MiniMand Documentation

Erik Lindberg

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MiniMand Documentation

1.1 MiniMand Documentation - Contents

MiniMand 1.0

A small little Mandelbrot & Juliamaker
By Erik Lindberg
© 1995

1.2 MiniMand Introduction

What is MiniMand?

It's my first try to make a working Amiga C program. It isn't very fancy, but it's working. The program was born when my brother said to me: "You've got to make something, sleazebag". He said that it would be funny if I made something he could use, so...

The program isn't very useful and it's main purpose is to be running in a script, thus the very versatile commandline. Two ARexx scripts and the sourcecode is also included in the script.

1.3 What MiniMand needs

Requirements

The only required software is ReqTools.library by Nico Francois
and that you have WB2.0+.

If you don't have ReqTools yet, GET IT! It isn't just my little program
that needs it.

1.4 How do I install it?

Installation

Just copy the appropriate version of the program anywhere you like,
and if you want the docs and ARexx scripts, copy them as well.

1.5 I just wan't to test it!!

For all you lazy people out there, here's the quick version of the docs.

1. Run by typing MiniMand.
2. Zoom with the mouse.
3. Press escape when you're bored.

1.6 How do I use it?

The template is as follows:

MiniMand REMIN/K, REMAX/K, IMIN/K, IMAX/K, QUIET/S, JULIA/S, JREAL/K
JIMAG/K, HIRES/S, LACE/S, PLANES/K/N, SCRX/K/N, SCRY/K/N, ITER/K/N, SAVE/K,
PALETTE/S, BATCH/S

Gosh! That sounds tricky?!? Don't worry, it's not that hard to comprehend.
Let me explain the commands:

REMIN/K
That's the left border of the fractal. Defaults to -2.

REMAX/K
That's the right border of the fractal. Defaults to 2.

IMIN/K
That's the bottom border of the fractal. Defaults to -2.

IMAX/K
That's the upper border of the fractal. Defaults to 2.

QUIET/S
If you set this switch, the screen will be in the background and it will
not be activated at the beginning. Defaults to not set.

JULIA/S
If this switch is set, the fractal will be a Julia, not a Mandelbrot.
Defaults to not set.

JREAL/K
This is the realpart of the Julia seed that will be used.

JIMAG/K
This is the imaginary part of the Julia seed that will be used.

HIRES/S
If you set this switch, the screen will be in hires. Sets screenwidth
to 640 pixels. Defaults to not set.

LACE/S
If you set this switch, the screen will be in laced mode. Sets screenheight
to 512 pixels. Defaults to not set.

PLANES/K/N
This is the number of bitplanes the screen will have. Defaults to 4.

SCRX/K/N
This is the width of the screen. Defaults to 320.

SCRY/K/N
This is the height of the screen. Defaults to 256.

ITER/K/N
This is the number of iterations that will be used. This determines the
accuracy of the fractal. A number greater than the number of colors will
only be useful for tests, as the picture will only show as many iterations
as number of colors. Defaults to 16.

SAVE/K
This specifies a file to which the fractal will be written in IFF ILBM
format. Defaults to no file.

PALETTE/S
This switch will let you choose colors for the fractal. If it is hard to
see the gadgets after modifying the colors, O or Enter will accept the
colors and esc will cancel. If you do not set this switch or cancels the
requester, the program will generate a nice palette by itself.

BATCH/S
This switch is nice to have when using the program
And now for some examples:

MiniMand

16 cols, 320*256 screen in front.

MiniMand SCRY 32 SCRX=24 LACE SAVE SD0:Dont_we_love_this_program.iff PALETTE

16 cols, 24*32 laced screen in front. Let us choose colors with a requester
and saves the fractal to an IFF picture.

The only working key in the program is escape, that will quit the program
at any time.

You can also zoom in the fractal using your mouse to make a box around the
area while pressing the left mousebutton.

1.7 The formalities

I do not take responsiblity for any damages this program may generate,
i.e. Headaches, sleeplessness.

The program is placed in the Public Domain, which means that you may
copy, lend sourcecode, hack it, as much as you want. One exception, though,
do not put it on a coverdisk or PD disk, unless you let me know first.

You'll have to get the NewIFF archive, used by the sourcecode, by
yourselves. Take a look on Fish Disk 985.

1.8 Who's the loonie behind this crap??

If you want to contact me for bug reports, ideas or just to let me know
that you've seen it, try:

Erik Lindberg
Bigarråvägen 4
S-435 43 Mölnlycke
Sweden

Fido: 2:203/123.21
E-Mail: f92anli@dd.chalmers.se (My brothers account)

1.9 What has he really done?

History:

95-01-08
First history entry. Written this doc.
Julia.
Code Cleanup.
COLS argument left. Some minor changes left.

95-04-07
IFF save
Mousesupport / Zoom

95-04-12
Written some ARexx scripts
Some minor fixes with colors
Released it as V1.0

To do:
Calculation speedups
AREXX?