

AGA-Morph-d

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COLLABORATORS

	TITLE : AGA-Morph-d		
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Chapter 1

AGA-Morph-d

1.1 AGA-Morph V1.2

AGA-Morph V1.2

AGA-Morph V1.2

AGA-Morph V1.2

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Contense

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AGA-Morph V1.2

AGA-Morph V1.2

1.2 Copying

AGA-Morph V1.2

AGA-Morph V1.2

This program is SHAREWARE

If you use this program regular, please send a donation of US\$ 15 (or 20 DM) to the following address:

Stefan Guthe
Markgrafenweg 30
72213 Altensteig
Germany

If you tell me your email-address you will get the next version (please

include version number) in addition.

Thank you for your support

Copyright

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Disclaimer

The author is in no way liable for any changes made to any part of the program, or consequence thereof as he is in no way liable for damages or loss of data directly or indirectly caused by this software.

Distribution

Neither fees may be charged nor profit may be made by distributing this piece of software. Only a nominal fee for cost of magnetic media may be accepted, the amount of US\$ 5 should not be exceeded for a disk containing AGA-Morph. CD Manufactures are specifically granted the right to include this program on CD collections, as long as they are for the Public Domain. But the user still has to pay the Shareware fee!

AGA-Morph V1.2

AGA-Morph V1.2

1.3 Introduction

AGA-Morph V1.2

AGA-Morph V1.2

AGA-Morph is a so called morphingprogram. It calculates a Picture out of a starting-, an endingpicture and some more or less precise positioned points, representing a morph between them.

AGA-Morph V1.2

AGA-Morph V1.2

1.4 Requirements

AGA-Morph V1.2

AGA-Morph V1.2

What do you need to use AGA-Morph?

- Amiga with kickstart 3.0 or better.
- AGA-chipset or graphicboard with emulation.

This program has been testen on an Amiga 4000 with kickstart 3.0
Please send bugs or suggestions to the Author.
Use at your own risk.

AGA-Morph V1.2

AGA-Morph V1.2

1.5 Features

AGA-Morph V1.2

AGA-Morph V1.2

Version V1.2 of AGA-Morph includes:

- Morphing in 24-Bit
- Loading via Datatypes or 24-bit-Iff
- Saving in 24-bit-Iff
- Pictures up to the size of 65535x65535 (or your memory)
- GUI in english or german
- Runs on any Screenmode (some gfx-problems with lores)
- 040-FPU, 040, 020-FPU, 020, FPU and 68000 version
- Completely written in C

AGA-Morph V1.2

AGA-Morph V1.2

1.6 Installation

AGA-Morph V1.2

AGA-Morph V1.2

There are two installerscripts available.

- Install for english
- Install-d for german

AGA-Morph V1.2

AGA-Morph V1.2

1.7 Starting

AGA-Morph V1.2

AGA-Morph V1.2

At the beginning of the program you will be asked to select a screenmode, therefor a systemrequester will be opened. Please select a mode with at least 640 times 400 pixles, otherwise you can't see the whole screen.

AGA-Morph V1.2

AGA-Morph V1.2

1.8 systemrequester

AGA-Morph V1.2

AGA-Morph V1.2

The use of the systemrequesters is explained in your workbench- or dos-manual.

AGA-Morph V1.2

AGA-Morph V1.2

1.9 The Menu

AGA-Morph V1.2

AGA-Morph V1.2

Project:	Pointcontrol:	Rendercontrol:	View:
Load Picture 1	Change Points 1	% of 2. Pic. 0	Show Picture 1
Load Picture 2	Change Points 2	[]	Show Picture 2
Load Points	Change Spline	% of 2. Poi. 0	Show rende. Pic.
Save Picture	New Point	[]	AGA-Morph Info
Save Points	Delete Point	X Spline On/Off	4xZoom On/Off
Delete All	Reset Splines	Render Picture	Points On/Off
Dest Pic320x256	Select. Point 0	Change Colors	Quit

In addition the menu will react to the following keycommands:

Space	To change the point- and Mousecolors.
Esc	To delete the splinepoints.

AGA-Morph V1.2

AGA-Morph V1.2

1.10 Load Picture 1

AGA-Morph V1.2

AGA-Morph V1.2

This function will load a picture into the Picturebuffer 1. The picture will be loaded in either 24bit (iff-picture) or via the datatypes. Therefor a systemrequester for files will be opened.

AGA-Morph V1.2

AGA-Morph V1.2

1.11 Picturebuffer

AGA-Morph V1.2

AGA-Morph V1.2

There are 3 differen Picturebuffers:

- for the startingpicture of the morph (picture 1)
- for the endingpicture of the morph (picture 2)
- for the rendered picture

All buffers work in 24bit and at a maximum resolution of 65535 times 65535 points. picture 1 and picture 2 can only be loaded, the rendered picture can only be saved.

AGA-Morph V1.2

AGA-Morph V1.2

1.12 Load Picture 2

AGA-Morph V1.2

AGA-Morph V1.2

This function will load a picture into the Picturebuffer 2. The picture will be loaded in either 24bit (iff-picture) or via the datatypes. Therefor a systemrequester for files will be opened.

AGA-Morph V1.2

AGA-Morph V1.2

1.13 Load Points

AGA-Morph V1.2

AGA-Morph V1.2

This function will load the points that are needed for the later rendering. Therefor a systemrequester for files will be opened.

AGA-Morph V1.2

AGA-Morph V1.2

1.14 Save Picture

AGA-Morph V1.2

AGA-Morph V1.2

This function will save the rendered picture out of the corresponding picturebuffer. Therefor a systemrequester for files will be opened.

AGA-Morph V1.2

AGA-Morph V1.2

1.15 Save Points

AGA-Morph V1.2

AGA-Morph V1.2

This function will save the points that are needed for the rendering. Therefor a systemrequester for files will be opened.

AGA-Morph V1.2

AGA-Morph V1.2

1.16 Dest. Pic. [320]x[256]

AGA-Morph V1.2

AGA-Morph V1.2

The size of the picture to be rendered will be shown/changed here. You can change the size by just selecting the gadget and entering the wanted size. The maximum for both values here is 65535.

AGA-Morph V1.2

AGA-Morph V1.2

1.17 Change Points 1

AGA-Morph V1.2

AGA-Morph V1.2

The points of picture 1 will be selected to be changed. The change itself will take place in the editwindow.

AGA-Morph V1.2

AGA-Morph V1.2

1.18 Change Points 2

AGA-Morph V1.2

AGA-Morph V1.2

The points of picture 2 will be selected to be changed. The change itself will take place in the editwindow.

AGA-Morph V1.2

AGA-Morph V1.2

1.19 Change Spline

AGA-Morph V1.2

AGA-Morph V1.2

The points of the spline will be selected to be changed. The change itself will take place in the editwindow. But here not only the points, but also the splines will be shown.

AGA-Morph V1.2

AGA-Morph V1.2

1.20 New Point

AGA-Morph V1.2

AGA-Morph V1.2

This function will insert a new point after the selected point. This new point will now be the selected one.

AGA-Morph V1.2

AGA-Morph V1.2

1.21 Delete Point

AGA-Morph V1.2

AGA-Morph V1.2

This function deletes the selected point. The point after the deleted one will be the new selected point.

AGA-Morph V1.2

AGA-Morph V1.2

1.22 Selected Point [0]

AGA-Morph V1.2

AGA-Morph V1.2

The selected point will be shown/changed with this gadget. 0 means that no point is selected. If you enter a number higher than the number of points, it will be automatically be set to the maximum.

AGA-Morph V1.2

AGA-Morph V1.2

1.23 % of 2nd Picture

AGA-Morph V1.2

AGA-Morph V1.2

You can change the percentag of the second picture with this gadget. 0 percent means only the pixles of the first picture will be used, 100 percent means only the pixles of the second picture. This number will influence the corresponding scrollbar.

AGA-Morph V1.2

AGA-Morph V1.2

1.24 % of 2nd Picture (scrollbar)

AGA-Morph V1.2

AGA-Morph V1.2

You can change the percentag of the second picture with this scrollbar. 0 percent means only the pixles of the first picture will be used, 100 percent means only the pixles of the second picture. Its number will be shown in the corresponding gadget.

AGA-Morph V1.2

AGA-Morph V1.2

1.25 % of 2nd Points

AGA-Morph V1.2

AGA-Morph V1.2

You can change the percentag of the second points with this gadget. 0 percent means the shape of the first picture will not be shifted, 100 percent means the shape of the second picture will not be shifted. This number will influence the corresponding scrollbar.

AGA-Morph V1.2

AGA-Morph V1.2

1.26 % of 2nd Points (scrollbar)

AGA-Morph V1.2

AGA-Morph V1.2

You can change the percentag of the second points with this scrollbar. 0 percent means the shape of the first picture will not be shifted, 100 percent means the shape of the second picture will not be shifted. Its number will be shown in the corresponding gadget.

AGA-Morph V1.2

AGA-Morph V1.2

1.27 Spline On/Off

AGA-Morph V1.2

AGA-Morph V1.2

This function toggles the splinerendering on or off. Spline rendering means the shifting of the shape will be calculated with the help of the splinepoints. Splines off means the shifting of the shape will be calculated with a strait line.

AGA-Morph V1.2

AGA-Morph V1.2

1.28 Render Picture

AGA-Morph V1.2

AGA-Morph V1.2

This function will start the rendering of the picture corresponding to the given parameters and point. A bar will be displayed in the middle of the screen to show the progress of the rendering. After the rendering is complete the picture will automatically be shown in the view window.

AGA-Morph V1.2

AGA-Morph V1.2

1.29 Show Picture 1

AGA-Morph V1.2

AGA-Morph V1.2

This function will show the picture of the picturebuffer 1 in the view window.

AGA-Morph V1.2

AGA-Morph V1.2

1.30 Show Picture 2

AGA-Morph V1.2

AGA-Morph V1.2

This function will show the picture of the picturebuffer 2 in the view window.

AGA-Morph V1.2

AGA-Morph V1.2

1.31 Show rendered Picture

AGA-Morph V1.2

AGA-Morph V1.2

This function will show the rendered picture of the picturebuffer in the view window.

AGA-Morph V1.2

AGA-Morph V1.2

1.32 AGA-Morph V1.2 Info

AGA-Morph V1.2

AGA-Morph V1.2

This function will open the info window where free and used memory will be displayed and the size of the pictures. Also the address of the author and his picture will be shown.

AGA-Morph V1.2

AGA-Morph V1.2

1.33 4xZoom On/Off

AGA-Morph V1.2

AGA-Morph V1.2

This function will toggle the 4 times zoom for the edit and the view window on and off.

AGA-Morph V1.2

AGA-Morph V1.2

1.34 Quit

AGA-Morph V1.2

AGA-Morph V1.2

This function will quit the program. Warning all data will be lost if it has not been saved.

AGA-Morph V1.2

AGA-Morph V1.2

1.35 Delete all

AGA-Morph V1.2

AGA-Morph V1.2

This function will not only delete all picturebuffers, but also all points.

AGA-Morph V1.2

1.36 Reset Splines (Esc)

AGA-Morph V1.2

AGA-Morph V1.2

With this function you can delete all splinepoints (after this they will be exactly between the two other points). This function is only available if you have selected the spline to be changed and they are shown in the edit window.

AGA-Morph V1.2

AGA-Morph V1.2

1.37 Change Colors (Space)

AGA-Morph V1.2

AGA-Morph V1.2

With this function you can change the color of the points and the mouse.

```
- Grey      * (Mouse: 101010 808080 f0f0f0) (Point: 171717 7f7f7f d7d7d7)
- Red       (Mouse: 100000 800000 f00000) (Point: 170000 7f0000 d70000)
- Green     (Mouse: 001000 008000 00f000) (Point: 001700 007f00 00d700)
- Blue      (Mouse: 000010 000080 0000f0) (Point: 000017 00007f 0000d7)
- Yellow    (Mouse: 101000 808000 f0f000) (Point: 171700 7f7f00 d7d700)
- Magenta   (Mouse: 100010 800080 f000f0) (Point: 170017 7f007f d700d7)
- Cyan      (Mouse: 001010 008080 00f0f0) (Point: 001717 007f7f 00d7d7)
```

* means default.

The colors are given in hexadecimal RRGGBB.

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AGA-Morph V1.2

1.38 Points On/Off

AGA-Morph V1.2

AGA-Morph V1.2

If this button is activated, the points will also be shown in the View Window.

AGA-Morph V1.2

1.39 Edit Window

AGA-Morph V1.2

AGA-Morph V1.2

In the edit window the points that are selected to be changed are shown. The selected point will be marked with a cross, the others with a small rectangle. The position of this point will be changed by just clicking on its new position.

AGA-Morph V1.2

AGA-Morph V1.2

1.40 Author

AGA-Morph V1.2

AGA-Morph V1.2

AGA-Morph V1.2 has been written and developed by Stefan Guthe © 1996

Compiled with gcc2.7.2

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