

iconauthor.hyper

COLLABORATORS

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Chapter 1

iconauthor.hyper

1.1 IconAuthor v1.0 - © Koessi 92

This is the tool I've missed until I did it by myself.

You will like it !

What is it good for ?

IconAuthor can transform IFF images or brushes into resized 2-BitPlane brushes or iconfiles that match the WorkBench2.0 colors. The image is rasterized to keep as much details as possible.

IconAuthor offers basic drawingtools to edit the rendered image, including the possibility to insert text.

Where is the problem ?

IconAuthor needs Am*gaDOS 2.0 ! U2 \8-(?

```

*****
*
*          AND THIS IS ONLY THE DEMO VERSION ...
*    YOU CAN'T LOAD ANOTHER THAN THE DEMO PICTURE ...
*
*    To receive your personal full version send anyhow
*
*    ----->> DM 30,00/$ 20,00/£ 10,00 <<-----
*
*    to: Koessi, Peterstr.60, W5609 Hueckeswagen, Germany
*
*-----*
*
* A file called "strings.c" is included. If U want a
* version in your own language, feel free to change that
* file and send it to me. No problem, but keep the
* strings short. Also I'm strongly interested in all the
* developers supporting stuff from Commodore - I don't
* know where and how to get it - perhaps somebody can
* help me - thanx and have fun with your machine.
*
*

```

Credits

Startup

Window

Help

1.2 Getting started

IconAuthor can be called from the CLI by typing:

```
[prompt]> IconAuthor [iff-file|icon-file] <return>
```

On WorkBench it behaves completely normal: just doubleclick its icon. (nice one, isn't it ?) U may shift-select the first project to work with.

If U did "Save Settings" in the menue

Settings

the last project (icon or

iff-image) will be loaded first. If it starts with an iff-picture U will first see the

ImageScreen.

Normally U will first see IconAuthor's

Window.

1.3 The IconAuthor window

The window will appear on the WorkBenchScreen. (size is 640x200) ←

.

On the left side you see the

ShowField

where the images are shown. The

maximum size is 256x128 pixels. It is adjustable using the sliders below and at the right side of the field, so called x- and y-slider. Width and height are indicated by borderlines and numerical displays. Play it.

In some part of the window you find the

Gadgets.

And of course there are some

Menues

attached.

1.4 The window may somehow look like this:

Locked

Image

Load Image

| |
Y

B

| |

r

C

Restore Image

| |
S

i

o

| this is the |
l

g

n

Edit Picture

|
ShowField

| |
i

h

t

| |
d

t

r

Save IFF Brush

```

      |
e      |
n      |
a      |
r      |
e      |
s      |
      |
Save Icon File
      |
s      |
t      |
      |_____|
s

```

Save Image Data

X Slider

Q U I T

1.5 Gadgets -- Brightness/Contrast - Slider

If U load an iff-image, two sliders in the mid of the window adjust brightness and contrast. They range from -15 to +16. Default is 0. Changing their values will start processing the shown image, using the new parameters.

1.6 Gadgets -- Load Image

(shortcut "L")

An ASL-filerequester will pop up and ask you for a IFF formatted picture or

a "*.info"-icon to load. The used path will be kept in memory for later load-calls. A second call for the same file will use that stored imagedata! The chosen image will be shown on a new ImageScreen.

1.7 Gadgets -- Restore Image

(shortcut "R")

An IFF picture is kept in memory until a new one is loaded, or its display is changed, so this gadget performs the big UNDO. The stored image will be shown on the ImageScreen.

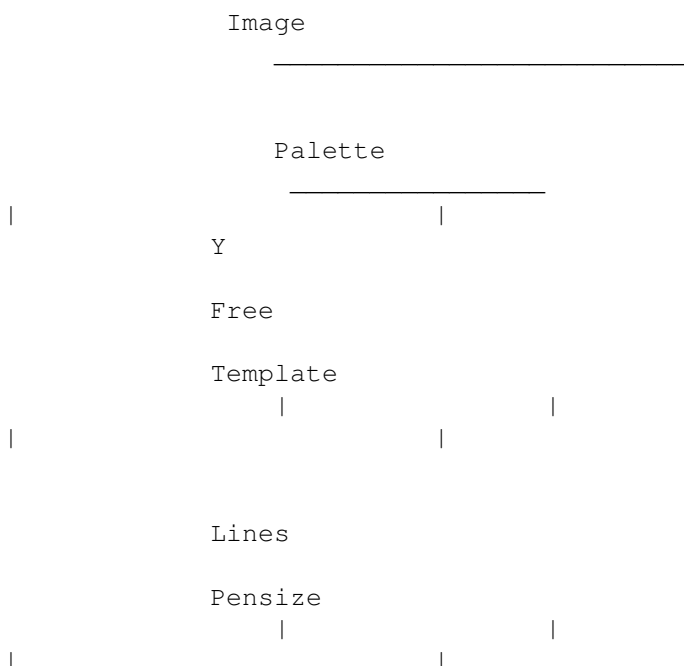
1.8 Gadgets -- Edit Picture

(shortcut "E")

Of course the image shown in the left field of the window may be edited. The Editor Window will present new gadgets.

.

1.9 The edit window may look like this:



```

S
Rect
| this is the | |
| l |
Circle
Flip x/y
| |
| ShowField |
| i |
Fill
Neg/Pos
| Lense Area |
| d |
Brush
| |
| e |
Text
SetFont
| |
| r |
| |
| |
String Gadget
| |
|_____| |
|_____|

```

X Slider

OKAY

Magnify

1.10 Edit Image -- Color

4 colours and 4 halftones used for draw functions.

1.11 Edit Image -- Templates

12 line-templates used for draw functions.

1.12 Edit Image -- Pensize

Choose the size of the pen used to draw free, lines or rectangles.

1.13 Edit Image -- Flip X/Y

(shortcuts "X", "Y")

Flip the image on its x- or y-axis.

1.14 Edit Image -- Neg/Pos

Fill the whole imagearea using the Complement-mode. ↔
Choosing halftone
colours or templates will result in some interesting processes.

Color

Templates

Undo

1.15 Edit Image -- UNDO

Undo is always accessable by the RIGHT mousebutton!
(No menues in editing mode!)

1.16 DrawTools -- Free

Draw free lines or just points using the color chosen from the ↔
palette by
pressing the left mousebutton and moving.

Pensize

Color

Templates

Undo

1.17 DrawTools -- Line

Draw straight lines by positioning the pointer on the starting point, press the left mousebutton and move the mouse to the end of the new line. Release the left mousebutton to use the color chosen from the palette or release and click the right one to get a result in "COMPLEMENT" mode.

Pensize

Color

Templates

Undo

1.18 DrawTools -- Rect

Draw rectangles by positioning the pointer on the starting corner, press the left mousebutton and move the mouse to the opposite corner. Release the left mousebutton to use the color chosen from the palette or release and click the right one to get a result in "COMPLEMENT" mode.

Pensize

Color

Templates

Undo

1.19 DrawTools -- Circle

Draw circles by positioning the pointer on the centerpoint, press the left mousebutton and move the mouse to the left or right to adjust the radius.

Release the left mousebutton to use the color chosen from the palette or release and click the right one to get a result in "COMPLEMENT" mode.

Color

Undo

1.20 DrawTools -- Fill

Fill closed areas using the color chosen from the palette by pressing the left mousebutton.

Pensize

Color

Templates

Undo

1.21 DrawTools -- Text

When first used, this gadget opens the fontrequester. The chosen font will be used to render your string. Different styles (bold, italic,...) are supported. Edit the text in the string gadget below.

Place it by moving the pointer in the showfield while keeping the left mousebutton pressed. Release the left mousebutton to use the color chosen from the palette or release and click the right one to get a result in "COMPLEMENT" mode.

Color

SetFont

String

Undo

1.22 DrawTools -- Brush

Cut out a rectangle from inside the showfield by positioning the pointer on the starting corner, press the left mousebutton and move the mouse to the opposite corner. Place it by moving the pointer in the showfield while keeping the left mousebutton pressed. Release the left mousebutton to use the color chosen from the palette or release and click the right one to get a result in "COMPLEMENT" mode.

1.23 Text -- SetFont

(shortcut "F")

Only active in "Text" mode. This gadget opens the fontrequester. The chosen font will be used to render your string. Different styles (bold,italic,...) are supported.

Color

String

Undo

1.24 Text -- String gadget

Enter your text here (64 chars max)

Color

SetFont

Undo

1.25 Edit Image -- Magnify

Slider to choose the magnification-factor.

x/y-sliders

1.26 Edit Image -- x/y-sliders

```

                Icon Style
                |
|               |               |
|               |               |
|   here is the icon   |   o Disk           |   o Complement
|               |               |   o Drawer          |   o Highlight
|               |               |   o Tool            |   o Backfill
|               |               |   o Project         |
|               |               |   o Garbage         |
|_____|_____|_____|
                Stack Size

                Default Tool

                Save

                Go Back
                NOTE:   The right mousebutton simulates a selection of the ↔
                        icon!

```

1.31 Save As Icon -- Icon Type

Select one of the following:

```

"DISK   "
"DRAWER "
"TOOL   "
"PROJECT"
"GARBAGE"

```

1.32 Save As Icon -- Icon Style

Select one of the following:

```

"COMPLEMENT"
"HIGH IMAGE"
"BACKFILLED"

```

Swap

1.33 Save As Icon -- Default Tool

Enter the path to your tool here.

1.34 Save As Icon -- Stack

Select one of the following:

```
" 1024"  
" 2048"  
" 4096"  
" 9182"  
"18364"  
"32768"
```

1.35 Save As Icon -- Go Back

(shortcut "B")

Oops, forget it!

1.36 Save As Icon -- Save

(shortcut "S")

An ASL-filerequester will pop up. The suffix '.info' is used as the default search pattern and attached to the actual projectname to build the suggested savename. The used path will be kept in memory for later save-icon-calls.

1.37 Gadgets -- Save Image Data

(shortcut "I")

The image shown in the left field of the window will be saved as an ASCII-file containing imagedata in a form usable to include it in your C-programcode. It also contains a small "main()" function to check things immediately. An ASL-filerequester will pop up. The suffix '.c' is used as the default search pattern and attached to the associated picturefilename as the suggested name to save it as. The used path will be kept in memory for later save-data-calls.

1.38 Gadgets -- QUIT

Thanxs for using it.

1.39 Gadgets -- x/y slider

Use these to control size parameters - to resize if the image is not locked, or to define the borderlines if image is locked.

Use cursor keys to shortcut.

1.40 The Menues

The menues are exactly the same as in Commodores IconEdit2.0. But U will soon notice some enhanced functions, corresponding with those U can reach by the gadgets.

So only the differences are described here.

Images

Extras

Settings

1.41 Menues -- Settings

Special Enhancements and changes are added to the "Settings" menu.

Use Grid

Save Settings

1.42 Menues -- Images/Use Template

U can choose one of 12 templates, that will fill the marked area in the showfield. A bevelborder will be added.

1.43 Menues -- Extras/AutoTopleft

This will center the image in its smallest boundaries.

1.44 Menues -- Settings/Use Grid?

No function yet

1.45 Menues -- Settings/Save Settings

The preferences are saved as tooltypes of the IconAuthor.info iconfile. If no Icon exists, a new one is created when Save is selected. ←

A new window will pop up, letting U edit all preferences comfortably. The paths may be selected using the asl-requester by selecting the button at the left side of the string-gadgets.

```

clipunit
[_]
palette
[_____]
noicons

xmag
[_]
showclip
[_____]
nogrid

ymag
[_]
hypertext
[_____]
src

leftedge
[_]
icondrawer
[_____]

topedge
[_]
ilbmdrawer
[_____]
Default

frleftedge
[_]
srcdrawer
[_____]
Last Saved

frtopedge
[_]
clipdrawer
[_____]

```

```
Save

frwidth
[_]
altdrawer
[_____]
Use

frheight
[_]
projname
[_____]
Cancel
```

1.46 Settings -- Gadgets

There are also some whatUthinkiswhatUget-gadgets:

```
Default      (shortcut "D")
Last Saved   (shortcut "L")
Save         (shortcut "S")
Use          (shortcut "U")
Cancel       (shortcut "C")
```

1.47 Settings -- Clip Unit

```
# of clip used by the clipboard functions
```

1.48 Settings -- Xmag/Ymag

```
# no function yet
```

1.49 Settings -- Window Positioning

```
Left/Topedge      # place the mainwindow
FrLeftEdge/FrTopedge # place the aslrequester
FrWidth/FrHeight  # size the aslrequester
```

1.50 Settings -- External Commands

```

        Palette  -- path to command to use palette- ↔
                  requester

ShowClip  -- path to command to display clipboard-brush

HyperText -- path to command to display help texts
              will be called like this:
              "hyper iconauthor.hyper/gadgets"
              when pressing the
    help
    key

```

1.51 Settings -- Default Paths

```

IconDrawer  -- default path to load icons

IlbmDrawer  -- default path to save iff-brushes

SrcDrawer   -- default path to save c-data-files

ClipDrawer  -- default path to load iff-pictures

AltDrawer   -- default path to save icons

Projname    -- path to the default image to load,
              don't add ".info" for icons,
              iff-pictures are possible here too

```

1.52 Settings -- Flags

```

NoIcons  -- they will not be added to c-code or iff-brushes when saving
           them

NoGrid   -- no function yet

Src      -- enable source-creation

```

1.53 Gadgets -- Lock

(shortcut "k")

The shown image may be in two very different states controlled and displayed by the "Lock" gadget above the image. If the state is "Locked", U can't use the sliders to process the image. Instead there are some statistics shown about the actual project and the

```

    x/y-sliders
    will control

```

the edges of the image used for savings and if U swap to the other image.

If the state of the image is not "Locked", U may process the image. If the original cut of an iff- picture is still in memory, this is the source of the process, else the image is copied to the clipboard and U can choose a cut of it on the
ImageScreen.

1.54 The ImageScreen

When you selected a picture to load, it will be shown on a new screen, which modes are set according to the pictures viewmodes. The image is centered if possible.

Now wait a second. Clicking the right mousebutton or pressing "return", "esc" or "enter" brings you back to the WorkBench immediately. But moving with the left mousebutton pressed you can define a rectangular area that will be used for the image-processing. Again this cutted area will be shown centered on the ImageScreen and again you may define it more exactly if necessary ... and so on ... until you go back to the WorkBench.

If you don't cut anything, the original size of the loaded picture/brush will be base of resizing.

1.55 The ShowField

When you're returned to the IconAuthor window, you'll find the ↔
size-sliders
and the associated borderlines in the showfield changed to present the pictures x:y aspects. If the picture/cutout is bigger than 256x128, the maximum size possible is adjusted; if it fits, the original size is set.

The size you adjust using the sliders (or the cursor- keys) will be rerendered as soon as you release the slider. After changing the image in Edit-Picture-mode the size of the image to save is selected by these sliders. Only symetric sizing is possible here - define unreachable parts on the

ImageScreen.

The selected part of the picture does not include the borderlines, it's exactly between them.

Lock

Extras

1.56 Author & Credits

Koessi © 12.91-8.92

phone germany 02192 7630

thanx to ...

Matt Dillon - done this with DICE only - have fun!

Olaf Barthel - found help in your 'loadimage.c'

Dave Schreiber - found help in your '2view.c'

Fred Fish - for the Library

... and all authors of nonorlesscommercial Am*ga software.

1.57 Interactive Helpsystem

In the
'Save Settings'
menu or in the
tooltypes U can define

HYPertext -- path to command to display help texts
will be called like this:
"hyper iconauthor.hyper/gadgets"
when pressing the "Help" key