BobClip

Mike Hiltunen

COLLABORATORS

	TITLE : BobClip		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Mike Hiltunen	July 26, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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BobClip

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BobClip v1.34 - Shareware
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  BobClip is copyright © 1997 by Mike Hiltunen
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1.2   Disclaimer

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Disclaimer
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 BobClip is Copyright © 1997 by Mike Hiltunen.

 BobClip is shareware and may be freely distributed as long as the contents
 of the archive is beeing preserved.

 By using this software it is understod that you accept using it at your own
 risk. The author is not to be held responsible for ANY kind of damage caused
 by this software.

 You may NOT sell BobClip in ANY way for profit.
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1.3 Requirements

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Requirements
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 BobClip requires                     BobClip take use of

 o 68000+ processor                   o Extra Chip mem
 o Kickstart 1.3+                     o Fast mem
 o 512 KB Chip                        o Harddrive
 o Mouse


The unregistered version of BobClip contains only ONE limitation, but a
very serious one:
- You can not save a memory bank created with this program.

To find out how to be able to save your work, please read the  register
section.

BobClip only supports standard ILBM (Iff) files at this time using the
following screen formats:

          PAL                                   NTSC

 Width      Height     Colors          Width      Height     Colors
 ==========================            ==========================
 320        256        2-64            320        200        2-64
 320        512        2-64            320        400        2-64
 640        256        2-16            640        200        2-16
 640        512        2-16            640        400        2-16


The 64 color mode is actually 32 color EHB (Extra Half Bright) mode.
EHB mode takes half the brightness of color 0-31 and copies it to color
32-63 making it 64 colors.

I did not manage to fix the HAM-detect routine, so HAM pictures will be
loaded in 32 color EHB instead of 4096 colors for now.
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1.4 Installation

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Installation
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To install BobClip, simply run the installer script!
If there should be any problems running the installer script, or if you
prefer to install BobClip manually, here's what to do:

First of all, please  report  the problem to me (If there was a problem!)
Then, do the following:

1. Make a directory on your harddrive where you wish the BobClip program
   and files to reside in.
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2. Copy the 'Examples' directory to the previously created directory.
   Make sure it contain the files:
   o 'Example.abk',
   o 'Example.amos
   o 'Example.iff'

3. Copy the following files to the previously created directory:
   o 'BobClip.chk'
   o 'BobClip.font'
   o 'BobClip.guide'
   o 'BobClip.guide.info'
   o 'BobClip.prefs'
   o 'Install'
   o 'Install.info'
   o 'Register'
   o 'Register.info'
   o 'v1.34'
   o 'v1.34.info'

That's it! This is exactly what the installer program does.

1.5 Introduction

Introduction

 BobClip is a very system friendly as well as user friendly program.
 It has been created specially for Amos programmers to save valuable time
 when it comes to cutting out those bobs for your games and utilities.

 Using BobClip you can easily cut out bobs (sprites) into a special memory
 bank which then can be saved on to your harddrive and loaded into memory
 from within your own program.
 Simply load your saved bank into memory bank #1 and you're all set to go.
 Now you can display your bobs using commands like Bob n,x,y,i and Paste
 bob x,y,i. The bobs will automatically be taken from bank #1.

 To be able to use BobClip in conjuntion with other programming languages
 such as Assembler, C++, C, Amiga E and Blitz Basic, you will need to know
 how Amos sprite files are build up. (Not provided in this document).

 BobClip has been tested on an Amiga 1200/030 with 2MB Chip, 4 MB Fast and
 an Amiga 600 with 2MB Chip.

1.6 Interface

Interface

 BobClip is controlled by using the mouse on the screen and in the menus.
 There is also keyboard shortcuts for nearly every option in the menus.

To cut out a bob on screen you first need to load a picture. This is done
by holding down the right mouse button, selecting the 'Picture' menu option
and then the 'Load' option (from the menu of course :)
(this could be done by pressing the 'F1' key as well)

Select a file and press 'ok'. The selected file is now loaded and buffered
(for fast and easy access later on)

Now, to cut out a bob press down and hold the left mouse button on a
desired place on screen.
To determine the width and height of the bob you are about to cut out, move
the mouse in any direction while still holding down the left mouse button.
A border will be drawn from where you first pressed down the left mouse
button and the current mouse position.
When releasing the left mouse button, the bob will be cut out within the
area of the borders.

Cutting out bob's like this repeatedly will create a bob bank for you which,
if you are a registered user, can be saved onto disk and loaded into your
own programs very easily.

To view or animate your cut out bobs and to learn about all the other
features in BobClip, please read the sections under the Main , View
and Animation menu.

To flip between BobClip and Workbench, use Left-Amiga-M.

1.7 Main menu

Main Menu

 Everytime you start BobClip you will be taken directly to the Main menu.
 On the main menu the BobClip version is displayed at the left followed by
 the current bob number 'Bob# x'
 The bob number specifies the number of the bob you will cut out next.
 For example, if it says 'Bob# 47' it means you have cut out 46 bob's and
 the next time you cut out a bob it will be bob number 47.

 To the right of the bob number your preferences will be displayed.
 For more information on these preferences, read the 'prefs' section further
 down on this page.

 A - Next bob auto.
 B - Cut bob +border
 M - Marker on.
 V - Verify on.

 If you have coords on, the coordinates of the mouse pointer will be
 displayed to the right of the preferences.

 Shortcuts to all menu options are in brackets ()
 Shortcuts are NOT case sensitive.

Picture

  Previous   – A list containing the last five loaded pictures are shown
                here. Select one to load fast from the buffer.
  Load (F1)   – Load a picture from disk. The picture is buffered for fast
                and easy access later on using the 'Previous' option.
  Save (F2)   – Save a picture to disk (meaningless really).
  Info   – Information about BobClip version, Computer configuration,
                Free memory and Screen format.
  About (Hlp) – Information about current version and how to register .
  Quit (Esc) – Exits BobClip (!)

Bob

  Next (+)   – Increase bob# by one.
  Previous (–)   – Decrease bob# by one.
  Go to – Bob# (g) – Brings up a requester. Enter the number of the bob you
                    wish to go to.
       – First   – Goes to the first bob in the bank.
       – Last   – goes to the last bob in the bank.

Bank

  Load (F6)   – Load a bank from disk. Select the bank you wish to load and
                press 'ok'. The bank will be loaded into chip mem and you
                can add bob's to the end of the bank by cutting out some
                new bob's from the existing screen.
  Save (F7)   – FOR REGISTERED USERS ONLY!
                This will save the current bank you have created by cutting
                out bob's. To use this in your own programs, just load the
                bank and off you go.
  Erase (Del) – Erases all the bob's from the current bank.
  Animate (a) – Takes you to the Animation menu. For more information
                please read the Animation menu section.
  View (j)   – Takes you to the View menu. For more information please read
                the View menu section.

Hide

  Menu (F10) – This simply hides the Main menu. Choose 'Hide menu' (or press
              F10) one more time to show the menu again.

Prefs

  Coords   – On (c)   – Specifies that the coordinates of the mouse
                    pointer should be displayed in the main menu.
         – Off   – Turns off the coordinates.
  Next bob – Auto (n)   – When this option is choosen, every time you cut
                    out a bob from the screen the bob number will be
                    increased by one automatically.
         – Manual   – Specifies that you will increase the bob number
                    by one manually (whenever you desire).
  Cut bob – +border (b)– This option specifies that whenever you cut out a
                    bob it will be cut not only within the borders,
                    but including the area under the borders.
         – –border   – Specifies that the area underneath the borders

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                              should NOT be cut out.
   Marker   - On (m)      - With this option choosen, every time you cut out
                              a bob, a marker around the area you cut out will
                              flash to mark where you made the cut.
            - Off         - Disables the marker option.
   Dirs     - Picture     - Brings up a requester to let you choose a default
                              directory of where you want to load and save your
                              pictures.
            - Bank        - Brings up a requester to let you choose a default
                              directory of where you want to load and save your
                              memory banks (containing the bob's).
   Verify   - On (v)      - If choosen, every time you want to quit the
                              program or delete a bob bank a requester will
                              appear asking you if this is really what you want
                              to do.
            - Off         - Disables the requester.
   Load                   - Loads your preferences.
   Save                   - Saves your preferences.
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1.8 View menu

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View menu
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 In the View menu you can view (!) all the bob's in the bank to see that they
 are ok (looks ok). It's also useful to step back or forward in the bank to
 the bob you want to go to, and be able to see just that bob at the same time
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```
 Shortcuts to all menu options are in brackets ()
 Shortcuts are NOT case sensitive.
```

```
 Bob
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   Next (+)      - Increases bob number by one.
   Previous (-) - Decreases bob number by one.
   Go to        - Brings up a requester. Enter the number of the bob you
                    wish to go to.
   Exit (Esc)   - Exits the View menu and takes you back to either the  Main
                    menu or the  Animation  menu (depending on where you were
                    when you entered the View menu).
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 BG Colour
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   Increase (up arrow)    - Increases the BackGround colour on which the
                              bob's are displayed.
   Decrease (down arrow) - Decreases the BackGround colour.
```

```
 Resolution
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```
   Info - Information about BobClip version, Computer configuration,
           Free memory, Screen format and bob total.
   320  - Specifies you'd like to change screen format to 320 x height x
           colours. The height can be 256 or 512 using PAL and 200 or 400
           using NTSC. The colours can range between 2-64.
```

```
    640  - Specifies you'd like to change screen format to 640 x height x
           colours. The height can be 256 or 512 using PAL and 200 or 400
           using NTSC. The colours can range between 2-16.


    NOTE: The screen format you choose will only affect the View menu.
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1.9 Animation menu

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Animation menu
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 The first time you enter the animation menu a requester will appear asking
 you to type in the First and Last frame to be animated and the frame speed.
 For more information, please read the 'Settings' section below.

 Once you have been in the animation menu, the requster will NOT appear every
 time you enter the animation menu afterwards.

 Shortcuts to all menu options are in brackets ()
 Shortcuts are NOT case sensitive.


 Animation

   Settings (1)   - A requester will appear asking you to type in the First
                    and Last frame to be animated and the frame speed. The
                    frames correspond to the bob numbers in the bank and the
                    frame speed is the delay in 50:th of a second between each
                    frame.
                    For example, typing in 5, 25 and 4 would animate bob
                    numbers 5 trough 25 with a delay of 4/50:th of a second
                    between each bob (4/50 = 0.08 sec).
   Loop (2)       -
   Ping-pong (3)  -
   Stop (4)       -
   Exit (Esc)     - Exits the Anim menu and takes you back to either the Main
                    menu or the  View  menu (depending on
                    where you were when you entered the View menu).

 BG Colour

   Increase (up arrow)    - Increases the BackGround colour on which the
                             bob's are displayed.
   Decrease (down arrow) - Decreases the BackGround colour.

 Resolution

   Info - Information about BobClip version, Computer configuration,
          Free memory, Screen format and bob total.
   320  - Specifies you'd like to change screen format to 320 x height x
          colours. The height can be 256 or 512 using PAL and 200 or 400
          using NTSC. The colours can range between 2-64.
   640  - Specifies you'd like to change screen format to 640 x height x
          colours. The height can be 256 or 512 using PAL and 200 or 400
          using NTSC. The colours can range between 2-16.
```

NOTE: The screen format you choose will only affect the Animation menu.

1.10 Examples

Examples

 The 'Examples' directory contain the following files:

  o Example.abk - An example file on how the bobs in a banks created with
                   BobClip looks like. Try to load it in BobClip!
  o Example.amos - An example file on how to use a bank created with BobClip.
  o Example.iff - The image used to create the 'Example.abk' bank.

 Example.abk

  You can use this file to load into BobClip and see how a bank created
  with this program looks like. To do this, just load the bank and go into
  the view menu.
  To animate the bank, load the bank and then go into the animation menu.
  When the requester comes up asking you to type in first and last frame
  and frame speed, type in 1,13 and 14.

 Example.amos

  Simply load the file in amos and run it! You can examine the code to see
  how easy it is to use the banks once you have created them.

 Example.iff

  This file could be used to experiment on the functions in BobClip.
  Here are some examples:

   Cut bob +/- border

   You can see the difference in using the 'cut bob +border' option compared
   to the 'cut bob -border' option found in the Main menu under 'prefs'.
   Try them both and cut out a bob placing the crosshair on the box
   surrounding the bob.

   Multicut

   When you choose multicut and the requester asking for columns and rows
   appears, enter the values 5 and 2. This will cut out the bobs in the first
   two rows. To get the remaining three bobs, choose multicut again and enter
   the values 3 and 1 (or you could cut them out one by one as well).
   You can now view these bobs from the View menu or
   animate them from the Animation menu .

  I think these are the most important functions to understand in order to
  get the most out of BobClip, so I'll leave the rest up to you to experiment

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 with.
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1.11 Register

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Register
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 Anyone who registers the program will recieve the latest registered version
 of BobClip. Currently registered version enables saving of memory banks.
 In addition, registered users will be able to get updates for FREE!

 To register, send either 50 SEK (Swedish Crowns), $8.00 US or £5.00 in cash
 (If you choose to recieve the registered version by snail-mail, please add
 10 SEK, $2.00 or £1.00 for P&P and a DD floppy disk (880 KB) for the stuff)

 To:

 Mike Hiltunen
 Radhusgatan 89b
 831 45 Ostersund
 SWEDEN

 NOTE: ONLY CASH IS ACCEPTED.
       IF PAYED IN ANY OTHER WAY, YOU WILL NOT RECIEVE THE REGISTERED VERSION

 Registered users will be able to get free updates which can be found on
 either the BobClip download site (http://bobclip.home.ml.org) or Aminet.

 Please print out the registration form and send it along with the rest.
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1.12 Future

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Future
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 Here's a list of some of the things I plan to implement in BobClip in the
 future.
 However, I will only do this if there's enough interest in this product
 out there. If no one's interested, then there's no use. So please, at least
 send me an e-mail if you enjoy this program!

 Future implementations

 o Insert/append bank - Insert or append a bank to another bank.
 o Insert/delete bob  - Insert or delete a bob in a bank.
 o Improved error handling
 o Full HAM support
 o Gif/jpeg support
 o Gfx card support
 o AGA support

 If you miss something in BobClip or have any kind of suggestions to improve
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 the program, please  contact me!
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1.13 Contact

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Contact
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 To contact me personally for any reason (comments, ideas, bug reports....)

 o Snail-mail                  o E-mail
   -----------------             ------
   Mike Hiltunen                 mikael.hiltunen@ostersund.mail.telia.com
   Radhusgatan 89b
   831 45 Ostersund            o WWW
   SWEDEN                        ---
                                 http://bobclip.home.ml.org


 All mail will be appreciated and answered to whenever possible.
```