

# **djpegGUI**

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COLLABORATORS

	TITLE : djpegGUI		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Geoff Seeley	July 27, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## djpegGUI

### 1.1 djpegGUI Documentation

Documentation for djpegGUI 37.1

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Date: July 25, 1993

Author: Geoff Seeley

- I. **Preface** - About the program.
- II. **Copyrights** - Important information.
- III. **Acknowledgments** - Who made it possible.
- IV. **Installation** - Setting up on your system.
- V. **Menus** - Menu descriptions.
- VI. **Gadgets** - Gadget descriptions
- VII. **Known Bugs** - What doesn't work
- VIII. **Program History** - What was done to fix above :-)

### 1.2 preface

Section I. - Preface

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djpegGUI is an Intuition front end to the Independent JPEG Group's  
JPEG decompression software. ("djpeg")  
djpegGUI will run under Kickstart 2.04 and above only.

### 1.3 copyrights

Section II. - Copyrights

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djpegGUI is freely distributable and may not be sold for profit, however

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djpegGUI remains copyrighted © 1993 (All rights reserved) by Geoff Seeley.

djpegGUI may be included in public domain libraries such as Fred Fish's "Amiga Freely Redistributable Library" as long as no profit is made from this program and no files in the archive are modified in any way.

No warranties are expressed or implied for this program. Use it at your own risk.

Parts of this archive ("djpeg" and "djpeg.man") are based in part on the work of the Independent JPEG Group.

AmigaGuide, Commodore's Installer and Workbench are copyrighted trademarks of Commodore-Amiga, Inc.

## 1.4 acknowledgements

Section III. - Acknowledgements

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The following people and groups made this program possible. Thanks go to:

The Independent JPEG Group for their JPEG software.

Michael Sinz (Operating System Development Group, Commodore-Amiga, Inc.) for his WB2CLI routine and also for Enforcer.

Commodore-Amiga, Inc. for providing the one platform that I actually enjoy using and programming on...

## 1.5 installation

Section IV. - Installation

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Method 1 - Installer Script

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If you have Commodore's Installer© program (not included) in your path, simply double click on the "Install-djpegGUI" icon and follow the instructions.

Method 2 - Manual

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Using the CLI or your favorite directory utility, copy the main program files:

djpegGUI

djpegGUI.info

to a directory of your choice. Copy the documentation files:

djpegGUI.guide

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djpegGUI.guide.info

if you have the AmigaGuide© hypertext system installed, else copy:

djpeg.doc

djpeg.doc.info

to a directory of your choice.

You may also wish to configure the djpegGUI program to allow it to

find the "djpeg" program. djpegGUI will search your current

Workbench path for the "djpeg" program, however you may tell

djpegGUI where the "djpeg" program is located by setting the

tooltype DJPEGPATH in djpegGUI's icon. ie:

DJPEGPATH=Work:Graphics/Tools/Jpeg

NOTE: Only specify the path, not a filename.

A path to the AmigaGuide© help file may also be specified if you

install the documentation in a different directory or rename the

file. example:

HELP=Work:AmigaGuide/Files/djpegGUI.guide

NOTE: If the HELP tooltype is specified, you must include the  
filename!

You can specify the window's opening position with the WINDOW

tooltype. The first number is the left or x coordinate, and the

second is the top or y coordinate. example:

WINDOW=50/100

Would position the window 50 pixels to the left and 100 pixels down  
from the top-left of the Workbench screen.

## 1.6 menus

Section V. - Menus

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Project

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About (Amiga A) - Display a requester with program version, etc.

Quit (Amiga Q) - Quit the program.

## 1.7 gadgets

Section VI. - Gadgets

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Source File - Specifies the JPEG file you wish to decompress. Clicking on

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the "Get" gadget will bring up the ASL file requester to allow you to select a file for this gadget. Dragging an icon into the djpegGUI window with an extension of .JPG, .JPEG, or .JFIF will place the filename of the icon in the string gadget.

Destination - Specifies the filename of the decompressed file. Any icon dragged onto the djpegGUI window without the file extensions mentioned above, will be placed in this string gadget.

Output - This gadget allows you to select which file format you wish Format to use for the output file.

Reduce - "djpeg" can dither the final number of colors in the Colors To output image. Selecting "Skip" will make "djpeg" skip the dithering process. Certain combinations of output format and number of colors are not legal, however djpegGUI will let you select them, "djpeg" will give you the appropriate error message(s) in this case. When "djpeg" reduces colors, Floyd-Steinberg dithering is applied to the image by default, however, this can be turned off. (See below)

Apply cross - Performs a smoothing process during decompression. This block is a slow and memory intensive process.  
smoothing

Force - Uses a gray-scale palette in the output image.  
grayscale  
output

Don't use - Don't use Floyd-Steinberg when reducing the number of colors.  
dithering

Use 1-pass - Use one-pass instead of two-pass color quantization. The one-quantization pass method is faster and needs less memory, but it produces a lower quality image.

Maximum - Specify the maximum memory that "djpeg" should use during Memory decompression. (See "**Known Bugs**")

Convert - Starts the decompression process. Several checks such as overwriting a destination file, are performed before "djpeg" is called. An output window will open during the decompression and any error messages will be displayed here should "djpeg" fail for any reason.

Quit - Quits :-)

Consult the djpeg.man file for more information regarding the various options of "djpeg" listed above.

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## 1.8 bugs

### Section VII. - Known Bugs

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djpegGUI

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As far as I know, there are no bugs in this program. Enforcer was used during developement and testing.

djpeg

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The version of "djpeg" that I used during developement of this program ignores the Maximum Memory option (-m), therefore the Maximum Memory gadget really has no effect. I've left this gadget in the program in case future version of the "djpeg" program support this feature.

"djpeg" likes to have LOTS of memory for large images.

Other

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Those of you running Enforcer will see a "hit" similar to the following when the AmigaGuide© program is spawned to display the help.

BYTE-READ from 00000000 PC: 07F0D160

USP: 07ECAf2C SR: 0004 SW: 0751 (U0)(-)(-) TCB: 07EC93E8

Data: 00000000 07C00010 80000000 00000000 40000000 80000000 07EC5B26 00000000

Addr: 00000001 00000000 07ECC434 07EC784C 07EC6480 07EC93E8 07C00810 -----

Stck: 80000000 00000000 07ECC434 07EC784C 07ECB390 07C00810 00000000 00000000

Stck: 07F01C24 00000000 00000000 07CB2FBE 07E99FC4 07EBF0E0 07EC5A9C 07E00EDC

----> 07F0D160 - "LIBS:amigaguide.library" Hunk 0000 Offset 0000BE50

As far as I can tell, this seems to be a bug in the amigaguide.library.

I have not been able look into this problem due to problems with my CPR installation. The code that spawns the AmigaGuide© has been taken directly from a Commodore example and I don't believe it is the problem.

I will try to fix this in future versions.

## 1.9 history

### Section VIII. - Program History

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Version 37.1 (25/07/93) - first public version

## 1.10 author

Contacting the Author

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If you have any comments, suggestions, gripes, or God forbid... bugs,

Please feel free to contact me at the following places:

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(InterNet)

(put "djpegGUI" in your Subject: line for quick response)