

**loaders**

<b>COLLABORATORS</b>
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# Chapter 1

## loaders

### 1.1 PPT I/O Modules

This documentation is a short description of the different file types PPT recognizes. Click on the name below to get to the point.

[ (\*) = Documentation not yet complete ]

- C-code
- IFF ILBM
- Targa
- JFIF/JPEG
- Compuserve GIF
- PNG
- PNM/PGM/PPM/PBM
- Datatypes
- YUVN

PPT saves the I/O modules in the PROGDIR:modules subdirectory. Any modules ending with ".iomod" taken to be an I/O module.

NB: V2 used a completely another style of I/O module that ended in ".loader". If you happen to have these around, delete them. They're no use to anyone anymore and PPT wouldn't even load them even if you tried.

### 1.2 datatypes.iomod

REXX TEMPLATE

LOAD:  
SAVE: N/A

LOAD FORMATS SUPPORTED

All picture datatypes you've cobbled your hard drive with.

SAVE FORMATS SUPPORTED

None.

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## EXTENSIONS SUPPORTED

None.

## DESCRIPTION

This IO module will use the new OS3.0 datatypes.library in order to load images. You can find new datatypes in Aminet, in directory util/dtype.

Note that the current version of picture datatype is not equipped to handle more than 256 color images and thus all images you get have a maximum of 256 colors, even if the original image had more colors. This shortcoming has been corrected with CyberGfx picture.datatype, but so far PPT does not understand it.

## NOTES

The priority of this IO module is -100, so that it won't be tried until all other image loaders have failed to recognize the image. That way your own JPEG datatypes, for example, won't come into play before PPT's internal JPEG IO module.

## BUGS

Does not support the DTM\_WRITE method. Is there really a need?

## SEE ALSO{@ub}

Any good PD archive for a plethora of useful and useless datatypes.

## 1.3 Compuserve GIF

## REXX TEMPLATE

LOAD:

SAVE: INTERLACED/S,TRANSPARENT/N

INTERLACED - saves an interlaced file.

TRANSPARENT - set the given color to be transparent. Color 0 is always the background color.

## LOAD FORMATS SUPPORTED

GIF87, GIF89a. Interlaced images are supported. Transparent GIFs are supported from vl.1 onwards.

## SAVE FORMATS SUPPORTED

GIF87, GIF89a. Interlaced images are supported. Transparent GIFs are supported.

## EXTENSIONS SUPPORTED

None.

## DESCRIPTION

GIF is a very popular format in the PC environment and since it has been adopted as the standard for WWW, it has become extremely widely known. Unfortunately, UNISYS owns the patent for the LZW algorithm used in packing the image in the GIF file and decided that they wish their piece of the action and now you must pay money if you use GIF in a commercial or shareware program.

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GIF will hopefully be superseded by PNG in the near future.

#### NOTES

This module can be spread freely in any case.

GIF animations will produce a warning, but you can load the first image in, though. This will have to do until I finish the animation support... ;->

#### BUGS

SEE ALSO{@ub}

PNG, PNG, PNG, ...

## 1.4 Amiga IFF ILBM

#### REXX TEMPLATE

LOAD:

SAVE:

#### LOAD FORMATS SUPPORTED

Color: 1-8 bitplanes, 24 bitplanes.

HAM6, HAM8, Extra Half-Brite.

Both compressed and uncompressed images.

#### SAVE FORMATS SUPPORTED

Color: 1-8 bitplanes, 24 bitplanes.

HAM6, HAM8, Extra Half-Brite.

Only compressed images are supported.

#### EXTENSIONS SUPPORTED

Save: Annotation, Author.

Load: Annotation, Author.

#### DESCRIPTION

The IFF ILBM format has been the most popular format in the Amiga community. Every graphics package supports it and it is the only format that can save Amiga-specific images like Extra-Halfbrite, HAM and HAM8 (short for Hold And Modify). Also, the OS gives a good support for reading and writing IFF file formats, since the `iffparse.library` has been standard from version 2.0 onwards.

However, the compression used by the ILBM algorithm is not very efficient and thus it loses in any competition for image size. For a much better compression algorithm, use PNG.

Of course, if you must save a HAM/HAM8 or ExtraHalfBrite image, only ILBM gives you the possibility to save Amiga viewmodes.

#### NOTES

#### BUGS

SEE ALSO{@ub}

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## 1.5 Joint Photographic Experts Group

### REXX TEMPLATE

LOAD:

SAVE: COMPRESSIONLEVEL/N,PROGRESSIVE/S

COMPRESSIONLEVEL - JPEG compression level. Must be between 0 and 100, the default is 75.

PROGRESSIVE - When this switch is on, a progressive JPEG file will be saved.

### LOAD FORMATS SUPPORTED

8 bit and 24 bit JFIF files. Progressive files are supported.

### SAVE FORMATS SUPPORTED

8 bit and 24 bit JFIF files. Progressive files are supported.

### EXTENSIONS SUPPORTED

None.

### DESCRIPTION

JPEG is a lossy image format, which is intended for real-world images. It is a very popular format since it produces very small files with no visible degradation.

However, I do not recommend that you use JPEG for computer-generated files, because the result may be quite bad.

### NOTES

This loader needs to have a JPEGTMP: assign set up before using. If the JPEG file proves to be too large (for example, progressive JPEGs) to be written or read in one go, a temporary file may be created.

### BUGS

SEE ALSO{@ub}

PNG

## 1.6 Portable Network Graphics

### REXX TEMPLATE

LOAD:

SAVE:

### LOAD FORMATS SUPPORTED

8, 24 and 32 bit images. Interlacing is not supported at the moment.

### SAVE FORMATS SUPPORTED

8 and 24 bit images.

### EXTENSIONS SUPPORTED

None.

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## DESCRIPTION

PNG is the new standard, designed to replace GIF by the folks on the 'Net. It offers a very good compression using the patent-free GZIP algorithm and it supports a variety of data formats. Also, the compression is NOT lossy, so no information is lost in this format.

I heartily recommend using this format unless you have real-world images and wish to use JPEG for them.

## NOTES

## BUGS

SEE ALSO{@ub}  
JPEG

## 1.7 Portable Bitmap Format

## REXX TEMPLATE

LOAD:  
SAVE:

## LOAD FORMATS SUPPORTED

P2,P3,P5 and P6

## SAVE FORMATS SUPPORTED

P5 and P6

## DESCRIPTION

PPM is a format used by the NetPBM package. It features a simple, non-compressed format that can handle bitmaps, grayscale and truecolor images alike, both in ASCII and binary formats.

## NOTES

## BUGS

SEE ALSO{@ub}

## 1.8 TrueVision Targa

## REXX TEMPLATE

LOAD:  
SAVE: COMPRESS/S

COMPRESS - if this option is specified, the Targa file is compressed using a simple run-length encoding.

## LOAD FORMATS SUPPORTED

8, 15, 16, 24 and 32 bit, colormapped and non-colormapped formats.

---



Interleaved images are supported when loading.

#### SAVE FORMATS SUPPORTED

8 and 24 bit non-colormapped.

#### EXTENSIONS SUPPORTED

None.

#### DESCRIPTION

Targa is an old image format which is usually quite portable across machines. It is quite popular among PC-folks and is used by programs that do not wish to support very many image formats, as Targa is an extremely simple format.

#### NOTES

#### BUGS

SEE ALSO{@ub}

## 1.9 C-code

#### REXX TEMPLATE

LOAD: <NA>

SAVE:

#### LOAD FORMATS SUPPORTED

None.

#### SAVE FORMATS SUPPORTED

8 and 24 bit, with optional alpha channel.

#### EXTENSIONS SUPPORTED

ANNO.

#### DESCRIPTION

This simple saver module writes out the image in a simple format that can be compiled and included in a C-program.

The image file consists of several variables:

UWORD XX\_height : height of the image

UWORD XX\_width : width of the image

UWORD XX\_components : # of components in the image

UBYTE XX\_data[] : an array containing the image data.

If the image is a colormapped image, the following variables also exist:

UWORD XX\_colors : # of colors in the image

UBYTE XX\_alpha : 0, if there is no alpha channel information

UBYTE XX\_cmap[] : An array containing the color map. If XX\_alpha!=0, then each array element contains 4 values, in the ARGB order, otherwise just simple RGB values.

In the above descriptions, XX is replaced by the image name (with any punctuation marks removed).

NOTES

BUGS

SEE ALSO{@ub}

## 1.10 Vlab YUVN

REXX TEMPLATE

```
LOAD:
SAVE: <NA>
```

LOAD FORMATS SUPPORTED

Vlab YUVN. Alpha channel extensions are not currently supported.

SAVE FORMATS SUPPORTED

EXTENSIONS SUPPORTED

ANNO, AUTH. (loading only)

DESCRIPTION

The YUVN image format is a rare format used (as far as I know) only by the VLab digitizing software by MacroSystem GmbH.

Since the format is uncompressed, this is an inefficient method of storing information, and this is why I chose not to support saving YUV. However, if you need it, drop me some mail and I'll try to support saving YUVN images in the next release.

NOTES

BUGS

Since I don't have very many YUV pictures, so I wasn't able to test this loader module thoroughly. If you have a spare VLab scanner, try to test the module as much as you can. Even better, send me some YUV images that have been saved with a variety of options.

SEE ALSO{@ub}

## 1.11 Lossy image compression

Lossy image compression means that in order to achieve greater compression level, some of the information in the original image is discarded. This degradation of the image is usually not visible to the eye, since the eye can be fooled into thinking no degradation has happened. However, if the image is compressed too much, then you're gonna see some so-called artifacts in the resulting image.

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# 1.12 "

REXX TEMPLATE

LOAD:

SAVE:

LOAD FORMATS SUPPORTED

SAVE FORMATS SUPPORTED

EXTENSIONS SUPPORTED

DESCRIPTION

NOTES

BUGS

SEE ALSO{@ub}