

GPP

COLLABORATORS

	TITLE : GPP		
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REVISION HISTORY

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Chapter 1

GPP

1.1 main

Shane R. Monroe's

* GIF Processor Plus *

Freeware Version

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1.2 copyright

GIF Processor Plus

* C O P Y R I G H T N O T I C E *

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THIS PROGRAM IS CONSIDERED FREeware. IT MAY BE DISTRIBUTED FREELY AS LONG AS ALL CODE AND DOCUMENTATION ARE DISTRIBUTED IN A FULL AND UNMODIFIED CONDITION AND NO COMPENSATION (OTHER THAN THE **MODERATE COST** OF REPRODUCTION) IS OBTAINED FROM SAID DISTRIBUTION. DARK UNICORN PRODUCTIONS RETAINS EXCLUSIVE OWNERSHIP OF THE FRONT END INTERFACE OF THIS PRODUCT. THE CONVERSION ROUTINE OF THIS PRODUCT RETAINS ITS COPYRIGHT AND IS FREELY DISTRIBUTABLE. IF YOU LIKE AND USE THIS PROGRAM, CONSIDER SENDING ME A \$5 DONATION TO ENCOURGE MY CONTINUING PROGRAMMING EFFORTS. THE ADDRESS IS IN THE **D.U.P.** SECTION OF THIS DOCUMENT.

1.3 cost

WHAT IS MODERATE COST?

Moderate cost is LESS than \$4 a disk (this includes shipping). I

have NO PROBLEMS with PD houses making a living; NOT A KILLING! Consider this blanket permission to include this utility in your catalog.

We would like to be notified if this program is added to your archives.

1.4 toc

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1.5 facts

FACTS ABOUT GIF PROCESSOR PLUS

* SOFTWARE/HARDWARE USED IN DEVELOPMENT *

AMIGA 2000/68030-68882 25MHZ/7 MEGS/107 MB HD/SYQUEST 88MB

AMOS PROFESSIONAL AMOS PRO COMPILER

BRILLIANCE DIR WORKS

POWERPACKER

IBM 486DX66MHZ LOCAL BUS/1.5GB HD/4X CD-ROM/128MB RAM

(USED TO HOLD DOWN MY DESK AT WORK...HA HA HA!)

PROGRAMMING INFO

LANGUAGE : AMOS PROFESSIONAL V2.00

LINES OF CODE :

SIZE OF SOURCE CODE :

COMPILED SIZE OF SOURCE:

* KNOWN BUGS *

Well, at this point, this program is still just a 'diversion' to keep me busy while I wait for my Tubro Plus Extension to come in (130 more commands for AMOS PRO - WHEEE!) so I don't really plan on doing much more with it. But, here is what I currently know is wrong with GPP. If enough people ask for changes and support, well, that is different. Until then, just wait for my space game FLEET COMMANDER to come out!

1.6 quick

WELCOME TO GIF PROCESSOR PLUS!

This utility is long overdue. How many of you out there have had a need to process a huge number of IBM PC GIF graphic files into HAM format IFFs? Chances are if you run a BBS, are a member of a PC BBS, own a CD-ROM drive or have access to GIF CDs, you have had this need quite often. While there are utilities out there to do GIF to IFF conversion, most of them are either clumsy, cost a bundle, lack batch processing, require AREXX knowledge, won't run unattended, or are commercial products that have other features you don't need at a cost you can't afford.

You now have in your possession what I hope is the easiest and most efficient method of converting and processing the GIF graphic format. It is still in its infancy stage right now, but still does an awful lot for you all the same. GIF Processor Plus (GPP) is basically a 'front end' for a freely distributable GIF to IFF conversion routine. Here is a quick look at the features of GPP:

- o Convert single or batches of GIFs automatically using a very efficient and fairly fast graphic conversion program.
- o Simple and intuitive interface for total point and click operation. You never even touch the keyboard.
- o Selectable deletion option for killing the 'source' GIFs after conversion.
- o Forceable multitasking allows it to run efficiently with other programs.
- o Internal utility for deleting unwanted files using intuitive file requester.
- o Comprehensive status screen contains tons of valuable information including GIFs processed, left to process, average conversion time, and estimated completion time of the batch conversion.

Like I said, this is still an early version and I would be happy to implement any features you might have in mind. Bear with the fact that I can't make it automatically scale it for you; that is outside the limitations of the core conversion code. If you have another utility that is efficient at converting GIFs, runs from the SHELL, and supports user specified scaling, let me know. I could always rewrite this interface to use it. Have fun and breathe a sigh of relief. No more long hours of manual conversion!

1.7 start

GETTING STARTED

Getting started with GPP is easy. Simply move the GPP drawer to the desired location on your floppy or hard drive. Open the drawer and click on the GPP icon. Once started you will be able to select your options.

GPP itself is fairly small and doesn't take a lot of memory to run. However, some GIFs are huge in size and may require more memory than you have to convert them. In this case, the GIF will basically be 'skipped' during the processing and no error message will be given. The problem is, is that if you have the delete source option on, THE GIF FILE WILL BE ERASED even if it didn't get converted. I am looking for a way around that, but until then, if you suspect you may not have the memory, do not turn the deletion option on.

A hint in using GPP. If you have the room, use the source directory as the destination directory. That way, you can look right at the directory later on and see what files have and have NOT been converted since most directory utilities will alphabetize them. Therefore, your listing may look like this:

ALPHA

ALPHA.GIF

BRAVO

BRAVO.GIF

CHARLIE.GIF

DELTA

DELTA.GIF

This directory says that the file CHARLIE.GIF did NOT get converted (for whatever reason). Try doing it individually.

How long the GIF to IFF conversion takes is primarily dependant on the speed of your machine. It also depends on the size of the GIF.

You will get a basic feel for the time factor after you have converted a few. During a batch convert, the information window will give you the average time of conversion.

In my own rudimentary tests, here are the results I have gotten are very variable. They depend on so many things. The average GIF takes about 1:40 on a 68000 and :40 for my 030/25. Others may vary based on multi-tasks, memory, etc.

1.8 single

Converting a Single GIF

Processing a single GIF file is quite easy. Simply select the option from the option buttons in the middle of the screen. A file requester will come up and ask for the GIF file to convert. Once selected, you will see information come up and the GIF will be converted. The destination IFF file will be saved in the -SAME- directory as the source GIF when using this option. If Delete Source Option is toggles ON, the source GIF will be deleted.

When the processing is complete, the new IFF will be loaded and displayed. Clicking the mouse button will return you to the main screen. NOTE: You cannot scroll around the screen while viewing. I recommend using VT or similar viewer if you need this option.

1.9 batch

Batch Processing Multiple GIFs

Processing a batch of GIFs is a snap with GPP. Once you select this option from the menu, a file requester will ask you for the directory containing the GIFs to convert. You may move to this directory and click OK, or select any file in this directory with a double mouse click.

Once selected, the file requester will RE-appear and ask for the destination directory to put the new IFFs in once converted. Do the same thing for this requester.

Once you have selected both directories, the source directory will be scanned for files ending in the .GIF extension. The information window will be updated with the applicable information and the conversion will begin. After each file is converted, the average time of conversion will be calculated and displayed, along with an updated estimated time remaining for the conversion. Both of these times are expressed in HH:MM:SS format.

Once again, if the Delete Source Option is ON, all GIFs will be deleted after they are converted. Be careful with this option. In fact, if you are not absolutely sure, do not turn on this option.

To abort the batch process, hold down the left mouse button until you get a status message saying that the batch was aborted. This button will only be detected BETWEEN files, so it can take some time.

1.10 delete

File Deletion Utility

This option brings up a simple file requester that will allow you to select a single to be deleted. Once selected, the file will be deleted. You can abort out of the requester by clicking CANCEL. The requester is the standard AMOS requester which is very nice, actually. You can toggle between drives, devices, etc. by clicking the right mouse button in the file area of the requester. This requester buffers directories by default, so you may have to click the GET DIR button to refresh a directory you have performed a function on. It is a very versatile requester. Just play with it awhile.

1.11 dsource

Delete Source Option

Click the Delete Source Option button to toggle this option ON or OFF. When on, all conversion operations on GIFs will delete the source GIFs when complete. It does this even if the conversion failed due to insufficient disk space, memory, etc. I will eventually put in some kind of error checker for this in a future version (heck, it might even end up in this version; who knows). Suffice to say, use some common sense and you will be fine. Like I have said earlier, if this gives you the willies, then don't use it. Point to consider, chances are that you are using a CDRom for the source GIFs and they cannot be deleted anyway, so there you are.

1.12 multi

Forced Multitasking Option

Forced Multitasking simply causes the program to release the system from time to time to allow other programs to have access to it. Having this option off will not ELIMINATE multitasking, but will make the program a little more friendly. The program will run a bit faster if this is off, but I recommend having it on if you plan to do any other tasks while you convert.

Some people have been asking for better multitasking in DUP products, so this is the first attempt at making a better product.

1.13 dup

Dark Unicorn Productions

(Tombstone BBS DUP HQ - (803) 863-0313)

We are a group of independent artists joined under a common name to establish a common goal: To offer Amiga owners the highest quality software at a fair price and to continue to support that software after they buy it. We all bear the Dark Unicorn logo as a symbol of that commitment to quality. Our programs go through extensive beta testing and quality control before it even becomes available to the public.

We encourage user input on all aspects of our programs and listen to every suggestion and comment. Like our 'fathers' before us, we have a dream. A dream where the Amiga not only thrives, but excels. DUP allows all of us to contribute to the new generation of Amiga users that are sure to come. The Amiga and her users are a perfect marriage and as such we will continue to support her through sickness and health, better or worse, and richer or poorer until absolute death do us part. Thank you for supporting us; we will continue to support you.

-Shane R. Monroe, November 1994

A quick DUP update for those of you following our progress ...

* TOMCAT, Amiga's first software based full motion video game is now COMPLETE! We have already had tons of registrations. The registered version has ground targets, carrier landings, and much much more. For \$15 it is a steal. Call Tombstone BBS to get a copy of the 2+ meg preview!

* FLEET COMMANDER is halted for about a week while I wait for my copy of the TURBO PLUS EXTENSION to come it. I want to recode parts of it with this super fast extension. Christmas is looking less and less viable...

* FLYTING TIGERS has been in alpha testing for a couple of weeks. Looking REALLY good. Seumas is adding more and more goodies and the graphics are just getting better. This will be cool.

* ITS THE PITS is still in progress. More and more of the first stage is getting completed. This game will rock.

* At long last, a new update to SCORCHED TANKS is in final beta testing and will be widely available December 1st. Ten new weapons, cool new 64 color graphics, improved weapon shooting, lots of new looks, plus some neat new music from the new DUP member SIDEWINDER, which many of you probably already heard some of his music. Naturally, I am one of the beta testers and it is SWEET! Some hints? How about this for a couple of new weapons - Pineapple, Sunburst, Elevator, Crazy 8s, and Mini-Guns!
