

Collector

Frédéric Calendini

COLLABORATORS

	TITLE : Collector		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Frédéric Calendini	July 25, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	Collector	1
1.1	Collector V2.1 documentation	1
1.2	Introduction	1
1.3	Features	2
1.4	Required configuration	2
1.5	Installation	3
1.6	Usage	3
1.7	Thumbnails panel	4
1.8	Control panel	4
1.9	Keyboard	4
1.10	New	5
1.11	Open	5
1.12	Append	5
1.13	Save	5
1.14	Complete	6
1.15	Update	6
1.16	Info	6
1.17	Quit	6
1.18	Add	7
1.19	Delete	8
1.20	Rename	8
1.21	Change directory	8
1.22	Sort	8
1.23	Selections	8
1.24	Picture info	9
1.25	Update info	9
1.26	Viewing	10
1.27	Define actions	10
1.28	Preferences	11
1.29	Hints and tips	12

1.30 The future of Collector 13

1.31 Known bugs 13

1.32 Author 13

1.33 Greetings 13

1.34 Distribution 14

1.35 History 14

Chapter 1

Collector

1.1 Collector V2.1 documentation

Collector v2.1

©1995 Frédéric Calendini

THIS PROGRAM IS CREATION-WARE !

Introduction	What Collector is used for ?
Features	Features of this program.
Requirements	What hardware / software do you need ?
Installation	How to install Collector on you computer...
Usage	How to use Collector.
Preferences	How to customize Collector.
Hints and tips	Extra informations.
Known bugs	Nobody's perfect... ;-)
Future of Collector	Planned improvements.
History	Different versions of this program.
Author	Me !
Messages	Some aknowlegdements.
Distribution	Read it at least once...

1.2 Introduction

Introduction :

~~~~~

This program allows to create indexes of reduced pictures. It offers many possibilities and has some features that other programs of this type have not... And it's totally free !

---

It has been totally re-written in C (the first version was produced with AMOS PRO), respecting totally the system. The Dice 3.20 compiler has been used. Even if you already checked out the first version, I strongly recommend you to try this one too, since the program has been greatly enhanced (in fact, there's no comparison)...

If you own a great number of pictures, this program will become a MUST quickly !

Collector 2.1 is CREATION-WARE. It's not shareware, like all the other thumbnails indexes creators in the PD, because I wanted to bring a disinterested contribution to the AMIGA community. So I don't ask a penny for this program. On the other hand, if you have created anything for the AMIGA (a program, a music module or a picture, or anything else), I would appreciate you send me a copy. Let's say it's an exchange of creativity... (for the SHAREWARE programs, please send me a registered version).

Consider that a program like Collector requires really a lot of work, and the fact I offer it to you deserves a small gift in exchange... If you really didn't produce anything on AMIGA (what a shame ! ;-)), send me at least a little mail to tell me what you think of Collector and eventually suggest me improvements for future versions.

For my address, see Author. Thanks.

## 1.3 Features

Features :

~~~~~

- Fast (optimised for 68020+ processors).
- Compact.
- Doesn't use MUI, BGUI, Triton, ClassAct or any other GUI interface.

Only system's Gadtools.library, which seems really sufficient (and much more memory saving)...

- Allows creation of 16 or 256 grayscale, or 256 colors thumbnails, with high image quality.
- Supports XPK compression.
- Respects totally the AMIGA system.
- Customizable.
- Handles multi-volumes indexes.
- Capability to update indexes very easily (all is automatic)
- Very powerful system of actions associated to each picture format.
- Free !

1.4 Required configuration

Requirements :

~~~~~

You need system 3.0 or above to use Collector, because it uses datatypes, and the AGA chipsets (so an A1200 or A4000 is necessary). So Collector is compiled for 68020+ processors...

---

Some memory will be also welcome (4 Mb of FAST RAM should be sufficient in most cases, for a comfortable usage).

Collector 2.1 uses also the MPImage.library (version 5.1 or above !) and the Reqtools.Library (both provided in the archive). For the MPImage.library, I strongly encourage you to get the complete distribution (on Aminet or at a PD distributor) because it contains optimised versions for each processor (and math coprocessor)... On Aminet, it can be found in gfx/conv/MPImage51.lha.

## 1.5 Installation

Installation :

~~~~~

Very simple !! Simply double-click on the installer script icon. The script will do the following operations :

- Copy the MPImage.library and the Reqtools.library in your LIBS: directory.

- Copy the COLLECTOR directory and the files it contains into a directory you will have chosen before.

That's all !

1.6 Usage

Using Collector :

~~~~~

    Thumbnails panel  
    Control panel  
    Actions with keyboard

- MENUS -

Index menu :

    New  
    Open  
    Append  
    Save  
    Save as...  
    Complete  
    Update  
    Info  
    Quit

Thumbnails menu :

    Add  
    Delete  
    Rename  
    Change directory  
    Sort

---

```
Select all
Unselect all
Select pattern
Select range
```

```
Pictures menu :
  Picture info
  Update info
  View selected
  View all
  Define actions
```

```
Settings menu :
  see Preferences.
```

## 1.7 Thumbnails panel

Actions on thumbnails :

~~~~~

- If you click on a thumbnail, it will be selected. Click on it again and it will be unselected.

- If you double-click on a thumbnail, the action associated to the picture format will be executed (see Preferences for actions definition...). The most of the time, the picture will be visualised.

1.8 Control panel

Actions with the control panel :

~~~~~

The control panel, at the bottom of the screen, is very simple to use. Let's see the different buttons :

- |< and >| : Go to the start / end of your index.
- « and » : Go to the previous / next page of your index.
- < and > : Go to the previous / next line of your index.

You also have an horizontal scroll bar for more intuitive moves in your index...

## 1.9 Keyboard

Keyboard actions :

~~~~~

- Most of the menu actions have a keyboard shortcut.
- Press Up and Down arrow keys (or Right and Left) to go to the previous or

next line.

- Press Shift + Up and Down arrow keys (or Right and Left) to go to the previous or next page.

- Press Ctrl + Up and Down arrow keys (or Right and Left) to go to the top or bottom of your index.

- Press Help to see the Collector documentation (the Amigaguide program must be in the SYS:Utilities directory, which is its usual location...).

1.10 New

New :

~~~~~

This command erases the current index from memory.

If the current index has been modified since the last save, Collector will ask you if you want to save it first...

## 1.11 Open

Open :

~~~~~

Allows to load a previously saved index into memory...

Sorry, but the indexes created with the first version of Collector are not compatible with this version, due to high incompatibility between the AMOS format and the current one. That's why I coded a converter that converts 1.x Collector indexes into 2.x format (see Hints and tips).

If the current index has been modified since the last save, Collector will ask you if you want to save it first...

1.12 Append

Append :

~~~~~

Allows to append a Collector index at the end of the current one...

## 1.13 Save

Save / Save as :

~~~~~

Allows to save the current index on disk.

If you use "Save as", Collector will ask you to specify an index name. It's

then better to end this name with the ".Idx" suffix. If you don't do that, this suffix will be added automatically at the end of the name...

Moreover, Collector keeps at any time a list of files that couldn't be eventually added to the index (unknown format, packed file, etc...). When you save an index, the list of these faulty files will be saved in a file with the same name, but with the ".Flt" suffix.

1.14 Complete

Complete :

~~~~~

Works like the Add function, but only the files that are not already in the current index will be added. This allows to keep an index up to date, without having to check which pictures were already included, and which pictures you have to add...

With a single-volumed index, it is scanned for determining the already included pictures, and those to add.

The same method is used for a multi-volumed index, but here all the volumes of the index are scanned...

## 1.15 Update

Update :

~~~~~

Updating an index allows to eliminate all the thumbnails whose references are obsolete (file deleted, moved, renamed...).

For multi-volumed indexes, only the volume in memory is updated. So to update completely a multi-volumed index, you'll have to load and update each volume independently...

1.16 Info

Info :

~~~~~

Displays various data about Collector and the system state (available memory, name of the current index, number of thumbnails in this index...)

## 1.17 Quit

Quit :

~~~~~

Allows to quit Collector...

If the current index has been modified since the last save, Collector will ask you if you want to save it first...

1.18 Add

Add :

~~~~~

This function allows you to add one or more thumbnails to your index. To add a picture, you just have to click on it in the file selector, and that's all !

For many pictures, you have different possibilities :

- You can use multiselection in the file selector (by clicking on the names of the files while pressing the shift key), or by clicking on the "Pattern" gadget and entering a pattern corresponding to the desired files...
- Or you can enter a pattern in the string gadget where the file name is typed. Thus, if you enter "#?.Gif" (without the quotes), all the pictures whose name ends by ".Gif" will be added to the index. In this case, Collector will ask you if you want to also scan sub-directories recursively : if you answer "Yes", all the files in the sub-directories of this directory will also be added.

You may want to create an index containing a lot of pictures (indeed, some CD-ROMs contain a great number of pictures in the same directory). You can then fragment an index which would be enormous into several smaller indexes (also called "volumes") by defining a maximum number of thumbnails in an index (see Preferences).

When the number of thumbnails go over the maximum number of thumbnails allowed, two cases can be encountered :

- If the current index is single-volumed, Collector will ask you to enter a basename for the different parts of the index (which then will become multi-volumed).

An example : You have 100 thumbnails in the index "Test.Idx". You want to add 300 new thumbnails to it. And you have set the maximum number of thumbnails per index to 250. This number will then be exceeded. Collector will ask you a basename for the different parts of the index. If you enter "Test" (without the quotes), Collector will fill the current index to the maximum (250), then it will save it under the name "Test1.Idx". Then it will create a new index named "Test2.Idx", and it will add the rest of the thumbnails (150).

Therefore you'll have an index in 2 volumes.

- If on the other hand, the current index is a part of a multi-volumed index, Collector will search the first volume where there's room left, and add as many thumbnails as possible to it. The same thing with all the other volumes. Then, if some thumbnails remain to be added, and all the existing volumes are

already full, it will create new volumes...

## 1.19 Delete

Delete :

~~~~~

Erases all the selected thumbnails from the current index...

1.20 Rename

Rename :

~~~~~

Allows to rename all the selected thumbnails...

Useful when you have changed the name of a picture, because you can update its name in the index without having to recreate its thumbnail...

## 1.21 Change directory

Change directory :

~~~~~

Very useful function ! It changes the access path of all the selected pictures. Now, you can move your pictures where you want on your disk, without having to re-create your index at each time !

For example, you have created an index with pictures stored in the "DH1:Images/LandScapes" directory. But you decided to move this directory on your "DH2:" directory... Normally, you would have to re-create entirely your index, since all images references are now obsolete. Fortunately, there's another solution :

Select all the thumbnails (with the Select all function and choose "Change directory" in the menu. Then enter "DH2:Images/LandScapes", and all the pictures will be renamed with the new directory !! You can now move your pictures to "DH2:" without any trouble.

1.22 Sort

Sort :

~~~~~

Allows to sort alphabetically the current index...

## 1.23 Selections

---

NOTE : all these actions will only be available if the multi-selection is activated...

Select all :

~~~~~

Selects all the thumbnails in the current index...

Unselect all :

~~~~~

Unselects all the thumbnails in the current index...

Select pattern :

~~~~~

Selects all the thumbnails whose name corresponds to a given pattern.

Therefore, if you enter the pattern "#?.Gif", (without the quotes), all the thumbnails whose name ends with ".Gif" will be selected...

Select range :

~~~~~

This function selects all the thumbnails between the first and the last selected thumbnails.

Example : You want to select thumbnails from 1 to 100. Click on the first and the 100th thumbnail. Then choose "Select range" and all the thumbnails between 1 and 100 will be selected.

## 1.24 Picture info

Picture info :

~~~~~

This function displays data on selected thumbnails. If the size or the comment of a file have changed since the archiving date, it will also be indicated (see Update info).

1.25 Update info

Update info :

~~~~~

If you modify the size of a picture, or its comment, this command will allow you to update these data in your index.

Indeed, when you select this command, all the selected pictures are re-examined, and if their size, their comment or their creation date have changed, these data will be updated !

---

## 1.26 Viewing

View selected :

~~~~~

Acts as if you'd double-click on all the selected thumbnails, one after the other.

View all :

~~~~~

Acts as if you'd double-click on all the thumbnails of your index, one after the other.

## 1.27 Define actions

Define Actions :

~~~~~

Defines the actions associated to each picture type.

Indeed, Collector offers a very powerful actions system. Normally, this system will be used to visualise pictures, but can be extended to all you can imagine.

A picture type is identified by its name. Thus, Gif pictures will be recognized, for example, by the suffix ".Gif" in their name.

You can then tell to Collector to launch the pictures viewer FastView when you double-click on a picture whose name ends with ".Gif", with the following action :

```
#?.GIF = DH1:TOOLS/VIEW/FASTVIEW %s NBMI
```

"%s" will be replaced by the picture name when executing the action.

Here are some other examples :

```
#?.PCX = DH1:TOOLS/VIEW/FASTVIEW %s NBMI
(#?.JPG | #?.JPEG) = DH1:TOOLS/VIEW/FJPEG_AGA %s DIRTY NOBUSY
#? = C:VIEWTEK %s
```

Collector will stop to the first action corresponding to the right conditions, and won't try to find any other action further in the list that could be executed too.

If no action corresponds to the thumbnail name, Collector will do nothing...

NOTE : The Collector screen is public, and is called "Collector". Nothing prevents you from displaying pictures in a window on this screen, provided your viewer allows it (with Multiview, for example, with the PUBSCREEN=Collector argument (the results won't be very satisfying anyway, it's better to open a separate screen).

As you can see, nothing prevents you from doing something else than viewing a picture. You could launch an Arexx script instead, interfaced with ADPro, which would process the selected picture (don't forget that with the "View

selected" and "View all" commands, you can automate a process on an entire index, if you want)... Therefore Collector becomes a real graphic interface for a large number of operations on your pictures.

1.28 Preferences

Settings menu :

~~~~~

Multi-Selection :

Allows to select many thumbnails at the same time. If this option is de-activated, only one thumbnail can be selected at a time, and all the selection actions in the "Thumbnails" menu won't be available.

XPB Compression :

Allows to activate XPB compression. You'll then be able to save your indexes into a compacted format which will take less room on your disk. For this option to be available, you must have installed the XpbMaster.library, and some compression libraries (NUKE, MASH, SHRI or others)...

Screen mode :

Allows to choose the resolution that the Collector screen will use. This screen can't be smaller than 640 \* 256 pixels...

Thumbnails size :

Allows to define the size of the generated thumbnails. You can choose 80x80, 96x96, 112x112 and 128x128 pixels... You must keep in mind that the larger the thumbnails are, the bigger the indexes will be in memory and on disk...

Thumbnails colors :

Allows to define the number of colors used by the thumbnails. You can choose 16 or 256 grayscales or 256 colors.

If you choose a grayscale display, I suggest you choose 16 grayscales, because the difference with the 256 grayscales is really minimal, and the thumbnails occupy twice less room in 16 grayscales than in 256.

Thumbnails font :

Allows to define the font used for displaying the names under the thumbnails. The Collector interface will adapt automatically to all the font types (fixed or proportional sizes, even vector compugraphic fonts are OK).

Maximum number of thumbnails :

Defines the maximum number of thumbnails that an index can contain. Useful for creating an index into several volumes, thus allowing to save memory with indexes that would be too large (see Add).

Load settings :

Restores the last saved preferences...

Save settings :

Saves the current preferences. Note that the current paths for accessing indexes and pictures will be saved too... You can then define a default directory for your indexes and your pictures by going to the corresponding directories and then by saving the preferences...

## 1.29 Hints and tips

Hints and tips :

~~~~~

- How to convert indexes created with Collector 1.x into 2.x format : it's really simple with the supplied converter (called "IndexConv") ! In the shell, simply type "IndexConv <old_index> <new_index>".

So if you want to convert the index called "Test.Idx" into an index called "Test_New.Idx", just type in the shell :

```
"IndexConv Test.Idx Test_New.Idx".
```

That's all.

NOTE : The converter needs the AMOS.Library to run, but if you need to use it, you certainly already have it... ;-)

- If you have problems when creating thumbnails (which are then replaced by black boxes), it may come from your datatypes. Some people reported problems with bad coded JPEG datatypes. I recommend the use of the JFIF datatype or the akJFIF datatype, which seem to work correctly (both available on Aminet, in util/dtype).

- If you're not totally satisfied with the screen colors, you should know that Collector adjusts its screen palette from the palettes files found in the "Palettes" directory. So you can edit them with your favourite paint program, and Collector will then adapt its colors to your new palette. WARNING ! The palette file (which is an ILBM file) must contain a BODY chunk ! As you can see it, this operation is reserved to expert users and shouldn't be needed anyway (just for those who are never happy ;-)).

1.30 The future of Collector

The future of Collector :

~~~~~

It depends on you ! The current features suit all my needs, so if you desire future improvements, you must tell me what you want.

For doing this, write to me (see Author and tell me what you would like to see in the next version of Collector.

Thanks for your support !

## 1.31 Known bugs

Known bugs :

~~~~~

Collector has been tested with Enforcer, wich guarantees legal memory accesses.

All the functions have been thoroughly tested and seem to work correctly.

However, we're not protected against a hidden bug... :-(

That's why if you find one of these nasty bugs, I would be really grateful if you send me a little mail to tell me how to reproduce it. Thanks...

1.32 Author

Author :

~~~~~

If you want to contact me, here is my address :

CALENDINI Frédéric  
5, rue Davin  
13004 Marseille  
FRANCE

Or E-Mail me to : [calendin@massilia.univ-mrs.fr](mailto:calendin@massilia.univ-mrs.fr)

## 1.33 Greetings

Greetings :

~~~~~

I would like to thank the following persons :

- Guilhen GRAS, Paolone Cataldo and Christophe Le Roch for having

tested Collector, and also all the other people that contributed to its evolution.

- Nico François and Magnus Holmgren for the superb Reqtools.library
- Mark John Paddock for his excellent MPImage.library, without which Collector wouldn't have been so pleasant to code ;-)
- Stéphane Anquetil for his suggestions concerning the first version of Collector.
- And finally YOU for having tried Collector.

1.34 Distribution

Distribution :

~~~~~

Even if this program is free, it's not public domain and is copyrighted.

This program may be copied as long as it is accompanied by this doc file both unaltered and no money is charged (except for a reasonable copying fee such as what Fred Fish charges).

Even if Collector has been tested thoroughly, a nasty hidden bug may be still present. All use of this program is at your own risk and I assume no responsibility or liability for any problems that may occur !

All usage of Collector for commercial business is strictly forbidden without a written agreement from the author.

## 1.35 History

History :

~~~~~

* version 1.00 : First release

* version 1.01 : Some minor bugs fixed :

- The slider bar wasn't correctly updated if you deleted more than 5 pictures.

- If you saved an index under an other name than the original one, the new name wasn't updated...

* version 2.0 : Totally re-written in C, with many improvements.

* version 2.1 :

- Fixed a nasty bug that made Collector crash at runtime on some machines. Sorry for this, and thanks to the people that reported this bug and allowed me to release this fixed version so fast !
 - Uses special features of the MPImage library v5.1 in greyscale format (faster, and less memory needed thanks to the library FORCEGREY option). With this new method and the optimisations done in the new MPImage library version, Collector creates indexes noticeably faster.
 - The index completion is now case insensitive.
 - Now Collector tells you if it could not find an action associated to a file type.
 - The IndexConv program was totally rewritten.
-