

# **ArtPRO**

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<b>COLLABORATORS</b>
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	<i>TITLE :</i> ArtPRO		
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<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## ArtPRO

### 1.1 ArtPRO v0.90 © 1994/1995 Frank Pagels / Defect Softworks

ArtPRO v0.90

multi-purpose graphics converter  
and image processor

© 1994-1995 by Frank Pagels  
Defect Softworks

~Copyright~~~~~	Copyright notes
~Disclaimer~~~~~	Warranties? No way.
~Distribution~~~~~	How to distribute
~Shareware~~~~~	About the shareware concept
~Registration~~~~~	How to register
~Author~~~~~	How to reach the author
~Overview~~~~~	Introduction and new features
~Requirements~~~~~	What's required to run ArtPRO
~Installation~~~~~	How to install ArtPRO
~Usage~~~~~	How to use ArtPRO
~History~~~~~	The history of ArtPRO
~Acknowledges~~~~~	The people involved

### 1.2 Copyright

Copyright

The entire ArtPRO package was created and is copyrighted © 1994/1995 by Frank Pagels, ←  
except for regtools.library which is copyrighted © by Nico François.

## 1.3 Disclaimer

### Disclaimer

This documentation and the ArtPRO program are provided "as is" without any warranty, either expressed or implied. Use this software on your own risk.

## 1.4 Distribution

### Distribution

The ArtPRO package may be redistributed freely, as long as there are no changes made to any part of this software or documentation. No parts of this package may be omitted or altered by any means except for archiving. You have to reproduce the package completely. Please refer to the list of contents for verification:

```
ArtPRO (dir)
  ALoaders (dir)
    BMP
    PCX
  Icons (dir)
    ARTProLace.info
    ARTProMagicWB.info
    ARTProNoLace.info
  libs (dir)
    reqtools.library
  ArtPRO
  ArtPRO.guide
  ArtPRO.guide.info
  ArtPRO.info
  libs.info
  Orderform.doc
  Orderform.dok
  ArtPRO.info
```

Neither fees may be charged nor profits may be made by distributing this piece of software. Only a nominal fee for costs of magnetic media is acceptable, whereby the amount of US \$3 or DM 4,- must not be exceeded for a disk containing ArtPRO.

## 1.5 Shareware

### Shareware

ArtPRO is shareware, which means that this software may be used and redistributed freely. Nevertheless, you're requested to ~register~ if you wish to use ArtPRO frequently. First of all this helps to ensure further development. Second, registered

---

users will get a private keyfile along with the latest version available, and finally, you'll be able to use ALL the features provided by ArtPRO.

Keep in mind that ArtPRO is still under heavy development. There will be many additional features available in the future. If you register, you'll be preferred in different ways:

- You get one major update for free.
- More free updates are available if you send in a disk and include either german stamps or enough money for postage.
- Suggestions for improvements proposed by registered users will be taken into consideration first.
- Some oncoming features will be reserved for registered users.

The limitations for non-registered users are almost neglectable, though: The requester for a customized sprite control-word calculation doesn't show up, the screenmode lock doesn't work, and a ~registration~ reminder pops up on exit - that's all. The number of features reserved for registered users will grow in the future, of course.

The shareware idea behind ArtPRO is that development stays transparent to you. The earlier you ~register~, the better your demands can be taken into account. Last not least, updates stay free until doomsday.

## 1.6 Registration

### Registration

To register, fill out the registration form included, bring it to paper and send it to the ~author~. The registration fee is DM 20,- or US \$15 or UK £10. Try to get a registration with other currencies if you dare. Include cash, international money order, or cheque. Coins in currencies different from German Marks cannot be accepted. Cheques are only acceptable from within Germany. Make international money orders and cheques payable to Frank Pagels.

Registered users will receive a sending by mail, including your personal keyfile and the latest ArtPRO revision. More updates are available if you send disks and additional money or stamps for postage. Updates should also be available at your local bulletin board systems.



## 1.7 Author

Author

Submit suggestions, bug reports, registrations to:

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Konto Nr.: 1450003946

## 1.8 Overview

Overview

ArtPRO was designed to combine these features:

- Image conversion
- IFF-to-RAW conversion for programmers
- Palette and image processing
- Comfortable graphical user interface
- Programmable interfaces

IFF-to-RAW conversion

The IFF-to-RAW conversion for programmers is the most finished part of ArtPRO so far. ↔

Highly flexible source code generation is supported as well as binary and linkable ↔

output. Images can be saved as bitplanes, chunky and truecolor in many variations. ↔

Copperlists and sprite control-words can be generated automatically. The AGA ↔

hardware features are extensively supported by ArtPRO. ArtPRO even creates labels ↔

for your source code and lets you convert raw data back to images.

Image conversion

---

In this context, image conversion means interchange of different file formats for graphics. This part has been heavily improved, lately - ArtPRO now supports OS3 ↵  
.x  
datatypes as well as external loaders and savers.

#### Palette and image processing

There are two such operators available so far. Color-Bias is a great means for fine-tuning an image's palette. Pack colors helps to eliminate unused and double entries from an image's palette. The palette editor is still not ↵  
finished,  
sorry. The truecolor and rendering features are also being worked on.

#### Comfortable GUI

ArtPRO doesn't consist of an empty screen with dozens of menus, driving you berzerk with unsuitable colors and weird screen resolutions - instead, it ↵  
has  
got an expensive GUI which can be driven by both gadgets and keyboard shortcuts. ↵  
It  
can be configured in many ways to suit your taste.

#### Programmable interfaces

Weeell... not too much to tell you about in this section. ArtPRO still lacks of ↵  
an  
ARexx port. External loaders and savers are included, and their interfaces will ↵  
soon be  
documented for public use.

ArtPRO is far away from being finished. Many essential functions are yet ↵  
complete,  
though. You'll find IFF to RAW conversion (and vice versa) in quite ↵  
innumerable  
ways implemented. ArtPRO is not yet a replacement for commercial image ↵  
processors  
like Art Department or ImageFX and it will never be one. Right now, it's a ↵  
great  
image converter for programmer's purposes, and in addition to that, it will offer ↵  
more  
color and image processing features in the future.

## 1.9 System requirements

#### System requirements

ArtPRO requires an Amiga with operating system 2.04 (V37) or above. If not present (either no Amiga or no V37), it won't work. ArtPRO makes use of some features of ↵  
OS3.x  
(V39), too.

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One MB of memory is enough for most operations on small pictures. The presence of ↵  
a  
hard disk and a lot of memory is no bad idea, but not required.

## 1.10 Installation

### Installation

Just double-click on the install icon. All steps to ensure proper ↵  
installation  
will be performed there. Note: The installation script won't add a new directory automatically.

## 1.11 Usage

### Usage

After starting ArtPRO from either Shell or Workbench, you find its main window open. Most actions can be performed by both clicking the appropriate buttons and pressing their keyboard equivalents.

~Main~Control~Panel~	~Image~Control~~~~~~
~File~Operation~~~~~	~Image~Operation~~~~~
~Brush~Operation~~~~~	~Palette~Operation~~~~~

~Selecting~Modules~~

~Settings~Window~~~~

## 1.12 Main Control Panel

### Main Control Panel

There are four buttons and several text fields located in this area, affecting ↵  
global  
operations and displaying general information.

The status line reflects ArtPRO's current status - errors are displayed ↵  
here  
as well as messages of any kind. At startup, you find a welcome message there.

The three text fields below inform you about the memory currently being ↵  
available,  
seperated into "Memory" (total free), "Chip" and "Fast".

~About~~

~Settings~~

~Iconify~~

Exit~

## 1.13 About

### About

"About" opens a stunning about requester with some information concerning the ArtPRO revision running, the ~author's~address~ and stuff like that.

If you're a registered user, you can activate the "key" button for further information on your registration key.

## 1.14 Iconify

### Iconify

As the name suggests, "Iconify" leads to iconification of ArtPRO and frees as much memory as possible. ArtPRO opens a tiny window on the Workbench then, appends an AppItem to the tool menu, or leaves an AppIcon on your Workbench, depending on the selected iconification mode. Refer to the ~system~settings~ section for details.

You can now use a own external appicon. Add on the ArtPRO icon the tooltype: APPICON.

Complete this with the path und name of the appicon. The name of the icon in the tooltype must not end with a .info. But the icon-file must have a .info!

## 1.15 Exit

### Exit

Clicking this button quits ArtPRO. You'll be requested to confirm if the associated switch in the ~global~settings~ section is enabled.

On exit, ArtPRO saves the current load/savepath, window positions, the screen-lock setting and the current loader/saver to ENV:ArtPRO/.

## 1.16 File Operation

### File Operation

You find four buttons and three text fields in this area. They allow you to import

and export files, they reflect which loaders and savers are selected, and they inform you about the image file you're working on.

```

~Load~                               ~Selecting~a~Loader~
~Save~                               ~Selecting~a~Saver~~

```

## 1.17 Load

### Load

Clicking this button opens a file requester, thus allowing you to select an image file to be loaded. You find the current loader displayed in the text field on the right. Read the `~loaders~` section for details and the available formats.

ArtPRO's mainwindow is now a appwindow! This means that you can move a icon or whatever on the window to load. Its useful with Dopus V. Select a item and put it on the mainwindow to load.

## 1.18 Save

### Save

Clicking this button opens a file requester, thus allowing you to specify a path and name for an image or brush or palette to be saved. You find the selected saver displayed in the text field on the right.

Refer to the `~savers~` section for details and the available formats.

By default, you will be prompted to confirm overwriting files which already exist.

This behaviour can be changed in the `~settings window~` section.

## 1.19 Selecting a loader

### Selecting a loader

This is the tiny question mark button on the right hand of the text field displaying the selected loader. On activation, the loaders window will be opened for you to select a loader. Please refer to the `~module~selection~` section for details and the `~loaders~` section for the available file formats. Use alternativ also the cursor-arrows

and the enter-key to select.

## 1.20 Selecting a Saver

### Selecting a saver

This is the tiny question mark button on the right hand of the text field displaying the selected saver. On activation, the savers window will be opened for you to select a saver. Please refer to the ~module~selection~ section for details and the ~savers~ section for the available file formats.

## 1.21 Image Control

### Image Control

There are three buttons and three text fields located in this area. They affect the screen's resolution, display mode, and depth, and they reflect the size and depth of the image.

The screen mode is displayed in the topmost text field. You find the image size and depth below. The cycle gadget reflecting the image's depth is ghosted in this release of ArtPRO, for changing it is not yet implemented.

~~~~~Screenmode~~~~~

~~Render/ReDisplay~~Lock~

## 1.22 Selecting a Screen Mode

### Screen Mode Selection

This button is located right to the text field displaying the screen mode. It brings up a list of all screen modes available to your system. The set of screen modes offered here depends on your machine's chipset revision and on the monitors located in your Devs/Monitors system drawer.

With this feature you can easily change a picture's screen mode. It depends on the picture's depth and your machine's chip set whether a screen mode modification will

succeed or fail. E.g. it's not possible to change a 32 color LoRes picture to HighRes on an OCS/ECS machine. ↵

## 1.23 Render / Redisplay

### Render / Redisplay

In this release of ArtPRO, this button will just display a previously loaded picture. ↵

## 1.24 Brush Operation

### Brush Operation

This area displays the selected brush operator, a brush's dimensions and its size in bytes. There is only one brush operator available in this release of ArtPRO - "normal cut" - and therefore the brush operation selector appears ghosted. ↵

Select "Execute" to cut a brush. You will then enter your image with a tiny control screen at the bottom. ↵

~~Control~Screen~~~

~Selecting~a~Frame~

~~~~~Grid~~~~~

~~~~~AutoCut~~~~~

## 1.25 Control Screen

### Control Screen

There are three buttons and four text fields located on this control screen. They're named as follows: ↵

- X - displays the horizontal position of the cursor, relative to the left screen border
  - Y - displays the vertical position of the cursor, relative to the upper screen border
  - BW - the current brush width
  - BH - the current brush height
-

Wrd            - counts the brush width as words

empty box - indicates whether the brush width is a multiple of 16.  
Check it out to see the effect.

~AutoCut~ - to automatically enclosure the brush  
at its outmost edges  
Accept       - to accept a brush selection

Cancel       - to leave this section without a new brush

## 1.26 Selecting a Frame

### Selecting a Frame

Move your mouse to an appropriate location inside your picture, press the left mouse button and size the rubber frame to the dimensions of your choice. There's no need to keep the left mouse button pressed. Press the left mouse button once again to use the frame.

To redo that operation, press the right mouse button and reselect another brush.

If you're satisfied with your brush selection, leave this section by either clicking the "Accept" button or by pressing its keyboard equivalent "a" - or just press "ESCAPE" for the same purpose. To abort, click on "Cancel" or press "c".

Press space for behind the control-screen. Useful for Cybergfx cards!

If you're too lazy to cut your brush at its exact borders, try clicking ~AutoCut~ after you've selected a rough frame.

After you've selected a frame, you can easily modify it with the cursor keys.

Cursor            will move the frame on your screen

SHIFT-Cursor    to resize the frame at the lower-right

ALT-Cursor       to resize the frame at the upper-left

You can also move the frame with the mouse if you click in the frame and move around.

## 1.27 Grid

### Grid



You may toggle the grid by pressing the "g" key. The grid's width amounts to 16 pixels which corresponds to the number of 16 bit words your brush is wide. You might wish to switch off the grid on heavy DMA torture screens, such as SuperHiresInterlace HAM8 :-).

By default, a grid is drawn. This can be changed in the ~settings~window~.

## 1.28 AutoCut

### AutoCut

This feature is very handy when there's no need to cut a brush at its exact borders. The rubber frame will automatically enclosure your brush at its outmost edges. The keyboard equivalent is "u".

## 1.29 Selecting a Module

### Selecting a Module

Whenever you wish to select another ~~loader~ or ~saver~, you'll be confronted with a list window displaying the internal and external modules being available to ArtPRO.

To select a module, activate an entry in the list view, then hit "Okay" or "Accept and Operate". The second one will execute the selected operator immediately. Hitting the close gadget will abort the module selection, as well as selecting "Cancel". Doubleclicking an operator is equivalent to "Accept and Operate" and leads to immediate execution.

You can also move the cursor arrows (up,down) to select a entry. Hit Enter to use the selectet entry.

"Add" opens a file requester for adding an external module, "Add dir" adds the modules inside a directory, "Kill" removes an external module from the list, "Kill all" removes all external modules. Internal modules cannot be killed.

Activate the "Info" gadget to get brief information on a selected loader/ saver.

## 1.30 Loaders

### Loaders

In this version, ArtPRO supports the following internal loaders:

```
~IFF~ILBM~~~~~
~SCREEN~~~~~
~RAW~INTERLEAVED~
~PALETTE~IFF~~~~~
~DATATYPE~~~~~
~RAW~~~~~
~PALETTE~RAW~~~~~
```

There are three external loaders supported so far: PCX, BMP and TIFF. They can be found in the ALoaders directory. ArtPRO includes the contents of that directory automatically.

You may ask what sense it could make to use ArtPRO's loaders on formats that are also accessible via Datatypes. Datatypes provide a great concept, but loading is slower and requires more memory. In addition to that, you can't load truecolor images via Datatypes, and truecolor processing will become a feature of ArtPRO.

## 1.31 IFF ILBM

### IFF ILBM

Simply loads an IFF-ILBM picture.

## 1.32 SCREEN

### SCREEN

With this handy function you can grab any screen currently open on your system. Simply select a screen of your choice after the screen selector has popped up.

## 1.33 RAW

### RAW

This loader allows you to load a standard (i.e. non interleaved) raw file. After selecting "Load" a requester will pop up and prompt you to specify the raw-formatted

picture's width, height, depth, and display mode. The cycle gadget entitled "Display" allows you to choose between normal, halfbright and HAM display mode. Select "Do it" to load the raw image file. You will then be prompted to select a screen mode, and finally, the raw picture will be loaded.

## 1.34 RAW INTERLEAVED

### RAW INTERLEAVED

This loader allows you to load an interleaved raw picture file. After selecting "Load" a requester will pop up and prompt you to specify the raw-formatted picture's width, height, depth, and display mode. The cycle gadget entitled "Display" allows you to choose between normal, halfbright and HAM display mode. Select "Do it" to load the raw image file. You will then be prompted to select a screen mode, and finally, the raw picture will be loaded.

## 1.35 Savers

### Savers

In this version, ArtPRO supports these internal savers:

|                     |                     |
|---------------------|---------------------|
| ~IFF~ILBM~~~~~      | ~PALETTE~~~~~       |
| ~RAW~~~~~           | ~MASK~~~~~          |
| ~RAW~INTERLEAVED~~  | ~MASK~INTERLEAVED~~ |
| ~SPRITE~~~~~        | ~CHUNKY~LEFT~~~~~   |
| ~CHUNKY~RIGHT~~~~~  | ~RGB~CHUNKY~12~~~~~ |
| ~RGB~CHUNKY~24~~~~~ |                     |

There are three external savers available, too: PCX, BMP and TIFF. They can be found in the ASavers directory.

## 1.36 IFF ILBM

### IFF ILBM

This saver allows you to save your current picture or brush as IFF-ILBM.

## 1.37 RAW

### RAW

This will save an image or brush in non-interleaved RAW format. Please refer to the `~settings~window~` section for the available options.

## 1.38 RAW INTERLEAVED

### RAW INTERLEAVED

This will save your current picture or brush in interleaved RAW format. ↩  
Please refer to the `~settings~window~` section for the available options.

## 1.39 SPRITE

### SPRITE

This will save your current brush as one or multiple sprite(s). Please refer to ↩  
the `~settings~window~` section for the available options for the sprite conversion.

## 1.40 PALETTE

### PALETTE

This will save your current picture's palette. Please refer to the `~settings~window~` section for the available options for the palette conversion.

## 1.41 MASK

### MASK

This will save your image or brush as a mask for non-interleaved blitting. ↩  
All colors different from the background color will be taken into account. If `~Ask~Mask~Color~` is enabled in the global settings section, you will be prompted ↩  
to enter a specific mask color instead.

---

A normal MASK save results in a single-bitplaned mask to be used for each single bitplane-oriented blitter operation.

## 1.42 MASK INTERLEAVED

### MASK INTERLEAVED

This will save your current picture or brush as a mask for interleaved blitting. ↵  
 All colors different from the background color will be taken into account. If ~Ask~Mask~Color~ is enabled in the global settings section, you will be prompted ↵  
 to enter a specific mask color instead.

A MASK INTERLEAVED save results in an interleaved, multi-bitplaned mask, ↵  
 whereby the masking bits appear identical for each bitplane.

## 1.43 Settings Window

### Settings Window

Here you can adjust all your preferred settings and options for the use with ArtPRO.

```

~Global~Settings~    ~System~    ~Source~Format~
~Image~Format~    ~Color~Format~    ~Sprite~Format~

~Save~as~    ~Save~    ~Load~    ~Use~    ~Cancel~

```

## 1.44 Show Pic

### Show Pic

With this switch enabled, any picture will be displayed right after loading.

## 1.45 Draw Grid

### Draw Grid

This switch represents your preferred setting whether a grid shall be drawn when you're ~selecting~a~frame~ for cutting a brush.

## 1.46 Overwrite

### Overwrite

With this option enabled, you'll be prompted to confirm overwriting files which already exist.

## 1.47 Auto save Colors

### Auto save Colors

If you want to automatically save a picture's palette along with the image, this switch is the right one for you. When active, saving an image will save its palette as well, whereby your preferred color settings will be used. The name will be the same as of the image, with an appropriate extension added, such as .asm for source code or .col for binary etc. This switch appeared useful to me, because I sometimes forget to save the colors :-).

## 1.48 Ask Mask-Color

### Ask Mask-Color

When saving a ~MASK~ or ~MASK~INTERLEAVED~, normally all colors are taken into account, except for the background color which will appear transparent. When this switch is enabled, you will be asked for a specific, single mask color instead.

## 1.49 Iconify Mode

### Iconify Mode

ArtPRO offers three different ways of iconification - AppItem, AppIcon, and Window. You can adjust your preferred mode here. An AppItem named "ArtPRO" will be appended to the Workbench's tool menu, an appicon will be put somewhere on your Workbench, or a tiny window will be opened. To re-enter ArtPRO, select the menu item, double-click the appicon or click the zip gadget in the tiny window's title bar.

## 1.50 Screen Palette

### Adjust Palette

This button is available for custom screens only. A palette requester will pop up ↵  
 Adjust your favourite screen colors there.

## 1.51 Source Format

### Source Format

In this area you can configure all the settings associated with the source code generation.

```
~Language~~~~~
~Labels~~~~~
~Indent~~~~~
~Width~~~~~
~Indents~~~~~
~Line~Entries~~~~~
```

## 1.52 Language

### Language

Here you can adjust the programming language for the source code generation. Choose between Assembler, C, Pascal, E, and Basic.

## 1.53 Indent

### Indent

This cycle gadget allows you to specify the character to be used for indenting. ↵  
 This  
 can be either Tabs or Spaces.

## 1.54 Number of Indents

### Number of Indents

In this text gadget you can specify the number of indents for your source code generation. This applies either to the number of tabs or spaces (see section ~ ↵  
 Indent~).

## 1.55 Line Entries

### Number of Line Entries

This text gadget allows you to specify the number of data entries for each line of the source code. Enter 0 here if you want to omit line feeds in order to fill up a line completely. Be careful with this, not all editors can handle lines with extreme lengths.

## 1.56 Image Format

### Image Format

In this area you can configure all the settings associated with the image output.

~Output~~~~~

~BlitWord~~~~

~Image~Struct.

## 1.57 Image Output

### Output

With this cycle gadget you can configure the image data output. Choose between "Source", "Binary" or "Link".

**Source**      This one will output your brush or image as source code, using the settings defined in the ~source~format~ section.

**Binary**      This one will generate raw data for your image or brush.

**Link**      With this setting enabled, your image will be saved as a link-object. Before saving, a requester will pop up and prompt you to ~specify~the~link~object~.

## 1.58 BlitWord

### BlitWord



You can adjust this cycle gadget to "None", "Left", or "Right". To treat a brush in a normal manner, select "None". For shifted blitting, you may wish to add extra words at either the left or right side, whereby the brush will be enlarged by one word (16 pixels) in width.

## 1.59 Image Struct.

### Save Imagestructure

If you have choose as output Source and this button selectet you can also save a complete imagestructure. A imagestructure looks like this:

```
STRUCTURE Image,0

WORD ig_LeftEdge           ; starting offset relative to something
WORD ig_TopEdge            ; starting offset relative to something
WORD ig_Width              ; pixel size (though data is word-aligned)
WORD ig_Height             ; pixel size
WORD ig_Depth              ; pixel size
APTR ig_ImageData          ; pointer to the actual image bits
BYTE ig_PlanePick
BYTE ig_PlaneOnOff
APTR ig_NextImage

LABEL ig_SIZEOF
```

Its needed for example the DrawImage routine of the intuition.library.

## 1.60 Save Prefs

### Save

Click this gadget or press its keyboard equivalent "s" to save the current settings under an existing name. A file requester won't show up.

## 1.61 Load Prefs

### Load

Click this button to load a previously saved ArtPRO settings file. A file requester will pop up and prompt you to specify a path and file name for your settings file.

## 1.62 Use Prefs

Use

Activate this button to accept and use ArtPRO's current settings. The settings window will be closed and you'll get back to the main screen. ↔

## 1.63 Cancel Prefs

Cancel

Activate this button to forget the actual settings and to go back to the main screen. ↔

## 1.64 Global Settings

Global settings

All switches affecting ArtPRO's general behaviour are grouped together in the settings window's upper left. ↔

```
~Show~Pic~~~~~~
~Draw~Grid~~~~~~
~Overwrite~~~~~~

~Auto~save~Colors~
~Ask~Mask~Color~~~
~Confirm~Exit~~~~~
```

## 1.65 Image Operation

Image Operation

There is only one image operator implemented to ArtPRO so far:

```
~Pack~Colors~~~~~
```

## 1.66 Color Format

Color Format

In this area you can configure all the settings associated with the ~PALETTE~ saver output. These settings also apply to the ~PALETTE~RAW~ loader. ↔

~Output~~~~~

~Format~~~~~

~Depth~~~~~

## 1.67 Color Output

### Output

With this cycle gadget you can configure the color output. Choose between "Source", "Binary", "Link" or "IFF".

**Source**            This one will output your palette as source code, using the settings defined in the ~source~format~ section.

**Binary**           This one will generate raw data for the palette.

**Link**             With this setting enabled, your palette will be saved as a link-object. Before saving, a requester will pop up and prompt you to ~specify~the~link~object~.

**IFF**              This will save the image's palette as IFF.

## 1.68 Color Format

### Format

Here you can specify the color format defining the source or binary ~output~. ←  
Choose  
between Copper, LoadRGB, or Pure.

**Copper**           will generate a copperlist. Depending on the ~Depth~ setting, this applies to standard or AGA copperlists. Copperlist means in detail that there are copper MOVE commands included for the appropriate color registers.

**LoadRGB**        will generate color data for the use with the graphics.library LoadRGB function. Depending on the ~Depth~ setting, this applies to LoadRGB4 or LoadRGB32 (V39).

**Pure**             will generate a raw color table.

## 1.69 Color Depth

### Depth

Adjust this to either 4 or 8 Bit. This will affect all color ~output~ and ~format~ settings, except for IFF.

If you plan to use AGA color resolutions in your software projects, adjust this switch to 8 Bit.

## 1.70 Sprite Format

### Sprite Format

In this area you can configure all the settings associated with the ~SPRITE~ saver output.

```
~~~~~Output~~~~~
~Cols~      ~Width~
~~~Ctrl.~Words~~~~
```

## 1.71 Sprite Output

### Output

With this cycle gadget you can configure the sprite output. Choose between "Source", "Binary" or "Link".

**Source**      This one will output your sprite(s) as source code, using the settings defined in the ~source~format~ section.

**Binary**      This one will generate raw data for your sprite(s).

**Link**      With this setting enabled, your sprite(s) will be saved as a link-object. Before saving, a requester will pop up and prompt you to ~specify~the~link-object~.

## 1.72 Sprite Colors

### Number of Colors

Here you can adjust the number of colors for the sprite conversion. Select either 4 or 16 colors.

The Amiga customchip hardware supports sprites in either 4 or 16 colors. For the use of 16 colors, a sprite pair of two 4colored sprites has to be "attached".

Attaching means, the positions of sprites belonging to a pair have to be identical (the sprites would appear in the normal 4 color display otherwise), and the attach-bit of at least the second (odd) sprite has to be set.

Using ArtPRO, there's no need to bother. Just select 16 colors, and ArtPRO does the rest for you - Your brush selection is interpreted as one or a multiple of 16 colored sprites. If you select ArtPRO's ~control~word~calculation~, even that position and attach-bit stuff will be performed automatically.

## 1.73 Acknowledgements

### Acknowledgements

- Thanks to Captain Bifat / The Electronic Knights for suggestions, testing, designing the graphical user interface, drawing the logo, writing the documentation and the logo-rendering routine.
- Thanks to Buggs / Defect for suggestions, additional help, and testing.
- Thanks to M.U.D.U. / Defect for the nice Mona Lisa icon, and doc writing
- Greetings fly to:
  - Gerd Frank (the 1st registered user)
  - Exterminators (Bananen-Pfirsich-Necktar rulez :-))
    - specific: The Mad Guy, Crashlander, Zytech and the rest...
    - C U at the next Paddy!
  - TIK/Retire (nich so viel kupfern :-), thanx for help with HAM8 and the Spritecontrolwords)
  - Rene & Mohr ( Helge rulez )
  - Latte /Texxid ( Mief rulez )
  - Voice /TEK alias YPNO ( goile paddy! )
  - Mac and Banana /TEK ( Echoing rulez )

- and of course all members of Defect

## 1.74 Sprite Width

### Width

Select a sprite width for your purpose here. Choose between 16, 32, or 64 pixels. ↩  
 Keep  
 in mind that sprites wider than 16 pixels are not supported prior to AGA.

## 1.75 Sprite Control Words

### Control Words

Sprite datalists for hardware-programming purposes require control words at ↩  
 their  
 beginning. These control words contain all the information needed for the ↩  
 sprite  
 display, such as horizontal and vertical start positions, vertical stop position ↩  
 , and  
 the attach-bit mentioned in the ~colors~ section.

ArtPRO supports sprite control words in four ways: None, Empty, Auto, or Prompt. ↩  
 Use  
 the cycle gadget to adjust one of these.

None      ArtPRO doesn't care about control words. They will be  
 omitted.

Empty      ArtPRO includes control words at the beginning of the  
 sprite datalists, but they're empty, i.e. set to zero.

Auto      ArtPRO includes sprite control words containing ALL the  
 information needed for proper display. The control word  
 calculation will be performed as follows:

VerticalStart      = raster line \$2c + brush's top edge inside your  
 picture

VerticalStop      = raster line \$2c + brush's top edge + brush's  
 height

HorizontalStart      = DMA start \$80 + brush's left edge inside your  
 picture

Prompt      ArtPRO will bring up a requester for a customized control  
 word calculation when saving one or multiple sprites.  
 Here you can adjust the VerticalStart and HorizontalStart

values as well as the image-relative brush coordinates.

The latter two settings can be extremely useful for you, if you're one of those hardware programmers who use static sprites for complex screen layouts. ←  
Experienced programmers will have noticed that the values used with the "Auto" setting ←  
apply to standard non-overscan screens. Use the Prompt setting if these don't fulfill your needs.

## 1.76 History

### History

V0.94 01.02.1996

- Palette Editor added.
- TIFF loader available (saver is still missing :-)
- ArtPro uses now an appwindow.
- External appicon can be changed by tooltypes.
- Can save a image structure (only for sources)
- The loader/saverwindow can now handled by keyboard completely.
- Should work better on GFX cards. ;-)
- The cut-frame can now moved by mouse.
- Shortcuts for 'Add dir'/'Kill all' fixed.  
Also shortcut for 'Execute Operator' and  
'Change ID-Mode.'
- View Pic can now exit by ESC.
- To exit while ArtPRO is iconified as window  
should work.
- Now there is an error message while loading IFF24.
- To exit without saving the config can reached  
by pressing Shift+'x' or Shift+Exit button.
- Removed a bug in autocut

V0.90 18.06.1995

---

- Saving RAW HAM8 produced wrong output. Fixed.
- Ask Mask-Color didn't work 100% all the time. Problem solved hopefully.
- The sprite control word calculation for 32 and 64 pixel wide sprites generated non-AGA control words - bug removed.
- The "Kill" gadget shortcut had no effect - finally, it works
- An "Info" gadget has been added to the module windows for quick reference on the loaders and savers.
- Automatic and semi-automatic label generation implemented (assembler only so far).
- Serious bug fixed: If you saved a brush having an odd width with one of the CHUNKY savers, the machine crashed. (Yuck)
- Another heavy bug: Saving a link object with no object name crashed.
- Finally, an installation script has been included to the distribution package.
- External savers included: PCX and BMP.
- Pack Colors image operator included.
- The cut-frame is now kept when re-entering the control screen.
- Minor bug removed that caused problems with the control screen and screenmode promoting programs.

V0.88u 05.04.1995

- Special release for the Amiga Inside CD by UMD!  
Read the ArtPRO.readme file!

V0.87 03.04.1995

- Cosmetic: "ART-Pro" changed to "ArtPRO".
  - GUI completely reworked. ArtPRO now opens a font-sensitive window on the Workbench or on a public screen, or opens an own public screen. A font can be selected.
  - Color-Bias screen overwork.
-



- The windows' positions and a locked screenmode are saved on exit now.
- External loaders included: PCX and BMP.
- The Settings section has got a "Save" and a "Save as" button now.
- "Confirm exit" included.
- Bug removed when selecting a frame NOT from upper-left to lower-right. The brush size should be correct now.
- The logo is scaled according to the window's dimensions and is rendered to a screen's palette (V37) or its sharable/obtainable pens (V39).
- The "Center Pic" option caused some problems. Believe it or not, this mighty important feature has been REMOVED.
- Few minor bugs removed.

#### V0.79 4.1.1995 (major bugfix)

- Parts of the guide have been rewritten for V0.78. Some passages were linked incorrectly, some were completely wrong, some were malformatted. Fixed.
- Saving images which have been loaded as RAW HAM6 crashed. Fixed.
- Displaying or saving images which have been loaded as RAW EHB could crash under certain circumstances. In addition to that, saving images which have been loaded as RAW-EHB led to 64color non-EHB images. Fixed.
- Iconify plus un-iconify "un-registered" ArtPRO. Solved.
- The Load-RAW screenmode requester will now keep the last selected screenmode.
- The RGB-CHUNKY-12Bit and RGB-CHUNKY-24Bit savers crashed on 68000 and 68010 based machines. This has been fixed. Now the code differentiates correctly between 68000 and 680x0 based machines for the use of optimized routines.
- Minor bugs and several Enforcer-hits removed.

#### V0.78 30.12.1994 (The Party 4 release)

- After cutting a brush and iconifying, ArtPRO saved the complete picture instead of the brush. Solved.
-

- GUI layout in the preference section changed, for the source code settings are now global and apply to all output formats.
- RAW-CHUNKY (LEFT/RIGHT) savers implemented.
- RGB-CHUNKY-12BIT and 24BIT savers implemented.
- COLOR-RAW and COLOR-IFF loaders implemented.
- First public release with a keyfile for registered users.
- Color-Bias included.
- Ask Mask-Color crashed sometimes. Fixed.
- User prompt for customized control-word calculation included to the sprite output settings. (Registered users only.)
- various minor bugs fixed.

V0.77 ... V0.70 (several internal releases)

- Screenmode lock implemented. (Registered users only)
- ArtPRO crashed when saving an 8bit copperlist as binary. This has been fixed.
- Source-generator completed. ArtPRO now supports Assembler, C, Basic, E, and Pascal.

V0.641 12.11.1994 (quick update)

- ArtPRO crashed on 68000 based machines - now fixed
- ArtPRO did strange nonsense when having no directory name in the file requester! Oops...

V0.64 05.11.1994 (Coma Party Köln)

- removed a major bug - ArtPRO crashed on exit if a screenmode wasn't available/supported - now fixed
  - bug in AutoCut fixed - left box edge not set correctly sometimes
  - added a text field at the control screen and inside the main window, displaying a brush's width in words
  - ArtPRO now saves the selected loader/saver modules to its default prefs path on exit
-

- now a busy-pointer appears when needed
- some minor bugfixes

V0.62 21.10.1994

- added link-object
- ArtPRO now saves its load/save paths to its default prefs paths on exit
- some bugfixes

V0.60 08.10.1994

First public release for the tool competition at the Doomsday Party.

## 1.77 Specify Link-Object

### Specify Link-Object

After selecting ~Save~ and specifying a filename, a requester will pop up and prompt you to configure the link-object. The string gadget entitled "External definition" allows you to define a label for external reference. Using the cycle button labelled "Memory Type", you can adjust the memory type for the object to be linked to. Choose between any, chip, or fast. Select "Save" to save the link-object or choose "Cancel" for abortion.

## 1.78 Lock

### Lock

Using this checkmark button, you can lock the screen mode that is currently being selected. Whenever you load another image, ArtPRO will try to keep the screen mode that you've adjusted before.

This feature is reserved for registered users only.

## 1.79 PALETTE RAW

---

## PALETTE RAW

This loader allows you to load a raw palette over a previously loaded image. The raw color data will be interpreted according to your preferred ~color~settings~. Please note: a RAW palette format cannot be identified automatically, so don't blame ArtPRO if you find your image colors scrambled after you've loaded a palette in a false format.

## 1.80 PALETTE IFF

### PALETTE IFF

With this loader you can load an IFF palette to be used for the image currently being loaded.

## 1.81 CHUNKY LEFT

### CHUNKY LEFT

This saver will generate chunky output, with the bits corresponding to their bitplanes adjusted to the left. Have a look at this scheme:

chunky byte:    %12345678

Each digit represents its corresponding bitplane. CHUNKY LEFT is a rather unconventional format, mainly used for extremely fast chunky-to-bitplane conversion with the ADDX opcode. With this format there's no need to shift the chunkies when having less than 8 bitplanes.

See also the ~CHUNKY~RIGHT~ section.

## 1.82 RAW CHUNKY RIGHT

### CHUNKY RIGHT

This saver will generate chunky output, with the bits corresponding to their bitplanes adjusted to the right. Have a look at this scheme:

chunky byte:    %87654321

Each digit represents its corresponding bitplane. CHUNKY RIGHT is the more common chunky format. Refer to ~CHUNKY~LEFT~ for more details.

## 1.83 RGB CHUNKY 12

### RGB CHUNKY 12

We've got you demo coders here, haven't we? This saver will generate truecolor 12bit output, with each pixel represented by a word in the format \$0RGB. Pictures and brushes in HAM6 and HAM8 are treated correctly, of course.

## 1.84 RGB CHUNKY 24

### RGB CHUNKY 24

This saver will generate truecolor 24Bit output, with each pixel represented by a longword in the format \$00RRGGBB. Pictures and brushes in HAM6 and HAM8 are treated correctly, of course.

## 1.85 Palette Operation

### Palette Operation

Right now, there's only two palette operator implemented to ArtPRO:

~Color-Bias~

~~Palette~~~

## 1.86 Color Bias

### Color Bias

Color-Bias is a great tool for global palette adjustments. Select the color-bias palette operator to enter your current picture with a tiny control screen at its bottom.

This control screen contains six sliders, entitled Color, Bright, Contrast, and R/G/B. In addition to these, you find three buttons at the right hand, entitled Use, Keep, Cancel.

Moving a slider to the left will reduce the appropriate value, moving it to the right will increase it. Check it out to see the effect, that's much easier than trying to explain this in a trivial way. The color bias palette modification will be performed

real-time. This is a great means for fine-tuning your palette.

Press the Use button to leave this section with the new palette. If you select Cancel, you abort the Color-Bias operator and undo all changes. Select Keep to re-adjust the slider knobs to zero with the current settings. Press the Color, Bright, R/G/B etc. buttons to re-adjust the associated value to zero.

To behind the control-screen press the right mousebutton. Useful for CyberGfx!

## 1.87 Source Code Data Width

Width

Use this cycle gadget to adjust your preferred data width for the source code generation. Choose between bytes, words, and longwords.

## 1.88 Save Prefs as

Save as

Click this gadget to save the current settings under a new name. A file requester will pop up and prompt you to specify a path and file name for your settings file. Remember, the default path for ArtPRO's settings is ENV:ArtPRO respectively ENVARC:ArtPRO. The default name is ArtPRO.prefs.

## 1.89 Confirm Exit

Confirm Exit

Activate this checkmark if you want a "really exit?" requester to pop up on exit.

## 1.90 DATATYPE

DATATYPE

This loader is ArtPRO's interface to the operating system's Datatypes. They've been introduced to OS3.0 (V39) and therefore this loader isn't available under OS2.x.

Datatypes provide a general technique for the access to different data formats, especially to formats that are unknown to a specific application. Many datatypes (stored in SYS:Classes/Datatypes and DEVS:Datatypes) are available.

Use this loader whenever you want to load an image format that is not supported by ArtPRO. Maybe you're lucky and you've got a datatype for that image format.

## 1.91 System Settings

### System settings

These settings apply to ArtPRO's system interface. They are grouped in the settings window's upper middle. ↩

~Iconify~~~~~

~Font~~~~~

~Screen~/~Set~~~

~Adjust~Palette~

~Pool~~~~~

## 1.92 Font

### Font

Select your favourite Font here!

## 1.93 Screen Mode

### Screen / Set

Use the cycle gadget to select either of these screen modes:

|              |                                                                                                                                |
|--------------|--------------------------------------------------------------------------------------------------------------------------------|
| Workbench    | For ArtPRO to open its windows on the Workbench. The "Set" gadget is disabled in Workbench mode.                               |
| PublicScreen | For ArtPRO to open its windows on a public screen that is currently open on the system. Select a screen with the "Set" gadget. |
| CustomScreen | For ArtPRO to open an own public screen for its windows. Select a screen mode with the "Set" gadget.                           |

## 1.94 Pool

### Pool

The Memory Pool option is not yet available and for that reason this gadget appears ghosted. ↩

1.95 Labels

Labels

Adjust this switch to either "Auto" or "Prompt" for automatic or semi-automatic label generation. This applies to saving sprites as source code.

If you're cutting a brush wider than 16/32/64 pixels, it will be divided into several data segments when saving as sprites. If you select "Auto", each segment will be named as "Sprite<n>:". If you select "Prompt", a requester will pop up before saving. You can enter the label name and the starting index there. Use "Create" to use this definition for a single sprite, or "Create all" to use it for all sprites with the index increasing automatically.

Label generation is supported for assembly language only, so far. (This is a beta-feature.-)

1.96 Pack Colors

Pack Colors

This image operator will find and eliminate double and unused colors from an image's palette. A requester will pop up and inform you about how many double and unused entries have been found.

If your image contains redundant palette entries, ArtPRO asks if you wish to compress the palette. The Pack Colors feature won't work with HAM and EHB pictures.

1.97 ArtPRO index

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Settings Window

|   |                    |   |                    |
|---|--------------------|---|--------------------|
| A | ~Ask~Mask~Color~~~ | I | ~Iconify~~~~~      |
|   | ~Auto~save~Colors~ |   | ~Image~Output~~~~~ |
| B | ~BlitWord~~~~~     |   | ~Indent~~~~~       |
| C | ~Color~Depth~~~~~  | L | ~Labels~~~~~       |
|   | ~Color~Format~~~~~ |   | ~Language~~~~~     |
|   | ~Color~Output~~~~~ |   | ~Line~Entries~~~~~ |
|   | ~Cols~~~~~         | O | ~Overwrite~~~~~    |
|   | ~Confirm~Exit~~~~~ | S | ~Screenmode~~~~~   |
|   | ~Ctrl.~Words~~~~~  |   | ~Show~Pic~~~~~     |



```

D  ~Draw~Grid~~~~~
F  ~Font~~~~~
      ~Source~Width~~~~~
      ~Sprite~Output~~~~~
      ~Sprite~Width~~~~~

```

#### Internal Loaders

```

~IFF~ILBM~~~~~
~DATATYPE~~~~~
~SCREEN~~~~~
~RAW~~~~~
~RAW~INTERLEAVED~
~PALETTE~RAW~~~~~
~PALETTE~IFF~~~~~

```

#### Internal Savers

```

~IFF~ILBM~~~~~
~RAW~~~~~
~RAW~INTERLEAVED~
~SPRITE~~~~~
~PALETTE~~~~~
~MASK~~~~~
~MASK~INTERLEAVED~
~CHUNKY~LEFT~~~~~
~CHUNKY~RIGHT~~~~~
~RGB~CHUNKY~12~~~~~
~RGB~CHUNKY~24~~~~~

```

## 1.98 Palette

### Palette

The palette editor makes it possible to change the color of a picture.

You can see only 28 colors at the time if the number of colors is bigger. You can scroll the palette. That means to reach a color you only have to move the slider ← until the correct color is shown. Which colors are able to see is written in the field ← beside the slider. The first and the last number of the colors in the area is shown. To ← find a color in the area faster it was divide into smaller areas which are marked with ← little strokes in diverent colors.

```

white      - every 4th color
blue       - every 8th color
black      - every 16th color

```

If you want to choose a color you only point on it and press the left mousebutton (LMB). The choosen color seems to be deeper than the other.

To behind the controls-screens press the right mousebutton. Useful for Cybergfx!

With the three horizontal slider you can edit the color. With the cycle gadget ← above the three slider you can choose the standart you want to edit the color with. ← ArtPRO can handle following standarts:


|     |           |     |              |     |                |
|-----|-----------|-----|--------------|-----|----------------|
| RGB | R - Red   | CMY | C - Cyan     | HSV | H - Hue        |
|     | G - Green |     | M - Mangenta |     | S - Sateration |
|     | B - Blue  |     | Y - Yellow   |     | V - Value      |

|     |                |     |                |
|-----|----------------|-----|----------------|
| YUV | Y - Luminance  | YIQ | Y - Luminance  |
|     | U - Colorvalue |     | I - Colorvalue |
|     | V - Colorvalue |     | Q - Colorvalue |

~Copy~   ~Swap~   ~Spread~   ~Remap~   ~Pick~   ~Sort~  
~OK~   ~Undo~   ~Reset~

### 1.99 Pick

Pick

With the Pick function you can pick a color out of the picture directly. Just  select the Pick gadget. The Pointer should change into a syringe. Press the LMB while the needle points on the color to pick. The color will be shown in area selected.

**1.100 Copy**

Copy

With the copy function you can copy a color. First select the color you want to copy and then the Copy gadget. Search the color number you want to change and select with LMB.

## 1.101 Swap

## Swap

With the Swap function you can swap two colors. First select the color you want to swap and then the Swap gadget. Search for the color you want to swap with and select the LMB.

## 1.102 Undo

Undo

With Undo you can set back the settings of a color. Only press the Undo gadget.

## 1.103 Reset

Reset

With Reset you can set the palette back to the last ~Remap~ . Only press the Reset gadget.

## 1.104 Remap

Remap

Use the Remap function to correct the colors of a picture. After using functions like ~Sort~ , ~Swap~ , or ~Spread~ there is the possibility that the colors of the picture change. The Remap function looks for a color of the picture in the palette. If the color is not in the palette the function will take the best possible color. Else the function will correct the picture palette. Only press the Remap gadget to use the function.

## 1.105 Spread

Spread

With the Spread function you can make a color range. Only select the start color an press the Spread gadget. Then select the end color. Remember that at least one color is situated between the start color and the end color.

## 1.106 Sort

Sort

With the Sort function you can sort the palette. Select the Sort gadget with the LMB. Then must open a window with three gadgets in it.

|               |                                     |
|---------------|-------------------------------------|
| Dark to Light | sort the palette from dark to light |
| Light to Dark | sort the palette from light to dark |
| Cancel        | cancel the operation                |

## 1.107 OK

---

OK

With the OK gadget you can confirm all changes you made. The changes will be over ↩  
take  
into the picture.