ilbm

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Contents

Chapter 1

ilbm

1.1 ilbm.guide

```
IFF ILBM picture loading module for AmigaE2.5+
```

```
This document describes the ilbm.m module, which includes commands for loading
and displaying (if possible) IFF ilbm pictures.  The functions provided are
intended to be as easy to use as possible, while providing a lot of flexibility.

The following sections are available:

   OverView     some of the ideas behind the module

  Module functions

  ilbm_New()          to open a picture
  ilbm_Dispose()      to cleanup

  ilbm_PictureInfo()  to get picture size/palette etc
  ilbm_LoadPicture()  loads data into a bitmap/screen

  ilbm_FreeBitMap()   to free a bitmap allocated by LoadPicture

   Examples

 NOTE: This module requires Workbench 2.0 (V36) or higher!  Please
 make sure that this version of the system libraries is present before
 using these functions.

 NOTE!!!  Due to a small oversight, only COMPRESSED ilbm’s currently work.
 This will be fixed soon ... i hope? (uncompressed ilbm’s are uncommon anyway)
```

1.2 Module overview

```
Not much to say really - this module is just for loading/saving IFF ILBM’s!
```

```
Designed to be used to easily load ilbm's for picture screens, or into bitmaps
for later blitting, or anywhere else where an ilbm would be useful.

One thing  - this module will work on V36 systems, however, on V39+ systems,
new graphics.library functions are used wherever possible.  e.g. LoadRGB32()
for full 24-bit palettes on AGA+ machines.

future plans

As it stands, the module is ideal for loading pictures for displaying.  Another
idea that may be implemented is a 'chunky' mode loading function (e.g.
ILBML_CHUNKY) whereby the data is converted to byte-per-pixel format before
being output to a byte array.
A save function would also be useful - i havent implemented it yet because of
lack of time, and also to keep the module small.

Actually ...

This sort of thing should be handled much better using datatypes.  Unfortunately,
they're a bit of a pain to use at the moment - and very inefficient.  I see
this module being primarily used for loading ILBM's for graphics for
games/applications, rather than for writing picture viewers.
```

1.3 The guy who wrote it

```
The iff unpacker i wrote a long time ago for zgif, its reasonably fast, but
it doesn't go all out for speed!

Presently, i study `from time to time' (:-) in order to obtain a Computer
Systems Engineering degree from the Univerity Of South Australia. (1994=final year ↩
  )
I'm also currently `Zed' of FRONTIER in my anti-os hours.

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  till the end of '94 at least - reliable

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Michael Zucchi
PO BOX 824
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  slow, but very reliable - till mum sells the house :)

Michael Zucchi
110 Dunrobin Rd
Warradale
South Australia 5046
  to my door - till i move (?)
```

1.4 ilbm_new

```
ilbm.m/ilbm_New                                              ilbm.m/ilbm_New

SYNTAX

  ilbmhandle := ilbm_New( name:PTR TO CHAR,
        flags:LONG );

PURPOSE
  Creates a (private!) ilbm handle structure, and fills in several
  fields.  The file specified by 'name' is opened, and the IFF ILBM
  chunks BMHD, CAMG, and CMAP are parsed.

INPUTS
  name  A NULL terminated string, specifying the name of the
    picture.  This MUST be present!
  flags A mask of options, current flags are:

    ILBMF_COLOURS4
      create a LoadRGB4() compatible version of the
      palette, and store a pointer to it in the picture
      info block as 'pal4' (see ilbm_PictureInfo()

    ILBMF_COLOURS32
      create a LoadRGB32() compatible version of the
      palette, and store a pointer to it in the picture
      info block as 'pal32' (see ilbm_PictureInfo()

OUTPUTS
  ilbmhandle  A !!PRIVATE!! handle used with the other ilbm_xxx
    functions.  If for some reason something didn't work, it
    will be 0.

NOTES

SEE ALSO
  ilbm_Dispose(), ilbm_LoadPicture(), ilbm_PictureInfo()
```

1.5 ilbm_dispose

```
ilbm.m/ilbm_Dispose                                      ilbm.m/ilbm_Dispose

SYNTAX

  ilbm_Dispose( iffhandle:LONG );

PURPOSE
  Closes the original file, free's the iffparse.library stuff, and
  closes some libraries.  Use this to free uneeded data once the
  picture has been loaded.

INPUTS
  iffhandle An iffhandle obtained from ilbm_New(), or 0.
```

```
OUTPUTS

NOTES
  It is safe to pass iffhandle:=0 to this function.

SEE ALSO
  ilbm_New()
```

1.6 ilbm_pictureinfo

```
ilbm.m/ilbm_PictureInfo                                ilbm.m/ilbm_PictureInfo

SYNTAX

  pictureinfo := ilbm_PictureInfo( iffhandle:LONG )

PURPOSE
  Returns a pointer to a pictureinfo object which contains information
  about the picture being loaded.

INPUTS
  iffhandle A VALID iffhandle obtained from ilbm_New().

OUTPUTS
  pictureinfo A pointer to an object of type 'pictureinfo'.
    The fields will be set-up as following:

    bmhd  pointer to the BitMapHeader from the IFF file
    modeid  the modeid, as obtained from the CAMG chunk - or 0.
      This may also be set by the application before calling
      ilbm_LoadPicture()
    colours number of colours represented in the picture.  An
      IFF-24 picture will have 16,777,216 stored here!
    palraw  If the number of colours (above) is 256 or less, and
      a CMAP chunk was present, palraw is a pointer to the
      raw 24-bit palette read from the IFF file.  The colours
      are stores as groups of 3 bytes - Red/Green/Blue
    pal4  If ILBMF_COLOURS4 was specified when the iffhandle
      was created, and there was a CMAP present, AND
      there was enough memory, pal4 is a pointer to
      a LoadRGB4() compatible array of colours - 'colours'
      of them.
    pal32 If ILBMF_COLOURS32 was specified when the iffhandle
      was created, and there was a CMAP present, AND
      there was enough memory, pal32 is a pointer to
      a LoadRGB32() compatible array of colours - 'colours'
      of them.

NOTES
  The modeid field is the only one writeable!  All others are read-only.

  If memory is tight, the pal4 and pal32 fields may still be zero, even
  if they were requested originally.  It would be a good idea always
  to check these fields before use.
```

```
SEE ALSO
  ilbm_New(), ilbm_Dispose(), ilbm_LoadPicture()
```

1.7 ilbm_loadpicture

```
ilbm.m/ilbm_LoadPicture                                 ilbm.m/ilbm_LoadPicture

SYNTAX

  status := ilbm_LoadPicture ( iffhandle:LONG,
             taglist:LONG )

PURPOSE
  Loads the picture into the specified enviroment.

INPUTS
  iffhandle An iffhandle obtained using ilbm_New(), or 0
    in which case an error will be returned
  tags  A tag-list specifying the loading options.  Currently defiend
    tags are:

    ILBML_BITMAP  tag.data points to an existing bitmap in which
        to load the picture data.  The bitmap needs
        to be big enough ...
    ILBML_SCREEN  tag.data points to an existing screen in which
        to load the picture/palette.
    ILBML_CHUNKY  tag.data specifies a byte array to store a
        chunky-pixel version of the picture
        NOT IMPLEMENTED
    ILBML_GETBITMAP This specifies that ilbm_LoadPicture() will
        allocate its own bitmap.  In this case,
        tag.data is a pointer to a variable, which
        will hold the obtained bitmap.
        ilbm_FreeBitMap() MUST be used to free this
        bitmap.
    ILBML_GETSCREEN Specifies that ilbm_LoadPicture() will open the
        screen for you.  tag.data points to a variable
        that will hold the screen pointer once obtained.
        If the screen could not open, zero is stored
        that variable.  The screen must be closed by
        a CloseScreen() call - this can be after
        ilbm_Dispose() is called.
    ILBML_GETCHUNKY guess!  NOT IMPLEMENTED
    ILBML_SCREENTAGS If ILBML_GETSCREEN was used, then this tag
        can be used to specify additional tags to be
        used when opening the screen.  The following
        tags must NOT be used: SA_WIDTH, SA_HEIGHT,
        SA_DEPTH, SA_DISPLAYID.
    ILBML_NOCOLOUR  If SA_SCREEN/SA_GETSCREEN have been specified,
        then using this BOOL tag will prevent
        ilbm_LoadPicture() from setting the palette
        for the screen.  Only specify if it is to be
        true.
```

```
OUTPUTS
  status  =0 if all went OK, or negative for errors (see ilbmdefs.m)

NOTES
  Remember, if one of the 'GET' tags is used, it is up to the application
  to free whatever was got.

SEE ALSO
  ilbm_New(), ilbm_Dispose(), ilbm_PictureInfo(), ilbm_FreeBitMap()
```

1.8 ilbm_freebitmap

```
ilbm.m/ilbm_FreeBitMap                                  ilbm.m/ilbm_FreeBitMap

SYNTAX

  ilbm_FreeBitMap( bitmap )

PURPOSE
  Free's a bitmap returned by ilbm_LoadPicture(), via the ILBML_GETBITMAP
  tag.

INPUTS
  bitmap  a VALID bitmap, as returned by the ILBML_GETBITMAP tag.

OUTPUTS

NOTES
  If V39 is present, this function just calls FreeBitMap() - otherwise,
  it uses its own custom routines.

SEE ALSO
  ilbm_LoadPicture()
```

1.9 Information about the examples

```
This section describes the source-form examples so far provided.

showpic

  A simple picture-viewer.  It demonstrates an easy way to load and
  display a picture in an Amiga Screen.  The use of the asl.library's
  file requester is also demonstrated.

  usage:
    showpic

picwindow

  Another simple picture-viewer.  This one displays the picture on
  the workbench screen, in a suitably sized window.  It demonstrates
  loading into bitmaps, obtaining information about the picture
```

```
before it is displayed, and blitting into workbench windows.

usage:
  picwindow
```