

**Easypeg**

**COLLABORATORS**

	<i>TITLE :</i> Easypeg		
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WRITTEN BY		July 27, 2024	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

# Easypeg

## 1.1 Easypeg documentation

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Easypeg1.02 Documentation

by Neil Prater

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## 1.2 Release Notes

Notes:

The last (rev 1.01) release of Easypeg was bugged. When selecting image quality the program would skip through without converting to JPEG format.

This has now been fixed.

Additions to this version include compression from GIF format images and checking for valid filetype input. Easypeg will now display a requester if the input file is not of the required type ie. 24bit ILBM or GIF.

Next [Distribution](#).

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## 1.3 Distribution

### DISTRIBUTION:

Easypeg is freely distributable. I do not want any money from people who make use of this software. You may upload it anywhere or give it away to anybody, however you may not sell it for profit, or include it on a disk which is then sold for profit without first asking my (Neil Prater) permission. Please see [Credits](#) for more details.

If you have any problems or bug reports then feel free to contact me at:

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## 1.4 What is JPEG ?

What is JPEG:

JPEG is the work of the "Joint Photographic Expert Group" who are a group of people who sought to find a way of compressing image data in such a way that image quality was not compromised significantly whilst being able to get a large compression ratio from the source to compressed file.

The way JPEG compression works is by the original image being "scanned" and portions of the image data being discarded though not randomly but in such a way that the compressed image retains most of the originals' quality at a fraction of the size of the original.

Because JPEG is a standard file format, it can be used over many platforms such as PC compatibles, Apple Macs and of course Amigas. The only requirements are;

1>You have enough RAM to decompress and view the picture.

2>You have a suitable viewer to decompress and display the JPEG image.

There are a few good programs in the public domain which will do this, such as ViewTek by Thomas Krehbiel.

How does this benefit me ? See [What does Easypeg do ?](#) for more details.

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## 1.5 What Does Easypeg Do ?

What does it do then ?

Well basically, it will take any **24bit ILBM** or GIF picture file and compress it then save it in **JPEG** format.

"But I don't have one of those fancy 24bit graphics boards" I hear you cry. You don't need one, programs such as the excellent Imagine2 given away on a recent well known magazines' coverdisk or VistaPro, Real 3D etc... work internally in 24bit and so you can save the Image in 24bit as opposed to **HAM or HAM8** formats.

On the surface this may not seem to be such a wonderful idea because 24bit files can be HUGE and you can't load them into DeluxePaint.

However a JPEG compressed file has advantages:

1>They are generally much smaller file size wise, than standard Ham and Ham8 files. This means you can fit more of them on a disk and if you have a modem can save time and money uploading your latest masterpiece to your favourite bulletin board.

2>The picture retains most of the 24bit detail. This means that if some time in the future you do get a 24bit board then you will be able to view these files in all their 24bit glory.

If you do want to convert the picture to something Deluxepaint can handle then this is possible and involves either viewing the picture with a utility such as ViewTek and then "grabbing" this screen with a screengrabber or using a program such as Rend24 (also pd) to convert the Image directly.

Next **System Requirements**.

## 1.6 System Requirements

System Requirements:

To use this program you must have an Amiga running Workbench 3 ie. an A1200 or if you are lucky an A4000 (although I think it may work with Workbench 2.1, but I haven't been able to test this myself).

You will find that this program works best with 2 floppy drives or ideally a hard drive.(It can be run from one floppy drive but there will be a lot of disk swapping!)

Plenty of free RAM is a good idea if you are planning on compressing very large files though it works fine with 2 megs of Chip RAM for most jobs.

This program was written on an A4000 with 6 Megs of RAM. However I have tested it by running it with all the fast ram disabled from floppies and it still works fine (although a bit slower) so it should work on a plain A1200 with no harddisk.

There is a version included especially optimised for 68030 and above processors, for more details see **Installing Easypeg**.

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## 1.7 Installing Easypeg

Installing:

I have provided an installation script to accompany this program. It is VERY important if you use this script to make sure that it is run from the directory that Easypeg was unarchived to.

Before running the script make sure you have booted from the disk you intend to use for running this program.

For this program to run easily 2 files will be copied to the C directory of your Workbench disk or partition MAKE SURE you are using a COPY of your Workbench disk.

This script will also search to see if you have an up to date copy of the arp.library in your Libs directory and if not copy it there.

Finally an assign will be copied to your user-startup file.

The script will ask if you want to install an 030 enhanced version answer "Yes" if you have an 030 or 040 installed.

Finally you can copy the actual Easypeg program anywhere you want by dragging its' icon to your directory of choice.

It is possible to install "by hand" but make sure you have made the assign (JPEGTMP: RAM:T).

Next [Using Easypeg](#).

## 1.8 Using Easypeg

Using Easypeg:

It couldn't be easier (hence the name) to use this program.

When you start the program a standard file requester will pop up above a window which shows the status of the program. Just select the file you wish to be compressed, after a few moments another file requester will pop up asking for a destination where the JPEG compressed should be stored. Make sure if you change the name not to put any spaces in it.

The program will ask if you wish to change the image quality from the default.

If you choose a high quality then the file size will be larger but the conversion will take less time to carry out. If you choose a low quality the file will be smaller but the conversion take longer. Medium quality is the default.

You will also be asked whether you wish to convert to greyscale, this converts the picture to grey (surprise, surprise).

Finally you will be asked if you want to delete the original file, Use With Caution don't use this unless you are absolutely sure you don't need the file anymore.

Next [Background](#).

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## 1.9 Background

Background:

I decided to write this program after many long sessions in the shell converting pictures to JPEG using CLI only commands utilised in this program.

There are commercial programs that will do this sort of thing but they cost money and usually come as part of a larger program such as ImageFX or AdPro.

If you are like me and are only just getting started with 3D programs such as the Imagine2 coverdisk then spending loads of money on something you don't really need is a bit of a waste.

This program is written entirely in AmigaDos and so if you are adventurous/nosey then you could load it into an ascii editor and have a look. I have left a couple of comments in the program explaining what is going on and why and also have indicated where you can change things for the image quality settings. You could change the numbers (0-100 are acceptable values) and see what sort of results you get.

There are 2 main reasons I wrote this program in AmigaDos and not C.

1>I can't program in C.

2>I can't program in C.

I know that is only one reason but I thought it such a big one that I should mention it twice (Shades of Red Dwarf there).

Seriously, I am learning C but I did this really as an exercise to try out those swanky new Workbench 3 commands. Any future upgrades will be written in C.

This will also mean that the program will work with older Amigas.

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## 1.10 Credits

Credits:

I must mention the work of the "Independent JPEG Group" who released the source code into the public domain for the compression modules.

I must also mention the author of the IFF to PPM converter, Jef Poskanzer.

This program and accompanying modules is supplied as is. No guarantee of function is given or implied. You use this program at your own risk the author and authors of the accompanying modules are not held responsible for any damage caused by using this program.

Neil Prater. Feb 1994.

[Distribution](#)

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## 1.11 24bit iff

24bit IFF:

24bit iff is just another standard that is able to store image data with up to 16.7 million colours making for excellent photo realistic pictures but having a VERY big file size!

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## 1.12 HAM and HAM8

HAM and HAM8:

Again this is just another way of storing image data but is unique to the Amiga. HAM (Or more accurately HAM6) can show upto 4096 colours but only in low resolution on pre AGA Amigas.

HAM8 can display some 262,000 colours in any resolution and can look nearly as good 24bit images.

Both of these file formats usually end up with larger file sizes than the equivalent JPEG compressed files.

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