

# **reko.datatype**

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COLLABORATORS

	TITLE : reko.datatype		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Arthur Pijpers	August 25, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## reko.datatype

### 1.1 reko.datatype Documentation

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### 1.2 introduction

Introduction

This is V39.2 of the REKO datatype. The version information can be verified by using the AmigaDOS version command on the datatype file  
SYS:classes/datatypes/reko.datatype after installation.

Once installed, the REKO datatype means that any datatype-aware programs can read REKO Cardset files.

The REKO datatype is freely distributable, but you may not charge for it, other than for reasonable media and distribution costs such as those charged by Fred Fish and other reputable PD libraries.

The REKO datatype can be distributed as part of a datatype collection, but then you have to supply both the 68000 and the 68020 version.

### 1.3 requirements

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## Requirements

Datatypes were introduced with Workbench 3.0, so the main requirement is that you have this version of the OS. Presumably, any future versions of the OS will also support them.

Do not try to install the datatype if you are using an OS older than 3.0 (i.e. 1.3, 2.04, or 2.1). The correct directories do not exist, and nothing will work even if you create them.

When you use the datatype on a computer without the AGA chipset, then pictures with more than 16 colours are automatically dithered to the maximum number of available colours, unless you have a graphical card added. The HAM and HAM8 cardsets need AGA or AGA emulation to be displayed correctly.

## 1.4 installation

### How to Install

Installation can be done in one of two ways:

- 1) Using Installer
- 2) Manual Installation

If you have a copy of Installer, you can simply double click on the reko.datatype.install icon and follow the onscreen instructions. The Installer script follows the manual sequence below, so you are advised to read it quickly so that you know what to expect.

If you do not have Installer, (which is strange, because you have Workbench 3), then follow the procedure below:

1) Copy the file reko.datatype.68000 or reko.datatype.68020 to the directory SYS:classes/datatypes and rename it to reko.datatype (SYS: is a logical name for the disk you boot from). You can perform the copy either from the Workbench or the Shell. Use the 68020 version only on Amigas with a 68020 processor or higher.

2) Decide whether you want the datatype to be permanently enabled, or manually run whenever you want to use it. Proceed to step 3 for a permanently enabled installation, otherwise proceed to step 4.

3) Copy the file "REKO Cardset" to the directory DEVS:Datatypes (DEVS: is a logical directory on the disk you boot from. It is the same as the DEVS drawer on the boot disk). If using the Shell, you will also have to manually copy the icon file "REKO Cardset.info". When you reboot your system, the REKO datatype will be available for use.

4) Copy the file "REKO Cardset" to the directory SYS:Storage/Datatypes. If using the Shell, you will also have to manually copy the icon file "REKO Cardset.info".

The REKO datatype will not be available until you double click on the "REKO Cardset" icon, at which point it will remain installed until a reboot.

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This completes installation.

## 1.5 reko

What is a REKO Cardset ?

A REKO Cardset is a set of cards that is used in the program Klondike Deluxe AGA from REKO-Productions.

## 1.6 datatypes

What is a Datatype?

Datatypes were introduced with Workbench 3.0, and provide a way for applications to read data files without having to learn all the messy details about how the data in the files are stored.

As an example, consider storing pictures on computer. As Amiga owners, we are relatively lucky in that all images are stored using the IFF ILBM format. Other computers have a bewildering array of incompatible formats, and there exist commercial packages with the sole purpose of converting images between them.

If I wanted to write a paint program, it would certainly be more useful if it could read and maybe write out images in some of these other formats. However, implementing such feature would be a bit of a nightmare, as I would have to obtain the specifications of these formats, plus some test images, and write (and support) a significant amount of code to read and write these various formats.

A datatype is a little program that performs this conversion for me, and completely hides all the messy implementation details about what file headers exist, how they are structured, etc. My application can open the datatypes library, pass a file to it and ask if it recognises the format. The datatypes library has a look at the file, and then consults its list of installed datatypes to see if any of them recognise it. It then comes back to the application with a reply saying "Yup, its a REKO Cardset".

My application can then ask for the data to be read in, and after a short while the library will return the information in an Amiga standard format, in this case, an IFF image. Of course, someone has to write the datatype, but once written and installed, any other program that uses datatypes can take advantage of it at no extra cost or expense.

This datatype decodes REKO Cardsets, and any application that wishes to read this format of images can do so without having to know anything about them.

## 1.7 implementation

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## Implementation Details (Release Notes)

These are the release notes for V39.2 of the REKO datatype.

This implementation will decode REKO Cardsets files from Klondike Deluxe AGA and Klondike Deluxe AGA II. All types of cardsets from 4 to 256 colours, including HAM and HAM8, are supported. Even cardsets with sizes other than 88 \* 130 are supported, as long as the width is a multiple of 8, but this feature has not been implemented in Klondike, so you'll probably never need this.

There are no special Klondike III cardsets.

## 1.8 history

### Revision History

Version 1.0 released 15-6-1994

- First release

Version 39.1 only released local

- Arrangement of extra cards has been changed a little, to show the bottom cards 4 in a row with version II sets.
- Only 1 space between cards in y-direction to save 'some' chip memory.
- Version changed to 39.1 to show it needs 3.0.

Version 39.2 released 22-1-1995

- Arrangement changed again.

## 1.9 acknowledgements

### Acknowledgements

REKO datatype needs the cardsets from the program Klondike Deluxe AGA from REKO-Productions.

REKO datatype is based on Sun datatype, also written by me.

This AmigaGuide® file and the Installer script have been copied from the JPEG.datatype by Steve Goddard and have been adapted to the REKO datatype.

REKO datatype was compiled using SAS/C V6.51

## 1.10 bugs

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## Bugs

When using the datatype in combination with a Picasso II card, there seems to be a problem. The computer can crash. I can't find the problem.

## 1.11 author

### Author

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## 1.12 reko-productions

### REKO-Productions

REKO PRODUCTIONS  
p/a Remy Nusteling  
Krommedijk 145  
3312 LC Dordrecht  
The Netherlands

or REKO PRODUCTIONS  
p/a Koos Roodbol  
Hoekkamp 30  
3343 CJ H.I.Ambacht  
The Netherlands