just the
   red/green/blue values in the
                 palette~windows
                 .

 * On line help.

 * Localization.

1.16 Version History

                 Version History
      ~~~~~~~~~~~~~~~

**** 1.1 (8 Nov. 1995) ****

This is so embarrassing -- obviously I hadn't bugtested IconConvert enough.
I also forgot to document the
              AppWindow function
              , but that's alright because
it didn't work...

Bug fixes:

* Icons dropped on the main window or choosed at start from the Workbench
  had the wrong path (drawers were alright though.)

* Memory loss in the colour conversion routine.

**** 1.0 (3 Nov. 1995) ****

Initital release.

1.17 Contacting the Author

```
Contacting the Author
~~~~~~~~~~~~~~~~~~~~~~
```

I'd be glad to hear from you -- bugs, ideas, constructive criticism,
whatever!

My address is:

```
Peter Liljenberg
Tjureda 823 B
S-360 40 Rottne
Sweden
```

This address should be valid until July 1996.

E-mail:

```
dan.eriksson@vxjkatedral.se (lipnv3c, Peter Liljenberg)
```

N.B. Don't forget the part in the brackets, remember at least 'lipnv3c'.

This address may change in January 1996, and is definitly not valid after
May 1996.