

# **ANSIrenderer**

mOP of EssEncE

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**COLLABORATORS**

	<i>TITLE :</i> ANSIrenderer		
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## Chapter 1

# ANSIrenderer

### 1.1 ANSI renderer v0.2

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coded and ©opyrighted by mOP of EssEncE
@{ "[ Introduction ]" LINK Intro } @{ "[ Disclaimer ]" LINK Disclaim }
@{ "[ How to use ]" LINK Usage } @{ "[ History ]" LINK History }
@{ "[ Addresses ]" LINK Addresses } @{ "[ rOM ]" LINK Rom }

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### 1.2 ANSI renderer v0.2 - Introduction

Have you ever stopped wondering how ANSI artists accomplish their ingenious art masterpieces with just a handful of characters at their disposal?

The answer is simple; talent, dedication, and a lot of free time!

But that was the past! Now, with the aid of ANSI renderer, you too, will be able to churn out incredible ANSI pictures, and become the all time master of contorted characters!

ANSI art is one of the most expressive forms of skill in the ever expanding computer field. With the aid of the somewhat limiting 256 character set, the ANSI ARTIST is able to create wonderful representations, that before the

ANSI era, were only possible to accomplish through a paint program.

An ANSI picture or logo in the CLI can enhance your PD utility disk, adding a professional touch to your work! Bulletin boards are full of ANSI pictures; everyone knows how a couple of colourful characters can determine the validity of a board and introduce a pleasant atmosphere amongst the board users.

But, after all, what is this ANSI RENDERER? ANSI RENDERER is a simple tool that converts an 8 coloured IFF brush/picture into an ANSI evaluation.

The render is accomplished through the use of random character generation, so the results are always amusing and fresh looking! So, just grab your CLIP ARTS CD collection, or take a look at your compugraphic fonts list, and start generating some nice ANSI...

ANSI RENDERER needs a WorkBench 2.0 (or above) environment and the ASL.library in your LIBS: assigned drawer, to work.

Realtime help support is implemented through MULTIVIEW, which must reside in your default SYS:Utilities directory.

ANSI art is here to stay. To a certain extent, today's ANSI artists can be considered as the Picasso of the modern computer age. Some say that ANSI art will end up in a virtual Louvre, in 20 years' time; who knows, maybe this can become a reality in just a few years' time!

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### 1.3 ANSI renderer v0.2 - Disclaimer

The whole ANSI RENDERER package is ©opyrighted 1995 by mOP of EssEncE.

I, Noel "mOPPY" Baldacchino cannot be held responsible for the destruction of any kind of known, unknown or alien data, due to the misuse of this tool.

Any individual is allowed to copy and spread this particular version of ANSI RENDERER, as long as the package is kept in it's original integrity, and in NO way, altered by malicious beings!

Commercial use without the permission of The Creator (mOP Himself!) is strictly prohibited!

Blah, blah, blah, blah, blah, blah, and more blah...

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## 1.4 ANSI renderer v0.2 - Usage

ANSI RENDERER's interface has been designed as a very simple affair, and is quite straight forward. Still, for all the uninitiated, we are about to take a trip through ANSI land, and demonstrate a typical session of ANSI generation.

Load IFF (shortcut keystroke is L)

Loads a 75 by 28 pixel big IFF brush/picture, in any resolution. The brush/picture cannot contain more than 8 colours (3 bitplanes).

Render (shortcut keystroke is R)

Evaluates the last loaded IFF brush/picture, and generates an ANSI evaluation in FULL colour! On an unexpanded A1200, a FULL SCREEN render takes less than 3 seconds to calculate, so there is NO need to leave your machine, rendering overnight!!

Save Render (shortcut keystroke is S)

Saves the last render in ANSI text format. The saved file can be directly displayed in the CLI window using the TYPE command, or imported into an ANSI editor (like DIED) for further editing.

Help (shortcut keystrokes are A and the HELP key)

Displays this AMIGA GUIDE information document. MULTIVIEW must reside in your default UTILITIES directory.

Paint Program (shortcut keystroke is P)

Selects the default paint package (like Cloanto's Personal Paint), through the standard ASL requester, to be used by ANSI RENDERER, when a loaded IFF brush/picture needs to be edited. Full volume/path and program names must be inputted. Alternatively, volume/path and program names can be directly typed/edited in the string gadget, or selected via the magnifying glass gadget.

Edit IFF brush/picture (shortcut keystroke is the DEL key)

Lets you edit the last loaded IFF brush/picture, via the selected paint program.

Render mode (shortcut keystroke is M)

BLOCKY produces standard looking ANSI renditions, using "BOX" characters.

CrAzY cHaRs produces ANSI renditions, using randomly generated characters.

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## 1.5 ANSI renderer v0.2 - Addresses

If you want to contact the coder of this tool, for further information about future versions of ANSI RENDERER, bug reports, additional feature ideas or other useful mOP tools, you can write to;

Noel "mOPPY" Baldacchino

39 Maitland Street

Hamrun, HMR 06,

Malta

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## 1.6 ANSI renderer v0.2 - History time!

v0.01 (10.12.94) - First version of ANSI RENDERER. ANSI RENDERER was coded, for the simple reason that I needed a quick and efficient way of generating good looking ANSI screens for rOM advertising purposes. This version only supported 1 colour ANSI renders.

v0.10 (20.02.95) - Added Amiga Guide help support and direct paint program links, via simple gadget clicks. ANSI RENDERER now supports up to 4 colour ANSI text generation. Replaced REQTOOLS requesters with the standard WB2 ASL ones. This is the first releasable version of this tool.

v0.20 (30.02.95) - Added 8 colour ANSI support. ANSI RENDERER has now two render modes; Blocky and CrAzY cHaRs.

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## 1.7 The Rewarding Orthographical Masterpiece

When you've finished playing with mediocre scene magazines...

When pseudo swear words and bad language start "pissing" you to death...

When you've completely lost your hope in the general disk magazine scene...

Turn your attention towards ROM! A new star is shinning in the scene sky!

The ROM Team is awaiting your enlightenments at;

mOP·Essence aNDY·Essence cHRISTINE·Spoon

Mr. Noel Baldacchino Mr. Andreas Dubois Ms. Christine Hansen

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Hamrun, HMR 06 89584 Ehingen 2400 KBH, NV

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