

Ultraconv

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COLLABORATORS

	<i>TITLE :</i> Ultraconv		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	Ultraconv	1
1.1	No title	1
1.2	The author	1
1.3	Rights/Status	2
1.4	Thanks to	3
1.5	History Pages	3
1.6	Other products	5
1.7	Systemrequirements	5
1.8	Installation on HD	5
1.9	How to run from CD-ROM	5
1.10	The menus	6
1.11	The GUI	6
1.12	Filter Development	7
1.13	Hints	7
1.14	----- Menus -----	7
1.15	Load	7
1.16	Save	8
1.17	Convert	8
1.18	About	8
1.19	Iconify	8
1.20	Quit	8
1.21	Fill in+print	9
1.22	Filter	9
1.23	Load-Play-Stop	10
1.24	"	10
1.25	Formatsguide	10
1.26	Scale...	11
1.27	Rotate	11
1.28	Logo	12
1.29	Dithering	12

1.30 Shear	12
1.31 Spread	13
1.32 Lighten	13
1.33 Darken	13
1.34 Filter	13
1.35 Mixanimis	14
1.36 First Picture	16
1.37 Last Picture...	17
1.38 First Picture...	17
1.39 32/256/HAM6/HAM8	18
1.40 Free HD-Buffer	19
1.41 Help...	19
1.42 Strange buttons ?	19
1.43 Animated F/X	19

Chapter 1

Ultraconv

1.1 No title

Ultraconv 1.4

(c) 1995-96 by Felix Schwarz

The author

[Who`s the author ?](#)

[Rights / Status](#)

[Registerform](#)

[Thanks](#)

[History-pages](#)

[Other programs](#)

[Installation](#)

[Systemrequirements](#)

[Installation on HD](#)

[How to start from CD](#)

[Documentation of the functions](#)

[The menus](#)

[The GUI](#)

[Filter-development](#)

[Hints](#)

1.2 The author

The author

=====

The author lives in Germany, in a small town near
Erlangen/Bavaria. He began programming on a ZX-Spectrum,
continued with a QL and then went to AMIGA. His hobbies

are: Video-Cutting, Maxon Cinema V2 Prof., Maxon C++,
getting angry about Maxon MultiMedia 1.0 aarggghhh! :)
I held this part a little short, because nobody reads this
part normally ;-) !

1.3 Rights/Status

Status

=====

This programm is shareware. You may freely copy it, as long as you make no changes on the doc and the programs included in this archive. You may not copy a registered version!!!! It costs 12 US\$ or 15 DM.

When you are a registered user, you can use the program without any disablements:

- Inputformats added in registered version:

- Datatype
- FLI
- TIFF
- JPEG
- MPEG
- PNG

- Filters added in registered version:

- Logo
- Dithering
- Shear
- Spread
- Lighten
- Darken
- all Filters(not only the one!)
- Mix Anims

- Output-formats added in registered version:

- Anim5
- Anim7L
- Anim7S
- JPEG
- TIFF
- IFF24
- PNG

DISCLAIMER

If your system is damaged in any way by running or installing this software then the author cannot be held responsible. Use at your own risk. Not that I had any problems.

1.4 Thanks to ...

Thanks to ...

=====

my father - without his help this program would never
have reached you per Aminet.
Urban Müller - for his support
Amiga Tech. - for the saved future of the AMIGA
all authors
of PxM-Soft. - for the making of an expandable converter-
package.
Counterpoint - for their GREAT mods
the user ;) - for using the program
Does anybody know what happend to Mr. Pleasance ?

1.5 History Pages

History Pages

=====

Ultraconv 1.0

First version.

She/He (!?) could already the following filters:

- Scale
- Rotate
- Invert

And all In-/Outputformats as at 1.2, except ANIMx/FLI/Datatype/Anim5/
Anim7L/Anim7S.

Ultraconv 1.1

News:

- Animation-Support
- ca. 4 Bugs :-)

Ultraconv 1.2

The first version, which was published per AMINET.

New features:

- The operator "Shear"
 - Registerform
 - two-languages (now also English!)
 - ANIMx/FLI/Datatype/Anim5/Anim7L/Anim7S
 - Since now, you can use it completely per key
-

- Input-lines for files

Ultraconv 1.4

This version.

- freely configurable filters
 - Emboss
 - Edge-Detect
 - Flip-left
 - Flip-top
 - Frequency
 - Intensity
 - Show pic
 - Show fast
 - Oil-paint
 - etc.
 - Macros
 - Mix Anims-"operator"
 - Lighten-operator
 - Darken-Operator
 - Logo-Operator
 - Enlargement of Scale-operator
 - Enlargement of Dithering-operator
 - MPEG-Support
 - JPEG-Support
 - TIFF-Support
 - PNG-Support
 - ILBM-DEEP-savefunction
 - Halfautomatical formatrealization
 - Module-funktions to make a hape user -> :) <- User
 - More inforequests
 - ASL-filerequester
 - Help-funktion
 - english documentation
 - no more "sucking" GUI :-)
 - Variables
 - Now max. 100.000 pictures convertable at one time.
 - bug-fixes
 - FAST realization of equal positiv scales
 - The key of V1.2 is already useable
 - Registerform now in main-program
-

1.6 Other products

Other products

=====

ENGLISH and GERMAN:

SpeakT

Speaks english or german text

util/misc/speakt.lha

For German-languaged programs look
german documentation.

1.7 Systemrequirements

Systemrequirements

=====

This program needs at least 1 MB Ram and OS 2.x
(better 4 Megs, OS 3.0 and 68020+) and 10 Megs
of free HD-Space (for sinful work with animations.
If you only work with pictures, you need about 1 MB.).

1.8 Installation on HD

HD-Installation

=====

You can only work with this program correctly, when
you`ve installed it on HD. If you have it on floppy,
you should (at least because of the different speed)
install it immediately on HD. It runs also on HD, but
needs then a lot of memory.
To install it on HD, drag the Ultraconv-Drawer on your
WB and drop it. Ready.

1.9 How to run from CD-ROM

How to run from CD-ROM

=====

If UConv is on a non-writeable disk
(e.g. a CD-ROM), it needs much memory
(10 MB+ for larger animations). You should
install it on HD as soon as you can.

HD-Installation

1.10 The menus

The menus

=====

Choose the menu-point, you want to know
more about:

Project Registerform Preferences Modules

Load ... fill in+print Filters Load

Save ... Play

Stop

Convert

About ..

Iconify

Quit

1.11 The GUI

The GUI

=====

GUI means Graphical User Interface.

Choose the function, you want to have some information.

lol Ultraconv 1.4 (c) 1995-96 by Felix Schwarz |||

||

| +----- Input -----+ |

|| ILBM First picture... Last picture ...||

| +-----+ |

||

| +----- Operators -----+ |

|| Scale Rotate Logo Dithering Shear Spread ||

|| Lighten Darken Filter Anim-F/X Mix-Anims ||

| +-----+ |

||

| +----- Output -----+ |

|| HAM8 First picture... 32 Correct ||

| +-----+ |

||

| +----- Dateien -----+ |

|| First Inputpicture:|V| |

```

|| Last Inputpicture: |A|
|| First Outputpicture: ||
| +-----+ |
||
| +----- Miscellaneous -----+ |
||Help... Free HD-Buffer! ||
| +-----+ |
||
| +-----+ |
||          Convert          ||
| +-----+ |
+-----+

```

1.12 Filter Development

Filter-Development

=====

To get some information about how to develop filters, macros and how to use variables, you must be a registered user and must contact me per Email.

1.13 Hints

Hints

=====

1. ANIMx/FLI/MPEG -> opt-Anim5 (DPaint III & IV).
Select ANIMx/FLI/MPEG as input and Anim5 and HAM8 as output. Select the files and convert. Ready.
2. Iconified start
Just add the following lines into your user-startup:
cd <UConvDirectory>
run >NIL: Ultraconv_1.4 Iconify

1.14 ----- Menus -----

1.15 Load ...

Load..

=====

With this, you can load a UC-Project-file (UCM), which contains a full session.

1.16 Save ..

Save ..

=====

With this menupoint you can save all the work you`ve made since the start of UConv.

1.17 Convert

Convert

=====

Starts converting.

In the "Progress Indicator" are two buttons:

- Pause

Stops converting after the actual process has ended.

- Cancel

If its toggled on, it cancels at the next loading.

1.18 About ...

About ..

=====

Shows you the author, the logo and the registered user of this software.

1.19 Iconify

Iconify

=====

The main-window of Ultraconv is very big for a 640x480-WB. If you don`t use UC at the moment, press this button.

Attention:

This mode does not save much memory.

1.20 Quit

Quit

=====

Quits the program.

1.21 Fill in+print

Fill in+print

=====

If you want to register select this menupoint.

After you`ve inserted your name and address into the gadgets press "Drucken" to print and save the future of this program.

To cancel click close-button.

1.22 Filter

Filter

=====

These are the nearly popular freely configurable filters. The filters are freely configurable, because you can expand then nearly without any limits. In this version are already some filters included:

Emboss

Edge-Detect(gray)

Egde-Detect(colored)

Flip-left

Flip-top

Frequency

Intensity

Invert

Noise-low

Noise-med

Noise-high

Oil (gray/slow)

Oil (color/fast)

Smooth 3

Smooth 5

Smooth 7

Show pics

Shows the pictures slow and coloured. Needs VT!

Show fast

Shows the pictures fast and gray. Everything already included.

If you want to add some filters yourself, get registered user and get the documentation for filters, macros and the variables... without any extra-costs!

1.23 Load-Play-Stop

Modules

=====

Load

Load a protracker module.

Play

Play the loaded module.

Stop

Stops the played module.

1.24 "

1.25 Formatsguide

Formats-Guide

=====

Sometimes UConv says it doesn't know this format

and that it uses datatypes. But it knows! If you

know what format your input has, select it! This

guide here is implemented as logic. But some

backgrounds-know-how can't damage your mind ;-).

ILBM/HAM8/HAM6/IFF24 (.ilbm .iff .brsh .bsh .pic)

The standard AMIGA-format is ILBM and is produced by

most of the Amiga-programs. HAM8 and HAM6 are special

colorful modes of ILBM-standard and IFF24 is the

24Bit (16777216 colours) and less used ILBM.

BMP (.bmp)

Win-BMP: Format used by Windoze-PCs.

OS/2-BMP: Format used by OS/2-PCs.

PCX (.pcx)

Another PC-Format.

GIF (.gif)

Just again another PC-Format *groan*.(Be glad to have
the ILBM-Standard on AMIGA!)

PNG (.png .pic(sometimes))

Format used by PC and PPaint.

Datatype

Here you can expand Ultraconv by some formats. Available

since WB 3.0. Universal!

JPEG (.jpg .jpeg)

Compressed format for digitized pictures(AMIGA, PC, MAC, ATARI(?)).

TIFF (.tif .tiff)

Macintosh-Format

ANIMx (.anm .anim .anm5 .anm7L .anm7S)

Standard AMIGA-animation-format.

ANIM5 is the most used.

ANIM7L is a fast and Large format.

ANIM7S is the Smaller and slower version of ANIM7S

FLI (.fli)

Animation-format used by PC.

MPEG (.mpg .mpeg)

Very good format for video, but very slow.

1.26 Scale...

Scale

=====

If you select this requester, a new window opens. Show me!

There are two kinds of scales:

- Scale by coordinates

Now you can enter the width and height you want to scale the pictures to.

- Scale by factor

Enter the factors here, by which the picture's width and height shall be multiplied.

For an example:

1. You have a picture with 320 x 256

2. You enter:

X * 2

Y * 2

3. You get a picture with 640 x 512

1.27 Rotate

Rotate

=====

A window opens (Show me!), in which you can enter, by how much degrees you want to rotate the pics.

Example!

1.28 Logo

Logo

=====

This is a genial function to add your logo to your rendered pics. If you select this operator, a filerequester appears, in which you can choose an ILBM-file. This ILBM-file will be blitted/"added" in the left corner on the top of the pics.

This effect is like a genlock.

But please be careful:

The logo must be smaller than the picture.

1.29 Dithering

Dithering

=====

Reduces the number of colors to the number that was given in the field and uses Floyd-Steinberg-Dithering.

1.30 Shear

Shear

=====

This option shears the pictures by the degrees you gave in the field. It works as follows:

+-----+

|\Deg- |

|\rees|

|\picture\|

|\ |

|De- \ |

|grees\ |

+-----+

Example!

1.31 Spread

Spreads

=====

Spreads the pixels of the pix. There is a maximum range, which you can give in the field.

Example!(Spread 5)

Example!(Spread 20)

1.32 Lighten

Lighten

=====

If your pictures got too dark, select this operator. It lights the pictures by the percentage you fill into the field.

Example!(Lighten 25%)

1.33 Darken

Darken

=====

Your pictures got too "light".

Take this operator to dark them.

Fill in the percentage, by which the pics shall be darked.

Example! (Darken 25%)

1.34 Filter

Filter

=====

These are the nearly popular freely configurable filters. The filters are freely configurable, because you can expand then nearly without any limits. In this version are already some filters included:

Emboss

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Edge-Detect(colored)

Flip-left

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Frequency

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Noise-low

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Smooth 5

Smooth 7

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1.35 Mixanim

Mixanim

=====

The highlight of Ultraconv. With this operator(I think its not completly an operator) you can combine up to four animations with different palettes, different size(the size won't be changed!!), and differnt number of frames(when the anim is over, while the IN-animation is already running, it will be repeated from the beginning).

There are some words used above and below, you should know:

"IN-animation": The series of pictures, the animation, the picture you selected as INPUT.

"Anim 1": The animation selected as Anim 1 in the requester and showed as "I" in the modes. Formats possible:

ANIM5 / ANIM7L / ANIM7S

"Anim 2": The animation selected as Anim 2 in the requester and showed as "II" in the modes. Formats possible:

ANIM5 / ANIM7L / ANIM7S

"Anim 3": The animation selected as Anim 3 in the requester and showed as "III" in the modes. Formats possible:

ANIM5 / ANIM7L / ANIM7S

Black: This area is black after combining.

The following modes are possible:

1. IN 1 2 3

Four (!!) animations are composes as follows:

```
+---+---+
```

```
| IN| 1 |
```

```
+---+---+
```

```
| 2 | 3 |
```

```
+---+---+
```

2. IN 2

This mode allows you to combine two anims.

The animations are positionated as follows:

```
+-----+-----+
```

```
| IN |Black|
```

```
+-----+-----+
```

```
|Black| 2 |
```

```
+-----+-----+
```

3. IN 3

Works as like as IN 2. But the animations are positionated another way:

```
+-----+-----+
```

```
|Black| IN |
```

```
+-----+-----+
```

```
| 2 |Black|
```

```
+-----+-----+
```

4. IN + 1 trans

This functions combines two animations...

but TRANSPARENT!! Fades between the two animations are also possible! Thats my favorite effect in my videos!

Three easy modes:

1. IN + 1 trans

Both animations are combined. You can

see every of both with 50%.

2. IN + 1 trans + Fade in

The "ANIM 1"-Anim is seen at the beginning.

And slowly the "IN"-Animation is faded in.

3. IN + 1 trans + Fade out

The "IN"-Anim is seen at the beginning.

And slowly the "ANIM 1"-Anim is faded in.

1.36 First Picture ...

First picture...

=====

At first you should get clear what you want to convert.

- one picture

Enter the name of the picture as First picture and as **last picture**. You can also choose the First picture per filerequester and then click on the arrow at the files.

- animations

Choose the anim per filerequester as First picture.

If Ultraconv doesn't know itself what format this is, you have to choose the format yourself.

- series of pictures

UConv has been concepted for series of pictures from the beginning, so this part is most complex .. but also very easy! Let's learn how to use per an example:

You have the following pictures on any HD:

MyPicture.iff.01

MyPicture.iff.02

MyPicture.iff.03

MyPicture.iff.04

MyPicture.iff.05

MyPicture.iff.06

MyPicture.iff.07

...

MyPicture.iff.10

At first note, that Ultraconv also is able to work with a longer "number-string" behind the point. e.g.:

MyPicture.iff.00001

or

MyPicture.iff.1

But it needs the point before the number! MyPic001 IS NOT ALLOWED! There will be errors!

So, UConv is flexible with handling numbers.

You now have several possibilities, to convert these pictures:

1. A part of the pictures:

MyPicture.iff.04 as First picture and

MyPicture.iff.08 as **Last picture**

converts all pictures between:

- MyPicture.iff.04

- MyPicture.iff.05

- MyPicture.iff.06

- MyPicture.iff.07

- MyPicture.iff.08

2. All pictures:

MyPicture.iff.01 as First picture and

MyPicture.iff.10 as **Last picture**

converts all pics!

I don't think this was very difficult to understand, was

it ? But it won't work when you use MyPicture.iff.10 as First picture and MyPicture.iff.01 as **Last picture**!

1.37 Last Picture...

Last picture...

=====

Here you should enter the name of the last picture.

For more information look at **First Picture...**

1.38 First Picture...

First picture ..

=====

Here you must decide what format you want as output:

- one picture

Enter the path and the name of the picture you

want to save as. Ready!

- animations

Enter the path and the name of the animation you

you want to save as. Don't forget to choose

- Anim5

- Anim7L

- or Anim7S

Ready!

- series of pictures

If you choose `ram:Ready` and you've chosen

`MyPicture.01` as First picture (input) and `MyPicture.10`

as Last picture (input) it will create:

ram:

Ready.01

Ready.02

Ready.03

...

Ready.10

1.39 32/256/HAM6/HAM8

32 / 256 / HAM6 / HAM8 and "Correct"

=====

If you've chosen an animation as output, these
button enable.

You can save an animation in several Color-Modes:

- 32 coloured

For OCS/ECS/AGA-Amigas

- 256 coloured

For AGA-Amigas

- HAM6

4096 coloured for OCS/ECS/AGA-Amigas

- HAM8

262144 coloured for AGA-Amigas

But sometimes the input pictures have more than
32/256/4096 or even 262144 colours but you've
chosen less colours. If this happens you should
activate the button Correct.

General tips:

If you aren't sure choose HAM8 and no Correct.

If you save at 32 or 256 colours, activate Correct.

1.40 Free HD-Buffer

Free HD-Buffer ..

=====

If your computer crashed while UC was working press this.

1.41 Help...

Help...

=====

You`ll enter this doc.

1.42 Strange buttons ?

Arrow up and arrow down

=====

The arrow up copies the filename of the **last picture** to the **first inputpicture**.

The arrow down copies the filename of the **first picture** to the **last picture**.

1.43 Animated F/X

Anim F/X

=====

Ultraconv now supports Animated Effects.

Those are very good for special effects and are much more flexible than normal filters.

UC knows:

Smelt

The animation/pix smelts.

Fade in

Fades in the animation/pix.

Fade out

Fades out the animation/pix

Noise grow

Simulates a smelting TV Cable

Noise down

The opposite of Nnoise grow

Random Noise

Adds noise only one at 33%

of all pix.

Documentation about how to program Anim F/X you
get with your registered version.