

Portrait

COLLABORATORS

	<i>TITLE :</i> Portrait		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		January 23, 2025	

REVISION HISTORY

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Chapter 1

Portrait

1.1 Portrait Help

This guide has not been updated since V1.3

Contents

- Disclaimer
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- Introduction

- Changes

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- Getting Started

- Bugs / To Do
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- tabs.gadget

NOTE: For details of how to actually use the program you must refer to the Help menu in the program. You can only read information about the program from this menu.

(Not that I have actually written the on-line help yet!)

1.2 disclaimer

Disclaimer

See the file AFD-COPYRIGHT.

1.3 copyright

Copyright

The following files are © Christopher January 1997-1998 (V1.12)

```
Projects (dir)
  atomice.logo          stars.iff
Icons (dir)
  Gradient (dir)
    Blank.iff          Clear.iff
    Continuous.iff    Fill.iff
    Information.iff   Line.iff
    New.iff           Open.iff
    Preview.iff      Print.iff
    Rectangle.iff    Save.iff
Docs (dir)
  Portrait.guide
CHANGES              Install-Portrait
Portrait             Portrait.readme
PortraitMode         ProjectManager
```

The above lists is not exhaustive.

This software is subject to the "Standard Amiga FD_Software Copyright Note".
It is FREEWARE as defined in paragraph 4a.
For more information please read AFD-COPYRIGHT (Version 1 or higher).

1.4 introduction

Introduction

Short:

Portrait is a 24-bit paint package.

Long:

Still to be written.

(I'm not quite sure what Portrait is myself yet!)

1.5 changes

Changes

See Portrait.readme.

1.6 requirements

Requirements

Amiga compatible

AmigaOS 3.0+

8-bit capable display
VGA monitor recommended

This version:

NewIcons (standard icons will be supplied in the next version too)

Please note: The current version of Portrait requires a lot of Chip RAM to hold its buffers. It may not be possible to edit large images (eg. 1024x1024), even with 2MB of Chip RAM. (This limitation should disappear in future versions, see to do list).

Fast RAM is also recommended, although Portrait does have the ability to use Virtual Memory if necessary. (Virtual Memory is built-in.)

1.7 Getting Started

Getting Started

To run Portrait: Double-click the Portrait icon on the Workbench or type "Portrait" at a CLI prompt.

It is recommended that you run PortraitMode before running the main program (or you may find that the program does not start, because you don't have the correct monitor driver, or the display mode cannot be displayed on your monitor or TV).

Possible startup errors: (run-time errors are described in the online help)

Error	Cause
Cannot open screen	Out of memory (especially chip memory) Wrong display mode set in preferences (run PortraitMode)
Cannot open window	Out of memory
Canvas error	Out of memory (especially chip memory)
Silent Exit	Out of memory Cannot open needed library (check you have LIBS: assigned to SYS:Classes, otherwise Portrait will not be able to find the colorwheel.gadget or gradientslider.gadget)

1.8 Bugs / To Do

Bugs / To Do

Bugs

The program will exit silently if an exception is raised. Normally an error will be posted before the exception is raised, but in some cases this doesn't happen.

[I have fixed the following bug to an extent]

In some procedures, exceptions are raised for an error, and in others a bad return code is set. In some cases this can mean that either the program

quits entirely, even if just a minor error occurs (eg. file not found) or a major error may be ignored completely.

Virtual Memory isn't implemented as well as it could have been (I haven't tested it that much - it may not work at all!)

[RGB colour selection is now implemented, but the gadget interaction still needs improving]

The ColourWheel and GradientSlider gadgets don't interact very well (which can make selecting colours very difficult - hence the need for RGB colour selection). 27/07/98 This is unacceptable (but I still haven't fixed it :-)

Datatypes loading isn't handled too well (some time in the future, the datatypes will be handled by an external loader, along with specific support for other image formats.

[This bug seems to have been fixed???

Portrait seems to have a habit of trashing a random bitmap each time it is run, eg. a blank strip will appear across a window not on the Portrait screen. I can't seem to track this bug down and neither Enforcer nor Mungwall seem to report any errors.

Project Manager is soooo full of holes. I have done no major work on this since I first included it with the distribution. Expect to see a major overhaul soon.

To Do

- * RGB colour selection
 - * Lines
 - * On-the-fly rendering of images (no need for second bitmap). This will allow you to edit very large images (as long as you have enough disk space for the virtual memory.) At present the maximum size of an image is limited by the amount of free contiguous chip memory you have!
(the size of the bitmap is width \times height bytes for 8-bit screens)
The best way to do this would be to have a bitmap which holds the rendered image for the window area, and then simply scroll this and render the new part of the image as necessary.
 - * Scrollers
 - * Shapes Window
 - * Rectangles (filled and unfilled)
 - * Project manager
 - Ellipses (filled and unfilled)
 - O Polygons
 - O Image Processing (I will probably implement basic image processing features, similar to the way they are implemented in "Personal Paint".
I may consider adding an external image processor interface for more complicated effect, filters, etc.
 - O Grid
 - O Stencils (Will be very useful. I will write more about this in the future, but the idea is to have a separate stencil window and implement a "Magic Wand" function to aid in creating a stencil. This will allow functions to be performed on just a selected area, rather than the whole canvas)
 - O Brushes
 - Gradient Window (I will probably implement linear gradients first. Other types of gradients (eg. colour-burst) will come much later.
-

- ARexx interface
- O External Savers and Loaders (IFF, BMP, PCX and JPG will be first because I already know the structure of these formats. Other formats will follow later. I plan in writing a loader/saver for the RISC OS !Sprite file format too. This will make Portrait the only Amiga paint package to support this format.)
- O Printing
- O Palette management (Lots to cover here. Will include things like exporting register based images as well.)
- X Animation
- X Support for scanners and digital cameras
- O Locale support (Will probably be implemented, but I will be doing no translations myself.)
- Gradient Window
- Support for gfx-cards
- XPK compression for work buffer
- Plugins
- Effects
- Savers/Loaders

Items marked with an * above have been partially (or maybe completely) implemented.

Items marked with an O will probably not be implemented in the foreseeable future.

Items marked with an X will probably never be implemented (but may be if enough people ask me to.)

If you wish to see a feature in Portrait which is not on the list, then please contact me.

1.9 history

History

V1.0 (31/12/97) First WIP release. No documentation. Uploaded to Aminet at short notice.

V1.12 (13/04/98) Internal release

GUI extensively improved.

Lots of tweaks to internal code.

Some compatibility problems solved.

Faster creation of remap array (no need for Portrait.remap file anymore).

PortraitMode included in the distribution (it somehow got left out last time!)

V1.121 (20/04/98) Small update to V1.12

Much faster rendering speed for main buffer (I managed 10x !)

V1.2 (07/06/98) First major update for several months

V1.24 (27/07/98)

Scrollers now work (or should do)

Rendering code changed. Slower when scrolling (but only just implemented scrolling anyway!), but supports much larger pictures (ie. chip ram is no longer the limiting factor).

No longer requires NewWPA8 (very simple code change really).

V1.3 (17/09/98)

Rewrote rendering engine to use `guigfx.library` (which in itself requires `render.library`). In the future I may supply an option in the Preferences which will allow you to switch between `guigfx.library` and my own mapping routine.

1.10 contact

Contact

If you wish to contact me you should send an E-Mail to the following address:

EvieBarker@aol.com

Previous E-Mail addresses given here are NOT valid any longer.

These are not my E-Mail addresses (I am not "online"), but my friends'. They will hopefully pass any mail onto me. If you don't receive a reply then it could be for any number of reasons.

You MUST put "Forward to Chris January" in the subject line.

1.11 tabs.gadget

tabs.gadget

Portrait uses tabs.gadget (c) Copyright 1992-94 Commodore-Amiga Inc. All Rights Reserved ↔

For more information read the following two files:

GI1.Readme

GI1.License

1.12 Portrait Help

Help

1.13 index

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Bugs

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Disclaimer

History

Introduction

To Do
