

# **PowerCrawler**

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COLLABORATORS
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	TITLE : PowerCrawler		
ACTION	NAME	DATE	SIGNATURE
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REVISION HISTORY
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NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>PowerCrawler</b>	<b>1</b>
1.1	PowerCrawler	1
1.2	Programming History of PowerCrawler	1
1.3	Introduction	2
1.4	Legal Stuff	3
1.5	How to register	4
1.6	Restrictions of the unregistered Version	4
1.7	Some of PowerCrawler's fantastic Features	5
1.8	Main-Menus	5
1.9	Menu: Project	6
1.10	Menu: Project.NewProject	6
1.11	Menu: Project.Load	6
1.12	Menu: Project.Save	6
1.13	Menu: Project.Edit Map	6
1.14	Menu: Project.Information	7
1.15	Menu: Project.Iconify	7
1.16	Menu: Project.Quit	7
1.17	Menu: Mask	7
1.18	Menu: Mask.Create	7
1.19	Menu: Mask.Invert	7
1.20	Menu: Mask.Kill	7
1.21	Menu: Mask.Show	8
1.22	Menu: Mask.Load	8
1.23	Menu: Settings	8
1.24	Menu: Settings.Map/ScreenModes	8
1.25	Menu: Settings.Font WB-Screen	8
1.26	Menu: Settings.Font Edit-Screen:	9
1.27	Menu: Settings.Font Edit-Screen Fix	9
1.28	Menu: Settings.Pic-Load-Routine	9
1.29	Menu: Settings.Mask-Blit-Routine	10

---

1.30 Menu: Settings.AutoPoint . . . . .	10
1.31 Menu: Settings.Colors Edit-Screen . . . . .	10
1.32 Menu: Settings.Precalc Zoom . . . . .	11
1.33 Menu: Settings.No Undo-Buffer . . . . .	11
1.34 Menu: Settings.Project-Changing... . . . .	11
1.35 Menu: Settings.Tooltypes ... . . . .	11
1.36 Menu: Settings.Load Default . . . . .	11
1.37 Menu: Settings.Load Settings ... . . . .	11
1.38 Menu: Settings.Save as default . . . . .	12
1.39 Menu: Settings. Save Settings ... . . . .	12
1.40 Menu: Settings.Extraplane . . . . .	12
1.41 Menu: Settings.Remap Color 0 . . . . .	12
1.42 Menu: Settings.Change Color 0 . . . . .	12
1.43 Menu: Confirm . . . . .	13
1.44 Menus: Loader . . . . .	14
1.45 Menus: Saver . . . . .	14
1.46 Main Window . . . . .	15
1.47 Special Shortcuts in Main Window . . . . .	15
1.48 Gadget: Changing Project . . . . .	15
1.49 Gadget: Project . . . . .	16
1.50 Gadget: Picture . . . . .	16
1.51 Gadget: Map . . . . .	16
1.52 Gadget: Settings . . . . .	16
1.53 Gadget: New Project . . . . .	17
1.54 Gadget: Save Project . . . . .	17
1.55 Gadget: Edit Map . . . . .	17
1.56 Gadget: Save Map . . . . .	17
1.57 mginformation . . . . .	17
1.58 mgquit . . . . .	17
1.59 Map/Screenmode-Settings . . . . .	18
1.60 Map/Screenmode-Settings: BlockSize-X . . . . .	18
1.61 Map/Screenmode-Settings: BlockSize-Y . . . . .	18
1.62 Map/Screenmode-Settings: Layers . . . . .	18
1.63 Map/Screenmode-Settings: Transparent Block . . . . .	19
1.64 Map/Screenmode-Settings: Map-Width X . . . . .	19
1.65 Map/Screenmode-Settings: Map-Width Y . . . . .	19
1.66 Map/Screenmode-Settings: Memorytype BYTE . . . . .	19
1.67 Map/Screenmode-Settings: Memorytype WORD . . . . .	19
1.68 Map/Screenmode-Settings: Screenmode Picture-Screen . . . . .	19

---

1.69 Map/Screenmode-Settings: Screenmode Edit-Screen . . . . .	20
1.70 Map/Screenmode-Settings: Confirm . . . . .	20
1.71 Map/Screenmode-Settings: Abort . . . . .	20
1.72 Map/Screenmode-Settings: Mode Info . . . . .	20
1.73 Map/Screenmode-Settings: Set to Edit's Screenmode . . . . .	20
1.74 Map/Screenmode-Settings: Set to Pictures's Screenmode . . . . .	20
1.75 Map/Screenmode-Settings: Leaving . . . . .	20
1.76 How to use PowerCrawler . . . . .	21
1.77 Some info about the Tooltypes . . . . .	22
1.78 Tooltype-Settings . . . . .	23
1.79 Tooltypes: NEWPROP . . . . .	24
1.80 Tooltypes: SCALEMX . . . . .	24
1.81 Tooltypes: SCALECB . . . . .	24
1.82 Tooltypes: SCALEAR . . . . .	25
1.83 Tooltypes: HIGHLABEL . . . . .	25
1.84 Tooltypes: FRAMETYPE= . . . . .	25
1.85 Tooltypes: FRAMEDEPTH . . . . .	26
1.86 Tooltypes: XEN . . . . .	26
1.87 Tooltypes: NICESTRING . . . . .	26
1.88 Tooltypes: DISABLEGADGETS . . . . .	26
1.89 Tooltypes: CALCFONTX . . . . .	27
1.90 Tooltypes: SAFELOADIFF . . . . .	27
1.91 Tooltypes: PICINTERLEAVED . . . . .	27
1.92 Tooltypes: MAPINTERLEAVED . . . . .	28
1.93 Tooltypes: EDITINTERLEAVED . . . . .	28
1.94 Tooltypes: LOADIFFBMF= . . . . .	28
1.95 Tooltypes: MASKBMF= . . . . .	28
1.96 Tooltypes: TEMPBMF= . . . . .	29
1.97 Tooltypes: ONEBLOCK1BMF= . . . . .	29
1.98 Tooltypes: ONEBLOCK2BMF= . . . . .	29
1.99 Tooltypes: PREZOOMPICBMF= . . . . .	30
1.100 Tooltypes: PREZOOMMASKBMF= . . . . .	30
1.101 Tooltypes: WAITBLIT . . . . .	30
1.102 Tooltypes: NOFRIENDS . . . . .	31
1.103 Tooltypes: NICEMARKING . . . . .	31
1.104 Tooltypes: BIGDRAG . . . . .	31
1.105 Tooltypes: AUTOFRONT . . . . .	31
1.106 Tooltypes: CLICKMODE1= . . . . .	32
1.107 Tooltypes: CLICKMODE2= . . . . .	32

1.108	Tooltypes: POPUPSETTINGS	33
1.109	Tooltypes: INACTIVECLOSE	33
1.110	Tooltypes: TOOLNOBORDER	33
1.111	Tooltypes: MARKINGTICKS=	34
1.112	Tooltypes: RELZOOM=	34
1.113	Tooltypes: FORCELOCALE	34
1.114	Tooltypes: NOLOCALE	35
1.115	Tooltypes: NOMAPICONS	35
1.116	Tooltypes: NOPRJICONS	35
1.117	Tooltypes: ICONIFYX=	35
1.118	Tooltypes: ICONIFYYY=	36
1.119	Tooltypes: ASKLOADPROJECT	36
1.120	Tooltypes: CLOSEMAINWINDOW	36
1.121	Tooltypes: FILLBUFFERS=	36
1.122	Tooltypes: KILLPRJBUFFERS	37
1.123	Tooltypes: EXPANDPATH	37
1.124	The way PowerCrawler does the Block-Blitting	37
1.125	Editing Maps	38
1.126	Edit-Screen: Leaving Edit-Mode	39
1.127	Edit-Screen: Map-Window	39
1.128	Edit-Screen: Shortcuts/Control	39
1.129	Edit-Screen: Tool-Window	40
1.130	Edit-Screen: Tool-Window.Notes	41
1.131	Edit-Screen: ToolWindow.Block-Mode	41
1.132	Edit-Screen: ToolWindow.Brush-Mode	41
1.133	Edit-Screen: ToolWindow.Replace-Mode	41
1.134	Edit-Screen: ToolWindow.Matte-Mode	42
1.135	Edit-Screen: ToolWindow.Freehand	43
1.136	Edit-Screen: ToolWindow.Line	43
1.137	Edit-Screen: ToolWindow.Rectangle	43
1.138	Edit-Screen: ToolWindow.Filled Rectangle	44
1.139	Edit-Screen: ToolWindow.Airbrush	44
1.140	Edit-Screen: ToolWindow.Fill	44
1.141	Edit-Screen: ToolWindow.Cut	45
1.142	Edit-Screen: ToolWindow.Clear	45
1.143	Edit-Screen: ToolWindow.Undo	46
1.144	Edit-Screen: ToolWindow.Layers	46
1.145	The Project Selection-Window	46
1.146	Edit-Screen: Brush-Window	47

---

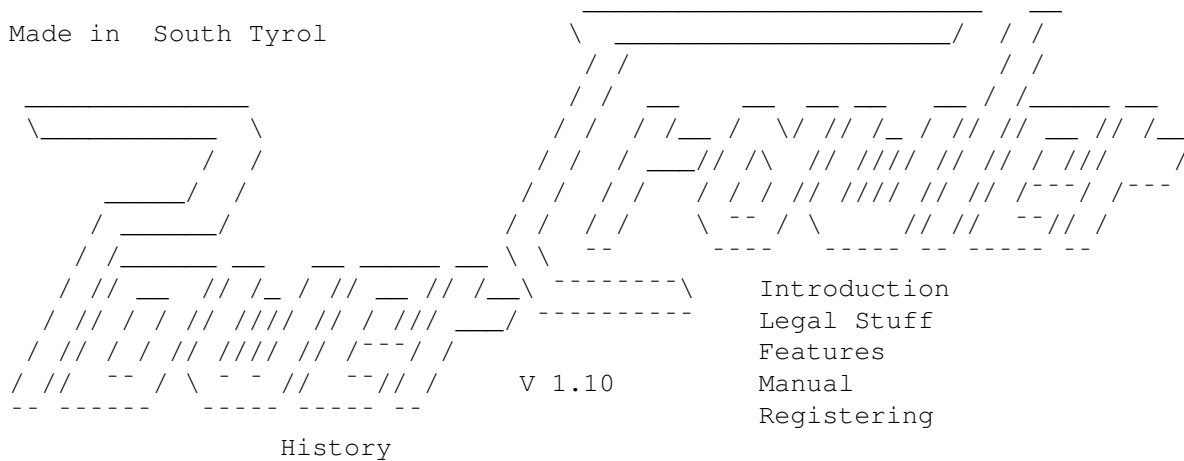
1.147Edit-Screen: Line-Settings . . . . .	47
1.148Edit-Screen: Airbrush-Settings . . . . .	50
1.149Edit-Screen: Fill-Settings . . . . .	51
1.150Edit-Screen: SpecialWindow . . . . .	52
1.151Edit-Screen: SpecialWindow.Show Coords . . . . .	52
1.152Edit-Screen: SpecialWindow.Coords . . . . .	53
1.153Edit-Screen: SpecialWindow.Zoom Settings . . . . .	53
1.154Edit-Screen: SpecialWindow.Zoom PopUp-Menu . . . . .	53
1.155Edit-Screen: SpecialWindow.Brush PopUp-Menu . . . . .	53
1.156Edit-Screen: SpecialWindow.Special PopUp-Menu . . . . .	54
1.157The Mask . . . . .	54
1.158Some notes about the GUI . . . . .	55
1.159Editing Maps: Blocks-Screen . . . . .	55
1.160Edit-Screen: Menus . . . . .	55
1.161Edit-Screen: Menus (Project) . . . . .	56
1.162Edit-Screen: Menus (Brush) . . . . .	56
1.163Edit-Screen: Menus (Special-Operations) . . . . .	56
1.164Edit-Screen: Menus (Settings) . . . . .	56
1.165Edit-Screen: Menus.Brush.Flip X . . . . .	57
1.166Edit-Screen: Menus.Brush.Flip Y . . . . .	57
1.167Edit-Screen: Menus.Settings.Backdrop . . . . .	57
1.168Edit-Screen: Menus.Settings.Toolbox . . . . .	57
1.169Edit-Screen: Menus.Settings.Hide Special Window . . . . .	57
1.170Edit-Screen: Menus.Settings.Transparent Brush . . . . .	57
1.171Edit-Screen: Menus.Settings.Use Flip-Table . . . . .	57
1.172Edit-Screen: Menus.Settns.Super-Cursor . . . . .	58
1.173Edit-Screen: Menus.Special-Operations.Block -> Block . . . . .	58
1.174Edit-Screen: Menus.Special-Operations.Block <-> Block . . . . .	59
1.175Edit-Screen: Menus.Special-Operations.Layer -> Layer . . . . .	59
1.176Edit-Screen: Menus.Special-Operations.Layer <-> Layer . . . . .	60
1.177Edit-Screen: Menus.Special-Operations.Flip X . . . . .	60
1.178Edit-Screen: Menus.Special-Operations.Flip Y . . . . .	60
1.179Edit-Screen: Menus.Special-Operations.Create Map-Preview . . . . .	61
1.180Edit-Screen: Menus.Special-Operations.Fliptable ... . . . .	61
1.181Edit-Screen: Flip-Table.Create . . . . .	62
1.182Edit-Screen: Flip-Table.Kill . . . . .	62
1.183Edit-Screen: Flip-Table.Edit . . . . .	62
1.184The Concept of PowerCrawler . . . . .	63

## Chapter 1

# PowerCrawler

### 1.1 PowerCrawler

Made in South Tyrol



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### 1.2 Programming History of PowerCrawler

V 1.00      o First release  
            o Unregistered Version only

V 1.10      o Removed a bug that could cause a Crash or Dead-Lock  
                 when aborting the Map-Settings  
            o Changed look of some GUI-Objects (like Pop-Up Menus)  
            o Removed some minor bugs  
            o Added Online-Help  
            o Gadgets are now highlighted when pressing a Shortcut  
            o New logo (raytraced with MaxonCinema 4D V1.5, 256 cols)  
            o Added some more Shortcuts  
            o Popup Menus on Edit-Screen can now also be accessed by  
                 Keyboard  
            o Completely redone Catalog Files (now V 2.0). The ones



- from PowerCrawler 1.00 can't be used anymore.
- o New Function: Flipping actual Block/Brush
- o Improved Information Window
- o PowerCrawler can now be forced to use the Built In Language (TOOLTYPE "NOLOCALE")
- o PowerCrawler can now be forced to load a Catalog even for the Built In Language (TOOLTYPE "FORCELOCALE")
- o Tooltypes can now be changed from inside the program
- o Edit-Screen has now a lot more Menus
- o Map Window can now be changed between Backdrop-Mode and Normal-Mode
- o Toolbox can now be closed
- o When using the Scrollers in the Map-Window for Page-Scrolling not one Page was scrolled but one Page minus one Block. (No real bug, but I think it's better so!)
- o If internal PIC-Loader or IFF-Library returns 'This is not an Iff-File' you can now choose between aborting or trying to load the picture using the Datatypes-Loader.
- o PowerCrawler can now be iconified when holding down SHIFT while pressing the CLOSE-GADGET, the QUIT-GADGET or ESC.
- o New Tooltypes "ICONIFYX", "ICONIFYY", "NICESTRING"
- o The coordinates of the Scrollers in the Map-Window were not calculated correctly.
- o Powercrawler can now use external Picture-Loaders (see Developer-Files)
- o It's now possible to pop up the Brush-PopUp-Menu under the Mouse Pointer
- o The Reflexion-Table Editor had (and still seems to have) some bugs.
- o If a Window would be too large when using the selected Font, Topaz.font 8 will be used automatically. (Well, not all windows do this, yet!)

V 1.10+    o Added my EMail address to documentation

## 1.3 Introduction

PowerCrawler is a new Map-Editor with some Features never seen before. It is OS-Conform and should (I don't know) also work on GFX-Boards. Is is very easy to use and supports Localization, external Loaders/Savers, Datatypes and the Iff.Library.

PowerCrawler is Shareware . There are some Restrictions in the unregistered Version. To get the full Version register now!!!

Requirements: AMIGA OS 3.0  
CPU 68000  
1 MByte RAM

Installation: Double-click the Install Icon or copy the PowerCrawler-Drawer wherever you want. PowerCrawler needs the Assign "PowerCrawler:" which should point to the PowerCrawler-

Drawer. The Installation-Script adds the Assign to the User-Startup. You can also use the ClickMe-Icon to create the Assign.

Developing: PowerCrawler was written in Pascal using Highspeed-Pascal V1.20 from HiSoft on this machine:

COMPUTER : AMIGA 1200  
CPU : 68020-28 Mhz  
FPU : 68882-28 Mhz  
RAM : 2 MB CHIP + 4 MB FAST  
HARDDISK : IDE-2,5" HITACHI 340 MB  
CD-ROM : WEARNES CD 120A DOUBLE-SPEED

That's the only machine PowerCrawler has been tested on!

## 1.4 Legal Stuff

PowerCrawler is SHAREWARE!!!

If you use it permanently and can't live with the restrictions of the un-registered Version of PowerCrawler you just have to send me a donation of US\$ 25 (DM 35) (LIRE 30000). It must be CASH ONLY. You MUST INCLUDE RETURN STAMPS AND AN EMPTY DISK!!!! Otherwise you'll just get your money back (with a deduction for occurr costs)!!

Send everything to: Georg Steger  
Hochlercher 30

I-39030 St. Johann/Ahrntal

ITALY

EMail: steger@pass.dnet.it

Important: PowerCrawler has not been tested very much. Test it for a while before registering and send me Bug Reports (you should also write how to reproduce them!)

### Copyright

PowerCrawler is written and copyright © 1997 by Georg Steger. No parts of this program may be altered by any means (this includes editing, reprogramming, crunching, resourceing etc.), except archiving.

### Disclaimer

The author is in no way liable for any changes made to any part of the program, or consequences thereof as he is in no way liable for damages or loss of data directly or indirectly caused by this software.

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## Distribution

Neither fees may be charged nor profits may be made by distributing this piece of software. Only a nominal fee for costs of magnetic media may be accepted, the amount of US \$5 shouldn't be exceeded for a disk containing PowerCrawler. CD Manufactures are specifically granted the right to include this program on CD collections, as long as they are for the Public Domain. But the user still has to pay the Shareware fee! I would be very nice if they sent me a copy of the CD.

## 1.5 How to register

Look at Legal Stuff first!!!!

To get registered send US\$ 25 (DM 35) (LIRE 30000) CASH ONLY to the following address:

Georg Steger  
Hochlercher 30

I-39030 St. Johann/Ahrntal

ITALY

EMail: steger@pass.dnet.it

YOU MUST INCLUDE:

ONE EMPTY DISK  
RETURN STAMPS

## 1.6 Restrictions of the unregistered Version

- o Block-Size is limited to 31 x 31 (instead of 255 x 255)
- o Map-Size is limited to 100 x 100 (instead of 32767 x 32767)
- o Max. number of Layers is 3 (instead of 10)
- o Max. number of Brushes is 10 (instead of 255)
- o Saving Map-Previews as Iff-File is deactivated.
- o Saving Project-Files is deactivated.

The registered Version can save:

Map-Buffer

Brushes  
Mask

Settings  
 Flip-Table  
 FileNames

into one File.

- o You can only have one Project in memory (instead of 6 Projects)
- o You get a VERY nice Nerve-Requester!!

## 1.7 Some of PowerCrawler's fantastic Features

Features:

- o Blocksize from 1 x 1 to 255 x 255
- o Mapsize from 2 x 2 to 32767 x 32767
- o Upto 10 Layers (not parallax) with Mask-Support
- o Userdefined Screenmodes/Fonts for Editscreen
- o Userdefined Font for Main Window on Workbench
- o Fontsensitive GUI
- o Userdefined Screenmode for BlockScreen
- o External Loader/Saver-Support
- o Many Draw-Tools (Freehand, Line, Rectangle, filled Rectangle, Airbrush, Fill) some with variable modes (vertical/horizontal Filling, OnePointPerRow/Column-Line, ...)
- o MAP-EDITING WITH VARIABLE ZOOM (1% - 100%)
- o Zoom Pre-Calculation for faster Editing
- o Fliptable for controlled flipping
- o Savable MAP-PREVIEW (1% - 100%)
- o Brushes. You can give them names, sort them, save them!
- o Mask-Creation inside program. Invert Mask. Load Mask as IFF-File.
- o Up to 6 projects in memory which can all have different settings, pictures, ...
- o Project-Saving/Loading which will save/load Map-Data, Settings, FileNames, Fliptable, Brushes, Mask in/from one file!
- o Shortcuts for nearly everything.
- o Popup-Menus for Brushes and Zoom.
- o Undo/Redo
- o Datatypes-Support
- o Iff-Library-Support
- o HAM/EHB-Mode-Support
- o Color0-Remapping and DRIPENS for good looking GUI in all modes!
- o OS-conform (hopefully)
- o Thousands of TOOLTYPES to change GUI, Flags for AllocBitmap, internal routines, ...
- o Loading/Saving settings to a file
- o Online Help

Note: The unregistered Version has some Restrictions !

## 1.8 Main-Menus

---

Project    Mask    Settings    Confirm    Loader    Saver

## 1.9 Menu: Project

Project    Mask    Settings    Confirm    Loader    Saver

```

New Project
-----
Load      »
Save      »
-----
Edit Map
Information
-----
Iconify
-----
Quit

```

## 1.10 Menu: Project.NewProject

Clears the actual project. The Picture, Map-Buffer, Flip-Table, Brush-Table will be removed from memory!!

## 1.11 Menu: Project.Load

```

Project ...
Picture ...
Map ...

```

Makes appear a File-Requester to load a Project, Picture or Map-File depending on the Sub-Menu you have selected!

## 1.12 Menu: Project.Save

```

Project ...
Map ...

```

Makes appear a File-Requester to save the actual Project or Map-Buffer depending on the Sub-Menu you have selected!

## 1.13 Menu: Project.Edit Map

Enters the Edit-Mode ! Will fail if there's no picture in memory!

## 1.14 Menu: Project.Information

Brings up an Info-Requester!

## 1.15 Menu: Project.Iconify

Iconifies PowerCrawler.

## 1.16 Menu: Project.Quit

Quits the program. Deletes also the temporary Project-Files in T: See Tooltypes if you don't want this Files to be deleted!

## 1.17 Menu: Mask

```
Project  Mask  Settings  Confirm  Loader  Saver

Create ...
Invert
Kill
-----
Show
Load ...
```

## 1.18 Menu: Mask.Create

Pops up a requester where you can enter the color-register you want to create the mask from!

## 1.19 Menu: Mask.Invert

Inverts the mask!

## 1.20 Menu: Mask.Kill

Removes the Mask from Memory. If your map has more than one layer then the Blocks in Layer 2,3,... will make those in the lower layers invisible, execept they are not transparent ones (those which number is 0 (or -1 depending on the Map-Settings )

## 1.21 Menu: Mask.Show

Shows the Mask on screen in Black&White. By pressing the spacebar Black will turn into White and White will turn into Black (this does not cause any change to the mask itself!!)

## 1.22 Menu: Mask.Load

Pops up a File-Requester to load an IFF-ILBM picture which will be converted to a mask. This is done by making each point of the Picture which is color 0 a Mask-Point and each point of the Picture which is not color 0 a Non-Mask-Point. The sizes of the Blocks-Picture and the Mask-Picture should be the same. The number of planes may differ!

## 1.23 Menu: Settings

```

Project   Mask   Settings   Confirm   Loader   Saver

Map/Screenmodes ...
-----
Font WB-Screen      »
Font Edit-Screen    »
Font Edit-Screen Fix »
-----
Pic-Load-Routine    »
Mask-Blit-Routine   »
Autopoint           »
Colors Edit-Screen  »
-----
Precalc Zoom
No Undo-Buffer
Project-Changing ...
Tooltypes ...
-----
Load default
Load Settings ...
Save as default
Save Settings ...

```

## 1.24 Menu: Settings.Map/ScreenModes

Pops up the Map/ScreenMode-Settings Window!

## 1.25 Menu: Settings.Font WB-Screen

```
x Standard Screen-Font
Select ...
```

The Submenu "Standard Screen-Font" changes the font used for the main window into the standard Screenfont as set in the WB-Preferences.

The Submenu "Select ..." pops up a Font-Requester that let's you choose the font you want to have for the main window.

## 1.26 Menu: Settings.Font Edit-Screen:

```
x Standard Screen-Font
Select ...
```

The Submenu "Standard Screen-Font" changes the font used on the Edit-Screen into the standard Screenfont as set in the WB-Preferences.

The SubMenu "Select ..." pops up a Font-Requester that let's you choose the font you want to have for the Edit-Screen.

## 1.27 Menu: Settings.Font Edit-Screen Fix

```
x Topaz 8
Select ...
```

This menu controls the font used for certain things on the Edit-Screen (such as PopUp-Menus and the Listview-Gadget in the Brush-Window)!

This font is of fixed width!

The SubMenu "Topaz 8" sets the font to topaz.font Size 8!

The SubMenu "Select ..." pops up a Font-Requester!

## 1.28 Menu: Settings.Pic-Load-Routine

```
x Internal
  Iff-Library
  Datatypes
-----
  ?
  ?
```

Changes the Pic-Load-Routine. These are the possibilities:

- Internal : Uses the built-in routine (only IFF-ILBM).  
SUPPORTS MASK!
  - Iff-Library : Uses the iff.library.
-



NO MASK SUPPORT!!

- Datatypes : Loads all datatypes.  
NO MASK SUPPORT!!
- ? : External Loaders read during Program-Startup from  
the Directory "ExternalPL".

## 1.29 Menu: Settings.Mask-Blit-Routine

Changes the Maskblit-Routine. There are two possibilities:

- x OS Mode 1  
OS Mode 2
- OS Mode 1 : Works always
- OS Mode 2 : Works only if the mask "covers" ALL Pixels in the  
Blocks-Picture that are of color 0 and NO Pixel of  
Color <> 0. (You must have drawn the picture using  
color 0 only for the parts which are masked! (If you  
select the Menu Mask/Create ... and select color 0  
as the color to mask then this routine will work al-  
ways)

This Routine is faster than OS Mode 1

Note: Does not work means that Blitting-Errors  
will/may occur!!

## 1.30 Menu: Settings.AutoPoint

- x Map Window
- x Tool Window
- x Brush Window

Activates/Deactivates Autopoint for the following windows on Edit-Screen:

- Map Window
- Tool Window
- Brush Window

When ON Autopoint automatically activates the according window if you move  
the mouse over it.

## 1.31 Menu: Settings.Colors Edit-Screen

In this Sub-Menu you can control the way Powercrawler tries to achieve the  
best looking GUI (only concerning Color-Usage) on Edit-Screen.

---

```
x Edit-Extra-Plane
x Remap Color 0
  Change Color 0
```

### 1.32 Menu: Settings.Precalc Zoom

Activates/Deactivates Zoom-Pre-Calculation in Edit-Mode. Zoom-Pre-Calculation needs twice as much memory but is considerably faster (depending on the Zoom-Factor).

Check out the Tooltypes: PREZOOMPICBMF=  
PREZOOMMASKBMF=

### 1.33 Menu: Settings.No Undo-Buffer

Activates/Deactivates Undo-Buffer-Allocation. The Undo-Buffer needs the same amount of memory as the Map-Buffer:

Map-Width x Map-Height x Layers x Bytes per Block

### 1.34 Menu: Settings.Project-Changing...

Pops up a requester where you can select what to save into the temporary files when you change the project. (There can be upto six projects)

### 1.35 Menu: Settings.Tooltypes ...

Pops up the Workbench Information-Window which allows you to change the Tooltypes. So you don't need to quit and restart PowerCrawler each time you want to change a Tooltype Setting.

### 1.36 Menu: Settings.Load Default

Loads the default settings.

### 1.37 Menu: Settings.Load Settings ...

Pops up a File-Requester to load a Settings-File.

---

### 1.38 Menu: Settings.Save as default

Saves the actual settings as default!

### 1.39 Menu: Settings. Save Settings ...

Pops up a File-Requester to save the actual settings into a Settings-File!

### 1.40 Menu: Settings.Extraplane

Activates/Deactivates an Extraplane for the EditMode.

When ON the program tries to use one more plane for the Edit-Screen to obtain a better Look of the GUI, because sometimes it can't find nice colors because of the Block-Picture's palette. (It uses FindColor.)

Note: - Don't use this with HAM-Modes!!!!

- If you are using 256 colors (8 Planes) it won't work!  
Nevertheless you don't have to care, it will check if it is possible to or not!

### 1.41 Menu: Settings.Remap Color 0

Activates/Deactivates Color-0 Remapping.

When ON the program will remap color 0 of the Blocks-Picture. It will replace it with the most similar color.

By doing this PowerCrawler can change the palette of Color 0 on the Edit-Screen without changing the look of the Blocks too much. As Intuition doesn't support BACKGROUNDPEN-Changing correctly this will help to obtain a better look of the GUI on the Edit-Screen, because many times color 0 is used for Black and with a black BACKGROUNDPEN the GUI just doesn't look good. It also causes Problems with the TEXTPEN which is also Black and that leads to invisible texts.

When OFF the program changes the palette of Color 0 only for Requesters and Setting-Windows.

If you turn it ON and there's a picture in memory which has not yet been remapped then it will be automatically remapped (after User-Confirm if User-Confirm is activated for Remapping!)

### 1.42 Menu: Settings.Change Color 0

---

Activates/Deactivates BACKGROUNDPEN-Changing (DRIPENS). This is not supported by Intuition but GadTools in some cases does support it.

Note: If Color 0-Remapping is ON then this one has no function!!

## 1.43 Menu: Confirm

```

Project   Mask   Settings   Confirm   Loader   Saver

x Quit Program
New Project
-----
Load Picture (normal)
Load Picture (Project)
Remap Color 0
Change Pic-Mode
-----
x Change Map-Settings
x Kill Mask
x Kill Flip-Table
-----
x Overwrite Files

```

In this menu you can control for which operations you want to have User-Confirmation.

- o Quit Program
- o New Project
- o Load Picture (normal) : If ON a Requester with some information about the Picture (Width, Height, Colors, compression) will appear. You can abort loading if you want to.
- o Load Picture (Project) : When you load a project which contains the file-name of the Picture it will be loaded. If you want to confirm this then activate this item.
- o Remap Color 0 : When you activate Color 0-Remapping and there's a picture in memory which is not remapped then
  - ON : you will be asked whether you want to re-map it.
  - OFF : it will be remapped!
- o Change PicMode : When changing the Screenmode for the Block-Screen in Map-Settings and there's actually a picture in memory then
  - ON : you will be asked whether you want the ScreenMode to be changed or NOT.

-OFF : it will be changed

Note : ScreenMode-Changing of an already existing  
Screen might not work!!!

- o Change Settings: When changing the Map-Settings and there's a  
Map-Buffer in memory then
  - ON : you will be asked whether you want to  
abort, convert the map or create a new  
Buffer.
  - OFF : it will be converted!
- o Kill Mask : Confirm when selecting Menus/Mask.Kill
- o Kill FlipTable : Confirm before killing the Flip-Buffer.
- o Overwrite Files: Confirm when Save would overwrite existing File.

## 1.44 Menus: Loader

Project	Mask	Settings	Confirm	Loader	Saver
		x Internal			
		-----			
		?			
		?			

Here you can choose which Routine to use for Map-Loading. The ones under  
the barlabel are read during the Program-Startup from the Directory  
"ExternalIO".

Note: Project-Loading/Saving uses always the internal format!

## 1.45 Menus: Saver

Project	Mask	Settings	Confirm	Loader	Saver
		x Internal			
		-----			
		?			
		?			

Here you can choose which Routine to use for Map-Saving. The ones under  
the barlabel are read during the Program-Setup from the Director  
"ExternalIO".

Note: Project-Loading/Saving uses always the internal format!

## 1.46 Main Window

This is how the Main Window looks like:

```

$\\times$
PowerCrawler
+-----+
|  1    |
2
3
4
5
6  |
+-----+
|  Project      |
+-----+
|  Picture      |
|    Map        |
|      Settings |
+-----+
| New Project   |
|   Edit Map    |
| Information   |
+-----+

Menus
ShortCuts

```

## 1.47 Special Shortcuts in Main Window

- "1".. "6" changes the Project
- <RETURN> - in a String-Gadget loads the Project, Picture or Map depending in which String-Gadget you are without popping up a File-Requester. The program will try to load the file you have typed in.
  - outside any String-Gadget will activate Edit Map
- <SHIFT> + ShortCut of Project, Picture or Map will load taking the filename from the according String-Gadget (no File-Requester)
- <SHIFT> + CLOSE-GADGET, QUIT-GADGET OR ESC iconifies PowerCrawler.

## 1.48 Gadget: Changing Project

The old project (the one active before activating the Gadget) will be saved to a temporary file in Ram. The new project (the one you have selected) will be either read from RAM: (if it had been editited earlier) or you get a New Project (with all Buffers cleared!).

In `Menus/Projectchange` you can edit what to save into the temporary file in RAM:.

In the `Tooltypes` you can select whether to delete the temporary files in RAM: at End of Program or not.

## 1.49 Gadget: Project

Pops up a File-Requester to load a Power-Crawler Project-File.  
If `ASKLOADPROJECT` (see `Tooltypes`) is not `DEACTIVATED` then if the file was found a new Window will pop up, where you can select which parts of the project you want the program to load and which not!

If the Project-File contains the `FileName` of a `Blocks-Picture` than it will be loaded automatically (after User-Confirm if set so in the `Confirm-Menu` (Item: Load Picture (Project))).

## 1.50 Gadget: Picture

Pops up a File-Requester to load a Picture using the Routine selected in the `Menu Settings/Pic-Load-Routine`. If you use the internal Routine (only `IFF-ILBM`) then the mask (if exists) will also be loaded.

In the `Confirm-Menu` you can select whether you want an Information-window to pop up or not (Item: Load Picture (normal)). The Information-Window also allows to abort loading.

## 1.51 Gadget: Map

Pops up a File-Requester to load a Map-File using the Routine selected in `Loader`.

## 1.52 Gadget: Settings

Opens the `Map/ScreenMode-Settings` Window. In that window you can change:

- `MapWidth`, `MapHeight`
  - `BlockWidth`, `BlockHeight`
  - Number of Layers
  - Memory-Type (`BYTE` or `WORD`)
  - Transparent Block (0 or -1)
-

- ScreenMode for Blocks-Picture-Screen
- ScreenMode for Edit-Screen

### 1.53 Gadget: New Project

Removes all data from memory (Picture, Map-Buffer, Flip-Buffer, ...). You can select in the Confirm-Menu whether you want to confirm this!

### 1.54 Gadget: Save Project

Pops up a Window where you can select what you want the program to save in the Project-File. If you confirm then a File-Requester will appear where you can enter the FileName.

Note: Even if in the Window that pops up you don't select anything, a file will be created. It will only contain the IFF-Header (12 Bytes).

### 1.55 Gadget: Edit Map

Enters the Edit-Mode. In the ToolTypes you can select whether the Main-Window shall be closed (while being in Edit-Mode) or not. Anyway you won't be able to use it.

### 1.56 Gadget: Save Map

Pops up a File-Requester to save the Map using the Routine selected in Menus/Saver.

### 1.57 mginformation

Pops up an Information-Requester.

### 1.58 mgquit

Quits the program. If you want to confirm it look at the Confirm-Menu (Item: Quit Program).

---



## 1.59 Map/Screenmode-Settings

This is how the Map/ScreenMode-Settings Window looks like:

```
$\times$
PowerCrawler: Settings
+-----+
|          |          Block-Size X - Y          |
| 16       |                                |
<
> |
| 16
<
> |
+-----+-----+
| Layers   | 100   Map-Width |
| 1        | 100   Map-Height |
|          |          |
| Transparent | Byte      |
| Block 0    |          Mem-Type |
|            |          Word      |
+-----+-----+
|          |          Screenmode |
| PICTURE  | 320 x 256 (21000) |
< |
| EDIT     | 320 x 256 (21000) |
< |
+-----+-----+
| Confirm  |          Abort      |
+-----+-----+
```

Leaving the Window .

## 1.60 Map/Screenmode-Settings: BlockSize-X

Here you can set the Block-Width (in Pixel). (min. 1 max. 255)

## 1.61 Map/Screenmode-Settings: BlockSize-Y

Here you can set the Block-Height (in Pixel). (min.1 max. 255)

## 1.62 Map/Screenmode-Settings: Layers

Here you can set the number of Layers (not Parallax-Layers!). More than one layer is only useful if there is a Mask . (min.1 max. 10)

### 1.63 Map/Screenmode-Settings: Transparent Block

With this Cycle-Gadget you can select whether to use Block 0 or Block -1 as the transparent Block. This has only effect if you are using more than one Layer.

The transparent Blocks in Layer #1 are filled rectangles in color 0. The transparent Blocks in Layer #2, #3, ... are not drawn (they are transparent and make visible the Blocks in the lower Layers).

See also `Mask` .

### 1.64 Map/Screenmode-Settings: Map-Width X

Here you can set the Map-Width (in Blocks). (min. 2 max. 32767)

### 1.65 Map/Screenmode-Settings: Map-Width Y

Here you can set the Map-Height (in Blocks). (min.2 max. 32767)

### 1.66 Map/Screenmode-Settings: Memorytype BYTE

Changes the Memorytype to BYTE. Each Block will be represented by a Number between 0 and 255. So the maximal number of different Blocks you can use in the Map is 256!

Needs ONE Byte per Block when saving!

### 1.67 Map/Screenmode-Settings: Memorytype WORD

Changes the Memorytype to WORD. Each Block will be represented by a Number between 0 and 65535. So the maximal number of different Blocks you can use in the Map is 65536.

Needs TWO Bytes per Block when saving!

### 1.68 Map/Screenmode-Settings: Screenmode Picture-Screen

Pops up a Screenmode-Requester to change the Screenmode for the Blocks-Screen.

Note: You have to set the Screenmode BEFORE loading any Picture, because the Loading-Routines DON'T CHANGE the Screenmode-Settings. So if your actual Screenmode is LOWRES 320 x 256 x 256 COLS and you try to load a HAM-Picture it won't be displayed correctly.

## 1.69 Map/Screenmode-Settings: Screenmode Edit-Screen

Pops up a Screenmode-Requester to change the Screenmode for the Edit-Screen.

## 1.70 Map/Screenmode-Settings: Confirm

Confirms the Settings. This can also be done by pressing the Right Mouse-Button or by pressing the Close-Gadget of the window.

Look at Leaving the Window !

## 1.71 Map/Screenmode-Settings: Abort

Aborts. You will get the previous Settings!

Note: If you have changed a Screenmode-Setting it will NOT be restored!

## 1.72 Map/Screenmode-Settings: Mode Info

Here you can see some info about the selected ScreenMode in the following Format:

```
<Visible-Size X> x <Visible-Size Y> ( <Display-ID> )
```

## 1.73 Map/Screenmode-Settings: Set to Edit's Screenmode

Copies the Edit Screenmode Settings to the Picture's ones.

## 1.74 Map/Screenmode-Settings: Set to Pictures's Screenmode

Copies the Picture Screenmode Settings to the Edit's ones.

## 1.75 Map/Screenmode-Settings: Leaving

When leaving the Settings-Window by pressing the Right Mouse-Button, the Confirm-Gadget or the Window's Close-Gadget then:

- If there's no Map-Buffer nothing will happen. The Map-Buffer will be created when:
  - You load a Mapfile

- You load a Projectfile which contains a Map-Buffer
- You enter Edit-Mode the first time.

It will not be created if you just change some settings but have never entered the Edit-Mode (or loaded a Mapfile/Projectfile with Mapbuffer).

- If there's a Map-Buffer then:
  - If no setting has changed, nothing will happen.
  - If one or more settings have changed a Requester will appear that asks you whether you want to:
    - o Convert the Map-Buffer. If the new Buffer's Width (MapWidth) is lower than the old one's the right part will be cut!! If the new Buffer's Height is lower than the old one's the bottom part will be cut!!
    - o Create a new Buffer. The old one will be killed and a new (BLANK) one will be created.
    - o Abort. The old Settings will be used and no change to the Map-Buffer will be done.

Note: The Requester won't appear if the according Checkmark in Menus/Confirm isn't set!  
In this case the program WILL CONVERT the map automatically!!

## 1.76 How to use PowerCrawler

When you first start PowerCrawler you will see the main window which always appears on the Workbench-Screen. From here you can load/save Maps, Pictures (Blocks), change the settings (LevelSize, ScreenModes, Fonts ...) and of course access the Edit-Mode.

Note: Editing is always done on a screen apart. When you are in Edit-Mode then the Main-Window cannot be used (it is inactive). For example if you are editing your map and want to save it, then you have to leave Edit-Mode first!

GUI-Note

Concept

Main Window

Main Menus

Map-Settings

Editing Maps

Tooltypes

--> Tips.readme

## 1.77 Some info about the Tooltypes

o The boolean Tooltypes (those with no parameter):

- take the default value (TRUE or FALSE) if they don't appear in the Tooltypes or are closed in brackets: for example: (NEWPROP)
- are TRUE if they appear in the Tooltypes (without brackets) without any <=????>
- are TRUE if they appear in the Tooltypes in the following way:

```
<Tooltype>=????
```

Note: ???? must NOT be one of the names you see below!!  
("OFF", "NO", "0", ...)

For example you could write:

```
<Tooltype>=YES
<Tooltype>=1
<Tooltype>=TRUE
<Tooltype>=nAtURALmente
<Tooltype>=Amiga
```

to make them TRUE!

- are FALSE if they appear in the Tooltypes in one of the following ways:

```
<Tooltype>=FALSE
<Tooltype>=OFF
<Tooltype>=NO
<Tooltype>=AUS
<Tooltype>=NEIN
<Tooltype>=0
```

o The tooltypes taking a numeric parameter must appear in one of the following ways (otherwise they get the default value):

- <Tooltype>=<Decimal-Number> ( for example: FILLBUFFERS=100)
- <Tooltype>=0x<Hex. Number> ( for example: FILLBUFFERS=0x60)
- <Tooltype>=0X<Hex. Number> ( " " : FILLBUFFERS=0X60)

o When editing the Tooltypes (for the first time) you will see that by default they are all inactive (closed in brackets). They are listed in the following Format:

```
(TOOLTYPE=DEFAULT PARAMETER [POSSIBLE PARAMETERS])
```

Example: (CLICKMODE1=1 [1,2]) means:

By default CLICKMODE1 has the value 1. The possible values are 1 and 2.

Note:      - <A>..**<B>** means Range from <A> to <B>  
          - Boolean Tooltypes don't have the [POSSIBLE PARAMETERS]-Part

o Tooltypes with a special parameter are described in Tooltype-Docs !

## 1.78 Tooltype-Settings

Readme first!

User-Interface:

NEWPROP  
SCALEMX  
SCALECB  
SCALEAR  
HIGHLABEL  
FRAMETYPE=  
FRAMEDEPTH  
XEN  
NICESTRING  
DISABLEGADGETS  
CALCFONTX

Internal GFX-Calls (for GFX-Boards!?):

SAFELOADIFF  
PICINTERLEAVED  
MAPINTERLEAVED  
EDITINTERLEAVED  
LOADIFFBMF=  
MASKBMF=  
TEMPBMF=  
ONEBLOCK1BMF=  
ONEBLOCK2BMF=  
PREZOOMPICBMF=  
PREZOOMMASKBMF=  
WAITBLIT  
NOFRIENDS

Map Editing:

NICEMARKING  
BIGDRAG  
AUTOFRONT  
CLICKMODE1=  
CLICKMODE2=  
POPUPSETTINGS  
INACTIVECLOSE  
TOOLNOBORDER  
MARKINGTICKS=

---

RELZOOM=

Locale:

FORCELOCALE  
NOLOCALE

Icons:

NOMAPICONS  
NOPRJICONS  
ICONIFYX=  
ICONIFYY=

Misc:

ASKLOADPROJECT  
CLOSEMAINWINDOW  
FILLBUFFERS=  
KILLPRJBUFFERS  
EXPANDPATH

## 1.79 Tooltypes: NEWPROP

Type : BOOLEAN  
Parameter :  
Default : FALSE

Description:

If TRUE the look of the GadTools Proportional-gadgets will be changed.  
This is a hack. It sets PROPNEWLOOK in the Gadget-Flags!

## 1.80 Tooltypes: SCALEMX

Type : BOOLEAN  
Parameter :  
Default : FALSE

Description:

- o If TRUE, MUTUAL-EXCLUDE-Gadgets are scaled in relation to the Font's Height and Width.
- o If FALSE, they get the standard Width/Height.

## 1.81 Tooltypes: SCALECB

Type : BOOLEAN  
Parameter :  
Default : FALSE

---

Description:

- o If TRUE, CHECKBOX-Gadgets are scaled in relation to the Font's Width and Height.
- o If FALSE, they get the standard Width/height.

## 1.82 Tooltypes: SCALEAR

Type : BOOLEAN  
Parameter :  
Default : FALSE

Description:

- o If TRUE, the ARROW-Buttons (of SLIDER- and SCROLLER-Gadgets) are scaled in relation to the Font's Width or Height.
- o If FALSE, they get the default size.

## 1.83 Tooltypes: HIGHLABEL

Type : BOOLEAN  
Parameter :  
Default : FALSE

Description:

- o If TRUE, the Labels of the Gadgets will be drawn with the HIGHLIGHTTEXT-PEN (usually White).
- o If FALSE the Labels are drawn with the TEXTPEN.

## 1.84 Tooltypes: FRAMETYPE=

Type : NUMERIC  
Parameter : 1,2,3  
Default : 1

Description:

Changes the type of the Bevel-Boxes used in most Windows:

- 1 = BUTTON
  - 2 = RIDGE
  - 3 = ICONDROPBOX
-



## 1.85 Tooltypes: FRAMEDEPTH

Type : BOOLEAN  
Parameter :  
Default : FALSE

Description:

- o If TRUE the Bevel-Boxes in the Windows are drawn in RECESSED-Mode.
- o If FALSE they are not.

## 1.86 Tooltypes: XEN

Type : BOOLEAN  
Parameter :  
Default : FALSE

Description:

If TRUE the Button-Gadgets get a Black Frame around them to achieve a nicer look.

## 1.87 Tooltypes: NICESTRING

Type : BOOLEAN  
Parameter :  
Default : FALSE

Description:

If TRUE, the String-Gadgets (Text and Integer) change their look when being active (the Background becomes white).

## 1.88 Tooltypes: DISABLEGADGETS

Type : BOOLEAN  
Parameter :  
Default : TRUE

Description:

If TRUE, when entering the Map/Screenmode-Settings Window or a Screenmode/Font/File-Requester the gadgets of the Main Window will be disabled!

---

## 1.89 Tooltypes: CALCFONTX

Type : BOOLEAN  
Parameter :  
Default : TRUE

### Description:

PowerCrawler takes the Font's `tf_XSize` and `tf_YSize` to scale the GUI. This results in a very simple form of Font Sensitivity. If you are using a proportional Font then `tf_XSize` is just a generic value which sometimes is rather good for X-Scaling but in many cases the value of `tf_XSize` instead of being an average-value is just too low or too high. Therefore PowerCrawler by default takes a certain number of Strings and calculates its' Length in Pixels by using `TextLength()`. The biggest resulting Scale-Factor ( $= \text{Pixel\_Length} / \text{String\_Length}$ ) will be used.

If you want PowerCrawler to use `tf_XSize` to Scale the GUI set this to FALSE.

## 1.90 Tooltypes: SAFELOADIFF

Type : BOOLEAN  
Parameter :  
Default : TRUE

### Description:

Changes the way the internal IFF-Load-Routine works:

- o If TRUE the Routine uses Planar to Chunky Conversion and `WritePixelLine8`. This should work always (with GFX-Boards too)!
- o If FALSE the Routine copies the Planar Data in the Iff-File to a Standard-Bitmap (see `LOADIFFBMF`). This is done using a simple `CopyMem`. After that the Routine makes a `BltBitmap` from this Bitmap to the Picture-Screen.

This is not really OS-conform and may cause problems on GFX-Boards, but on Machines with no GFX-Board it is FASTER.

## 1.91 Tooltypes: PICINTERLEAVED

Type : BOOLEAN  
Parameter :  
Default : TRUE

### Description:

Defines whether to open the Picture-Screen in Interleaved-Mode or not.

---

## 1.92 Tooltypes: MAPINTERLEAVED

Type : BOOLEAN  
Parameter :  
Default : TRUE

Description:

Defines whether to open the Map-Preview-Screen in Interleaved-Mode or not.

## 1.93 Tooltypes: EDITINTERLEAVED

Type : BOOLEAN  
Parameter :  
Default : TRUE

Description:

Defines whether to open the Edit Screen in Interleaved-Mode or not.

## 1.94 Tooltypes: LOADIFFBMF=

Type : NUMERIC  
Parameter :  
Default : 12 ( = BMF\_STANDARD+BMF\_INTERLEAVED)

Description:

Changes the Flags for the Bitmap allocated by the internal Iff-Loader if  
SAFELOADIFF is FALSE!

Note: The Result must be a Bitmap in Planar-Format.

```
BMF_CLEAR          = 1
BMF_DISPLAYABLE    = 2
BMF_INTERLEAVED    = 4
BMF_STANDARD       = 8
BMF_MINPLANES      = 16
```

## 1.95 Tooltypes: MASKBMF=

Type : NUMERIC  
Parameter :  
Default : 20 ( = BMF\_INTERLEAVED+BMF\_MINPLANES)

Description:

Changes the Flags for the Bitmap used for the Mask.

---

```
BMF_CLEAR      = 1
BMF_DISPLAYABLE = 2
BMF_INTERLEAVED = 4
BMF_STANDARD   = 8
BMF_MINPLANES  = 16
```

## 1.96 Tooltypes: TEMPBMF=

```
Type      : NUMERIC
Parameter :
Default   : 20          ( = BMF_INTERLEAVED+BMF_MINPLANES)
```

Description:

Changes the Flags for temporary allocated Bitmaps needed for WritePixelLine8, WritePixelLine8, ...

```
BMF_CLEAR      = 1
BMF_DISPLAYABLE = 2
BMF_INTERLEAVED = 4
BMF_STANDARD   = 8
BMF_MINPLANES  = 16
```

## 1.97 Tooltypes: ONEBLOCK1BMF=

```
Type      : NUMERIC
Parameter :
Default   : 20          ( = BMF_INTERLEAVED+BMF_MINPLANES)
```

Description:

Changes the Flags for the first One-Block-Bitmap which has the Width/Height of one Block. This Bitmap is needed for Mask-Blitting and scaled Blitting.

```
BMF_CLEAR      = 1
BMF_DISPLAYABLE = 2
BMF_INTERLEAVED = 4
BMF_STANDARD   = 8
BMF_MINPLANES  = 16
```

See BlockBlit-Routine !

## 1.98 Tooltypes: ONEBLOCK2BMF=

```
Type      : NUMERIC
Parameter :
Default   : 20          ( = BMF_INTERLEAVED+BMF_MINPLANES)
```

Description:

---

Changes the Flags for the second One-Block-Bitmap which has the Width/Height of one Block. This Bitmap is needed for Mask-Blitting and scaled Blitting.

```
BMF_CLEAR      = 1
BMF_DISPLAYABLE = 2
BMF_INTERLEAVED = 4
BMF_STANDARD   = 8
BMF_MINPLANES  = 16
```

See BlockBlit-Routine !

## 1.99 Tooltypes: PREZOOMPICBMF=

Type : NUMERIC  
Parameter :  
Default : 20 ( = BMF\_INTERLEAVED+BMF\_MINPLANES)

Description:

Changes the Flags for the Picture-Bitmap used when Zoom-Precalc is on.

```
BMF_CLEAR      = 1
BMF_DISPLAYABLE = 2
BMF_INTERLEAVED = 4
BMF_STANDARD   = 8
BMF_MINPLANES  = 16
```

## 1.100 Tooltypes: PREZOOMMASKBMF=

Type : NUMERIC  
Parameter :  
Default : 20 ( = BMF\_INTERLEAVED+BMF\_MINPLANES)

Description:

Changes the Flags for the Mask-Bitmap used when Zoom-Precalc is on.

```
BMF_CLEAR      = 1
BMF_DISPLAYABLE = 2
BMF_INTERLEAVED = 4
BMF_STANDARD   = 8
BMF_MINPLANES  = 16
```

## 1.101 Tooltypes: WAITBLIT

Type : BOOLEAN  
Parameter :  
Default : FALSE

Description:

---

If TRUE, a WaitBlit-Call is done before any:

ClipBlit, BltBitmap, BltBitmapRastPort!

Might be necessary for GFX-Boards.

## 1.102 Tooltypes: NOFRIENDS

Type : BOOLEAN

Parameter :

Default : FALSE

Description:

If TRUE, the AllocBitmap-Calls set FriendBitmap to NULL.

## 1.103 Tooltypes: NICEMARKING

Type : BOOLEAN

Parameter :

Default : TRUE

Description:

If TRUE, when doing a Selection in Edit-Mode (for example to pick up a Brush) the rectangle which marks the Area will be drawn with a scrolling pattern.

## 1.104 Tooltypes: BIGDRAG

Type : BOOOLEAN

Parameter :

Default : TRUE

Description:

- o If TRUE the Special-Window (Box at the bottom) on the Edit-Screen gets a Drag-Gadget as big as the window itself. So you can click anywhere to change its position (except you don't click on a Gadget).
- o If FALSE the Special-Window can only be moved by clicking on its DragBar at the left side of the Window.

## 1.105 Tooltypes: AUTOFRONT

Type : BOOLEAN  
Parameter :  
Default : TRUE

Description:

- o If TRUE, when selecting a Block (or a Group of Blocks) on the Blocks-Screen the program will automatically bring to front the Edit-Screen.
- o If FALSE you will remain on the Blocks-Screen and will have to use the Right Mouse Button or <SPACE> to get to the Edit-Screen!

## 1.106 Tooltypes: CLICKMODE1=

Type : NUMERIC  
Parameter : 1 2 DRAG RELEASE  
Default : 1

Description:

Changes the way some Drawing-Functions (those who take 2 coordinates) in Edit-Mode are handled:

1, DRAG : - CLICK LEFT MOUSE BUTTON (hold LMB)  
- MOVE MOUSE (hold LMB)  
- RELEASE LEFT MOUSE BUTTON  
  
CLICK - MOVE - RELEASE

2, RELEASE : - CLICK LEFT MOUSEBUTTON  
- RELEASE LEFT MOUSEBUTTON  
- MOVE MOUSE (no Mouse-Button pressed);  
- CLICK LEFT MOUSEBUTTON  
- RELEASE LEFT MOUSEBUTTON  
  
CLICK - RELEASE - MOVE - CLICK - RELEASE

## 1.107 Tooltypes: CLICKMODE2=

Type : NUMERIC  
Parameter : 1 2 DRAG RELEASE  
Default : 1

Description:

Changes the way Picking up Blocks (on the Block-Screen) is handled:

1, DRAG : - CLICK LEFT MOUSE BUTTON (hold LMB)  
- MOVE MOUSE (hold LMB)  
- RELEASE LEFT MOUSE BUTTON

---

CLICK - MOVE - RELEASE

```
2, RELEASE : - CLICK LEFT MOUSEBUTTON
              - RELEASE LEFT MOUSEBUTTON
              - MOVE MOUSE (no Mouse-Button pressed);
              - CLICK LEFT MOUSEBUTTON
              - RELEASE LEFT MOUSEBUTTON

CLICK - RELEASE - MOVE - CLICK - RELEASE
```

## 1.108 Tooltypes: POPUPSETTINGS

Type : BOOLEAN  
Parameter :  
Default : FALSE

Description:

- o If TRUE, the Settings-Windows of the Drawmodes (LINE, AIRBRUSH, FILL), the CLR-Window and the Zoom-Settings-Window will get a BORDERLESS Window and will look like a POPUP-WINDOW (because they pop up near the gadget).
- o If FALSE the Windows mentioned above will have a standard Look and will be centered on the Screen.

## 1.109 Tooltypes: INACTIVECLOSE

Type : BOOLEAN  
Parameter :  
Default : TRUE

Description:

- o If TRUE, most Requesters (but not the System ones) can be aborted/leaved by DEACTIVATING them (clicking outside the window).
- o If FALSE, this isn't possible.

## 1.110 Tooltypes: TOOLNOBORDER

Type : BOOLEAN  
Parameter :  
Default : FALSE

Description:

- o If TRUE, the Toolwindow on the Edit-Screen will get a borderless Window.
-



- o If FALSE, the Toolwindow gets a normal Window.

### 1.111 Tooltypes: MARKINGTICKS=

Type : NUMERIC  
Parameter :  
Default : 8

#### Description:

This Tooltype controls the number of Intui-Ticks that must expire before in Edit-Mode the Cursor=Marker (a Rectangle with two diagonal lines) turns into a Super-Cursor.

What for hell is a Super-Cursor??? Well for reasons of speed the program usually only draws a rectangle with two diagonal lines in the Map-Window to show where the actual Block will be drawn. But if you have picked up a big Group of Blocks or you have a big Brush you often don't know if it will be put at the right place, so if you don't touch your Mouse/Keyboard for a certain period of time (controlled by MARKINGTICKS) the program will draw the Block/Brush temporary. As soon as you touch the the Mouse/Keyboard again it will turn into a normal Cursor.

Note: A value of 0 causes the program to use only the normal Cursor.  
Of course when you select the Super-Cursor to be active "ALWAYS" in the Edit-Menus you will get a Super-Cursor.

MARKINGTICKS just sets the delay for "STANDARD DELAY".

### 1.112 Tooltypes: RELZOOM=

Type : NUMBER  
Parameter : 1 .. 100  
Default : 20

#### Description:

Defines the relative Zoom-Factor that is applied when pressing <+> or <-> or LMB with ALT-RIGHT / ALT-RIGHT+SHIFT-RIGHT hold down in the Map-Window.

### 1.113 Tooltypes: FORCELOCALE

Type : BOOLEAN  
Parameter :  
Default : FALSE

#### Description:

If TRUE, PowerCrawler tries to load a Catalog-File for the BuiltIn-Language (English). So if you want to change the Shortcuts or don't like my terrible

---

English set this to TRUE and create your own Catalog. (The Catalog-Description and Catalog-Translation Files are in the directory "catalogs"!)

### 1.114 Tooltypes: NOLOCALE

Type : BOOLEAN  
Parameter :  
Default : FALSE

Description:

If TRUE, PowerCrawler will be forced to use the BUILT-IN-LANGUAGE.

### 1.115 Tooltypes: NOMAPICONS

Type : BOOLEAN  
Parameter :  
Default : FALSE

Description:

If TRUE, no Icon will be created when saving a Map.

### 1.116 Tooltypes: NOPRJICONS

Type : BOOLEAN  
Parameter :  
Default : FALSE

Description:

If TRUE, no Icon will be created when saving a Project.

### 1.117 Tooltypes: ICONIFYX=

Type : NUMBER  
Parameter :  
Default : -1 (means NO\_ICON\_POSITION)

Description:

Sets the X-Position of the Iconify-Icon.

---

### 1.118 Tooltypes: ICONIFYY=

Type : NUMBER  
Parameter :  
Default : -1 (means NO\_ICON\_POSITION)

Description:

Sets the Y-Position of the Iconify-Icon.

### 1.119 Tooltypes: ASKLOADPROJECT

Type : BOOLEAN  
Parameter :  
Default : TRUE

Description:

If TRUE, when loading a Project, a window will pop up that shows you what kind of data the Project contains (Map-Buffer, Flip-Table, Brushes, ...). You can decide which of the data you want to load and which not.

### 1.120 Tooltypes: CLOSEMAINWINDOW

Type : BOOLEAN  
Parameter :  
Default : FALSE

Description:

- o If TRUE, when entering the Edit-Mode, the Main Window will be closed.
- o If FALSE, when entering the Edit-Mode, the Main Window remains open but nevertheless can't be used.

### 1.121 Tooltypes: FILLBUFFERS=

Type : NUMERIC  
Parameter : 11..999  
Default : 100

Description:

Controls the Number of Fill-Buffers used for Filling-Operations. One Fill-Buffer needs some hundred bytes. You need a big amount of Fill-Buffers only if you want to fill very complex Forms. Usually for a normal Fill-Operation the program doesn't need more than 15 Fill-Buffers.

Note: If for a Fill-Operation there aren't enough Fill-Buffers the only

---

thing that will happen is that the filling is not complete.

The FillBuffers are allocated at any Fill-Operation and freed at the finish of this operation!

## 1.122 Tooltypes: KILLPRJBUFFERS

Type : BOOLEAN  
 Parameter :  
 Default : TRUE

Description:

Usually the temporary files (which are Project-Files) in RAM: will be deleted when you quit the program. If you don't want that for some reason then set KILLPRJBUFFERS to FALSE!

## 1.123 Tooltypes: EXPANDPATH

Type : BOOLEAN  
 Parameter :  
 Default : FALSE

Description:

Defines whether Filenames shall be expanded or not. If you want to use relative Paths <EXPANDPATH> must be FALSE.

Example for EXPANDPATH:

Current Directory = <Work:PowerCrawler>

<pictures/Demo.iff>	becomes	<Work:PowerCrawler/pictures/Demo.iff>
<dh1:MyMap>	becomes	<Work:MyMap>
</Test>	becomes	<Work:Test>

## 1.124 The way PowerCrawler does the Block-Blitting

First some info about the Mask. The Mask is a Bitmap with the same Width, Height and number of Planes the Blocks-Picture has. In the Mask there can be only two different "colors" (not really colors, but "Bit-Combinations"). For example if your Picture has 32 Colors (5 Planes) then in the Mask each Point being a Mask-Point is of Color 31 (All BitPlanes set) and each Point being a NonMask-Point is of Color 0 (All BitPlanes cleared).

- > The Mask is 0 if the Pixel of the Block SHALL NOT BE transparent.
- > The Mask is -1 (or  $2^{\text{Planes}} - 1$ ) if the Pixel of the Block SHALL BE transparent!

- o For normal Blitting (without Mask) Powercrawler does a BltBitmapRastPort

from the PictureScreen-Bitmap to the EditScreen-Window.

- o For MaskBlitting Powercrawler does this:

OS Mode 1 :

```
BltBitmapRastPort(PictureBitmap,a,b,OneBlock1RastPort,0,0,Width,Height,192)
(Copy the Block to OneBlock1Bitmap)
```

BltBitmapRastPort (MaskBitmap, a, b, OneBlock1RastPort, 0, 0, Width, Height, ANBC)  
(Clear points in OneBlockBitmap where Mask is set)

BltBitmapRastPort (MaskBitmap, a, b, EditWindowRastPort, x, y, Width, Height, ABC)  
(Clear points in EditWindow (Destination) where Mask is not set)

```
BltBitmapRastPort (OneBlock1Bitmap, 0, 0, EditWindowRastPort, x, y, Width, Height, $EE)
(OneBlockBitmap OR EditWindowRastPort)
```

OS Mode 2 :

BltBitmapRastPort (MaskBitmap, a, b, EditWindowRastPort, x, y, Width, Height, ABC)  
(Clear points in EditWindow (Destination) where Mask is not set)

```
BltBitmapRastPort (PictureBitmap, a, b, EditWindowRastPort, x, y, Width, Height, $EE)
(PictureBitmap OR EditWindowRastport)
```

Note: I don't know if this works on GFX-Boards. If you know a better/faster way of doing Mask-Blitting (I don't think BltMaskBitmapRastPort! is compatible/fast enough, but I don't know!!)

## 1.125 Editing Maps

```

PowerCrawler
+
$\times$
Map                                     Tools
| | | |
| | | |
| | | |
| | | |
| | | |
| Map-Editing Window | | | Tools-
| | | | | Window
| | | |
| | | |
| | | |
| | | |
-----|
Special-Window |
-----|
ShortCuts/Control
Menus
Blocks-Screen

```

## 1.126 Edit-Screen: Leaving Edit-Mode

By activating the Close-Gadget in the Map-Window you leave Edit-Mode. This is necessary if you want to save the Map/Project, change some Settings or something like that.

## 1.127 Edit-Screen: Map-Window

In this window you can edit your Map. The Map can be scrolled with the Scrollers or the Cursor-Keys: <SHIFT> + CurorKey scrolls 1 Page  
<ALT> + CursorKey scrolls to the Start/End

See Shortcuts !

## 1.128 Edit-Screen: Shortcuts/Control

```
<F1>    Activates  Block-Mode .
<F2>    Activates  Brush-Mode .

<F6>    Activates  Replace-Mode .
<F7>           Activates  Matte-Mode  .

<F3>    Activates the Zoom PopUp-Menu.
<F4>    Activates the Brush PopUp-Menu.
<F5>    Activates the Special Operations PopUp-Menu.

<F9>    Resets the Windows' Position/Size to Preset #1.
<F10>   Resets the Windows' Position/Size to Preset #2.

<DEL>   Sets the actual Block to the <Transparent Block> (0 or -1).
        This is useful if you have Block -1 as transparent Block
        because you can't reach it in the Blocks-Screen.

<TAB>   Cycles through MapWindow/ToolWindow/BrushWindow. This is
        limited if Autopoint is on.

<CURSOR-KEYS> Allow you to scroll through the Map (you can also use it
        with <SHIFT> (Page-Scrolling), <ALT> (Init/End-Scrolling)).

<SPACE> Brings to front the  Blocks-Screen !

<RMB>   The Right Mouse-Button brings to front the  Blocks-Screen!

<CTRL>+<LMB> Use this to drag (scroll) the map.

<MMB>   If your mouse has three buttons you can use the middle one
        to drag the map.

<CTRL>+<RMB> Pops up the Brush-Menu right under the Mouse-Pointer

<D>     Activates  Freehand-Drawing .
<V>     Activates  Line-Drawing      .
```

---

```

<R>   Activates Rectangle-Drawing .
<SHIFT> + <R> Activates Filled R.-Drawing .
<A>   Activates Airbrush-Drawing .
<F>   Activates Filling-Tool .
<B>   Activates Brush-Cutting .
<SHIFT> + <K> Activates Clear-Window .

<RETURN>   Selects the whole map. Works with: Rectangle
           Filled Rectangle
           Brush-Cutting

<U>       Undo

<1>,<2> .. <0>   Sets the Actual Layer (1..10).

<+>       Zoom + Rel. Zoomfactor
<->       Zoom - Rel. Zoomfactor

<ALT-RIGHT> + Zoom + Rel. Zoomfactor
<LMB>

<ALT-RIGHT> + Zoom - Rel. Zoomfactor
<SHIFT-RIGHT> +
<LMB>

</>       Scrolls through the Brushes (-)
<*>       Scrolls through the Brushes (+)

<[>       Scrolls through the Blocks (-)
<]>       Scrolls through the Blocks (+)

```

## 1.129 Edit-Screen: Tool-Window

```

                                Tools
Block-Mode -----> |[X]|o|o| <----- Brush-Mode
  Replace -----> | = | + | <----- Matte
                   | / | | / |
Freehand -----> | | / | / | <----- Line
                   |++| | |
Rectangle -----> |++| | | <----- Filled Rct
                   |= o| /\|
Air-Brush -----> | | _\| / | <----- Fill
                   |++| | |
Cut Brush -----> |++|CLR| <----- Clear
                   | UNDO | <----- Undo
                   +-----> | 1 |
                   | | 2 |
Act. Layer -----+ | 3 |
                   | | 4 |
                   +-----> | 5 |

```

Notes!      Toolbox.iff

### 1.130 Edit-Screen: Tool-Window.Notes

- o The following Draw-Tools have a Settings-Window. You can access it by clicking on the gadget when it is already active (no real Double-Click. Just click twice on the same Gadget!)
- Line
  - Fill
  - Airbrush
- o There's a hidden Zoom-Gadget at the right bottom edge of the Window. So if you want to scale the Tool-Gadgets just click there.
- o To access the Brush-Window (where you can add the actual Brush to the Brush-Table which can be saved ) press twice F2 or click twice the BrushMode-Gadget !
- o Have a look at the Shortcuts !;

### 1.131 Edit-Screen: ToolWindow.Block-Mode

Shortcut: F1

Activates the Block-Mode. When you pick up a Block or a group of Blocks from the Blocks-Screen then Block-Mode will be activated automatically. If you cut a Brush or select one in the Brush-PopUp-Menu then Brush-Mode will be activated automatically.

Therefore you usually don't need to access this Gadget.

### 1.132 Edit-Screen: ToolWindow.Brush-Mode

Shortcut: F2

Activates the Brush-Mode. When you pick up a Block or a group of Blocks from the Blocks-Screen then Block-Mode will be activated automatically. If you cut a Brush or select one in the Brush-PopUp-Menu then Brush-Mode will be activated automatically.

Therefore you usually have to access this gadget only if you have picked up a Brush earlier but after that have picked up a Block from the Blocks-Screen and now you want to use that Brush again.

By clicking twice on the Brush-Mode-Gadget the Brush-Window will pop up!

### 1.133 Edit-Screen: ToolWindow.Replace-Mode

---



Shortcut: F6

Activates the Replace-Mode. In this Mode any Block/Group of Blocks/Brush will be drawn into the actual Layer (and the following ones if you are using a Brush with more than one Layer!) replacing any Blocks that were in the Layer/s. Use the Menus to select whether you want transparent Blocks to be drawn or not. (Item: Transparent Block --> If it is activated then transparent Blocks will NOT be drawn otherwise they will be!).

## 1.134 Edit-Screen: ToolWindow.Matte-Mode

Shortcut: F7

Activates the Matte-Mode. In this Mode any Block/Group of Blocks/Brush will be drawn into the actual Layer (and the following ones if you are using a Brush with more than one Layer!) affecting only Blocks which are transparent!!.

Note: If you are using only one Layer then Matte-Mode has no sense!

Example:

- Your Map has 7 Layers.
- Transparent Block is Block #0;
- Your Brush is 1 Block x 1 Block x 5 Layers and looks like this:

Layer:	Block-Number
1	101
2	102
3	103
4	104
5	105

- The map at the Position you want to put the Brush looks like this:

Layer:	Block-Number
1	201
2	202
3	0 <transparent>
4	204
5	0 <transparent>
6	0 <transparent>
7	0 <transparent>

After putting the Brush the map will look like this:

Layer:	Block-Number
1	201
2	202
3	101 <from Brush Layer 1>
4	204

---

5	102 <from Brush Layer 2>
6	103 <from Brush Layer 3>
7	104 <from Brush Layer 4>

As you see above Layer 5 of the Brush could not be drawn because there weren't enough transparent Blocks in the Map!

### 1.135 Edit-Screen: ToolWindow.Freehand

Shortcut: D

Sets the DrawTool to Freehand.

Use - CURSORKEYS to scroll the Map during Freehand-Drawing.  
- SHIFT-LEFT to lock Y-MOVING  
- SHIFT-RIGHT to lock X-MOVING

The actual Block/Group of Blocks/Brush will be used to draw!

### 1.136 Edit-Screen: ToolWindow.Line

Shortcut: V

Sets the DrawTool to Line.

Use - CURSORKEYS to scroll the Map during Line-Marking.  
- SHIFT-LEFT to lock Y-MOVING  
- SHIFT-RIGHT to lock X-MOVING  
- ALT-LEFT to lock Angle if X-Offset (Vector) is greater than Y-Offset (Vector).  
- ALT-RIGHT to lock Angle if Y-Offset (Vector) is greater than X-Offset (Vector).  
- RIGHT MOUSE BUTTON to abort Line-Marking.  
- <+> to increase Zoom-Factor during Line-Marking.  
- <-> do decrease Zoom-Factor during Line-Marking.

By clicking twice the Line-Gadget you enter a Settings-Window !

The actual Block/Group of Blocks/Brush will be used to draw the Line.  
You should use Matte-Mode only if you are drawing in  
One-Point per Row/Column-Mode (see Settings-Window !)

### 1.137 Edit-Screen: ToolWindow.Rectangle

Shortcut: R

Sets the DrawTool to Rectangle.

Use - CURSORKEYS to scroll the Map during Rectangle-Marking.  
- SHIFT-LEFT to lock Y-Moving

---

- SHIFT-RIGHT to lock X-Moving
- ALT to make the Height equal to the Width
- <RETURN> to select the whole map.
- RIGHT MOUSE BUTTON to abort Rectangle-Marking.
- <+> to increase Zoom-Factor during Rectangle-Marking.
- <-> to decrease Zoom-Factor during Rectangle-Marking.

The actual Block/Group of Blocks/Brush will be used to draw the Rectangle.

### 1.138 Edit-Screen: ToolWindow.Filled Rectangle

Shortcut: <SHIFT> R

Sets the DrawTool to Filled Rectangle.

Use - CURSORKEYS to scroll the Map during Rectangle-Marking.

- SHIFT-LEFT to lock Y-Moving
- SHIFT-RIGHT to lock X-Moving
- ALT to make the Height equal to the Width
- <RETURN> to select the whole map.
- RIGHT MOUSE BUTTON to abort Rectangle-Marking.
- <+> to increase Zoom-Factor during Rectangle-Marking.
- <-> to decrease Zoom-Factor during Rectangle-Marking.

The actual Block/Group of Blocks/Brush will be used to draw the filled Rectangle!

### 1.139 Edit-Screen: ToolWindow.Airbrush

Shortcut: A

Sets the DrawTool to Airbrush.

Use - CURSORKEYS to scroll the Map during Air-Brushing.

- SHIFT-LEFT to lock Y-Moving
- SHIFT-RIGHT to lock X-Moving

By clicking twice the Airbrush-Gadget you enter a Settings-Window !

The actual Block/Group of Blocks/Brush will be used to draw!

### 1.140 Edit-Screen: ToolWindow.Fill

Shortcut: F

Sets the DrawTool to Fill.

By clicking twice the Fill-Gadget you enter a Settings-Window !  
Check out the Tooltype FILLBUFFERS !.

---

The actual Block/Group of Blocks/Brush will be used to fill!

## 1.141 Edit-Screen: ToolWindow.Cut

Shortcut: b

Sets the DrawTool to Brush-Cutting.

Use - CURSORKEYS to scroll the Map during Range-Marking.

- SHIFT-LEFT to lock Y-Moving
- SHIFT-RIGHT to lock X-Moving
- ALT to make the Height equal to the Width
- <RETURN> to select the whole map.
- RIGHT MOUSE BUTTON to abort Range-Marking.
- <+> to increase Zoom-Factor during Range-Marking.
- <-> to decrease Zoom-Factor during Range-Marking.

Hint:

If you hold down the RIGHT AMIGA-KEY while selecting the first point of the Range, as soon as the Range-Selection is done a Window will appear where you can give a Name to the Brush which will be added to the Brush-Table immediately. This is very useful if you have to cut a lot of Brushes that you want to add to the Brush-Table.

Important:

- o The Brush will be cut from the actual and all following Layers. Example: If your Map has 5 Layers and your actual Layer is 2 then the Brush will have 4 Layers (Layer 2,3,4,5 of the Map)!!
- o The Brush will get the Name "<noname>" till you add it to the Brush-Table (this is done in the Brush-Window !)
- o After having done a Cut the DrawTool will become the Tool active before activating the Cut-Gadget.

Check out the Tooltype NICEMARKING !

## 1.142 Edit-Screen: ToolWindow.Clear

Shortcut: <SHIFT> K

Pops up the Clear-Window which looks like this:

```

$\\times$
Clear
|      Range      |      Layers      |
|   All           |   All            |
|   View          |   Actual          |
+-----+-----+
|  Clear  |  Fill  |  Abort  |

```

---

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

Range : - >All< will affect the whole Map  
 - >View< will affect only the area you see in the Edit-Window.

Layers: - >All< will affect all Layers  
 - >Actual< will affect only the actual Layer.

o CLEAR will clear using the transparent Block.

o FILL will fill using the actual Block/Group of Blocks/Brush

o ABORT will close the window

Note: If you are in Brush-Mode then when selecting <FILL> and  
 <ALL-LAYERS> then the affected Layers are:

ActualLayer .. [ActualLayer+Number Layers of Brush-1]

### 1.143 Edit-Screen: ToolWindow.Undo

Shortcut: u

Undos the last action if the Menu Settings/No Undo-Buffer is not activated.

### 1.144 Edit-Screen: ToolWindow.Layers

Shortcut: <Number of Layer>

Sets the actual Layer in which Drawing-Operations (Brush-Cutting, Flipping, ... too!!) are to be done.

### 1.145 The Project Selection-Window

```
$\times$PowerCrawler: ???
+-----+
| $\times$
| $\times$
| $\times$
|
|
|
+-----+
|   Confirm
+-----+
```

## 1.146 Edit-Screen: Brush-Window

```
$\times$Brush
+-----+
| Bridge  | |
| Waterfall | |
| Wall    | |
|         | |
|         | |
+-----+
|
+-----+
| New
| Sort
+-----+
```

In the BrushWindow you can add the actual Brush to the Brush-Table. To do this click NEW or press SPACE. The Listview-String-Gadget where you can enter a Name for the Brush will be activated.

You can change the Name of a Brush by selecting it and changing the Name in the Listview-String-Gadget.

You can delete a selected Brush by clicking KILL or pressing the DELKEY.

You can get some information about the selected Brush by clicking INFO or pressing the HELP-KEY.

The Brushes can be sorted (by their name) by clicking SORT or pressing the RETURN-KEY.

To use a Brush from the Brush-Table either click at its name with the Mouse or choose it from the Special-Window's Brush-PopUp-Menu!

You can use the Cursor-Keys to scroll through the Listview-Entries.

```
!! YOU DON'T HAVE TO CLOSE THE BRUSH-WINDOW TO CONTINUE MAP-EDITING !!
!!                               IT WORKS ASYNCHRONOUSLY                               ||
```

## 1.147 Edit-Screen: Line-Settings

Click twice the Line-Gadget to bring up the Settings-Window. There are three Modes. I'll explain how they work with an Example.

Your actual Group of Blocks (5 x 5 Blocks selected from the Blocks-Screen) looks like this.

```

:
/--\
|  |T
|oO||
-----
```

o Normal (Pattern):

```

:      :      :      :      :      :      :      :      :      :      :      :      :      :
/---\ /---\ /---\ /---\ /---\ /---\ /---\ /---\ /---\ /---\ /---\ /---\ /---\ /---\ /---\
|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|
|oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||
-----

:      :      :      :      :      :      :      :      :      :      :      :      :      :
/---\ /---\ /---\ /---\ /---\ /---\ /---\ /---\ /---\ /---\ /---\ /---\ /---\ /---\ /---\
|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|
|oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||
-----

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/---\ /---\ /---\ /---\ /---\ /---\ /---\ /---\ /---\ /---\ /---\ /---\ /---\ /---\ /---\
|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|
|oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||
-----

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|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|
|oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||
-----

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/---\ /---\ /---\ /---\ /---\ /---\ /---\ /---\ /---\ /---\ /---\ /---\ /---\ /---\ /---\
|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|---|T|
|oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||oO|||
-----

```

As you see the Group of Blocks is used like a Pattern.

If you're using a single Block or 1x1-Brush you'll get a normal line.

#### o One Point/Column:

Only one point per Column will be drawn. The Column's Width is the horizontal number of Blocks of your Group of Blocks/Brush or 1 if you are using a single Block.

```

:
/---\
|---|T
|oO||
-----

```

```

:
/---\
|---|T
|oO||
-----

```

```

:
/---\
|---|T
|oO||
-----

```

```

      :
    /--\
   |--|T
   |oO||
   -----

```

#### o One Point/Row:

Only one point per Row will be drawn. The Row's Height is the vertical number of Blocks of your Group of Blocks/Brush or 1 if you are using a simple Block.

```

      :
    /--\
   |--|T
   |oO||
   -----

```

```

      :
    /--\
   |--|T
   |oO||
   -----

```

```

      :
    /--\
   |--|T
   |oO||
   -----

```

```

      :
    /--\
   |--|T
   |oO||
   -----

```

#### Hint:

One Point/Column(Row) is very useful if you have a Group of Blocks/Brush that is used to draw an uneven Path/Area/Hill/...

#### Example:

You have a 5 x 3 Brush which looks like this:

```

  |-\
  | \
  |__\

```

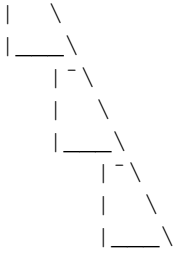
You want to get this:

```

  |-\
  | \
  |__\
  * |-\

```





Simply do this:

- 1) Set Line-Mode to One Point/Row.
- 2) Select Start-Position of Line.
- 3) Move Marker to the second Position the Brush has to be drawn at(\*).
- 4) Hold down LEFT ALT-KEY (if Offset (StartPosition - SecondBrushPosition) X is greater than Offset Y) or RIGHT ALT-KEY (if Offset (StartPosition - SecondBrushPosition) Y is greater than Offset X) to lock the Angle.
- 5) Release the Mouse-Button at Line-End-Position.
- 6) That's it!

## 1.148 Edit-Screen: Airbrush-Settings

Click twice the Airbrush-Gadget to bring up the Settings-Window.  
It looks like this:

```

    $\times$
Airbrush
|          Type          |
|          <Type>       |
+-----+
|  Size   8           8  |
+-----+-----+
|   Pause   | Movement |
|           |           |
<
> |   $\times$   |
+-----+-----+

```

- o Type: This Cycle-Gadget defines the Type of Airbrush. It can be RECTANGLE or CIRCLE.
- o Size: Defines the Size of the Airbrush (in Blocks). If <Type> is CIRCLE then Size is the diameter.
- o Pause: This Scroll-Gadget sets the delay between two Airbrush-Drawings. Move it left for fast Airbrushing and right for slow action.
- o Movement: If checked the next AirBrush-Point will only be drawn after having moved the Mouse.

## 1.149 Edit-Screen: Fill-Settings

Click twice the Fill-Gadget to bring up the Settings-Window.  
It looks like this:

```
$\times$
Fill
|           Type           |
|           <Type>         |
+-----+
| Set Reference Point...   |
+-----+
```

o Type : This Cycle-Gadget defines the Fill-Mode:

- NORMAL fills all connected Blocks of the actual Layer that have the same number the Block in the actual Layer where you have clicked with the Mouse has.
- VERTICAL fills a vertical Line scanning the actual Layer using the number of the Block in the actual Layer where you have clicked with the Mouse.
- HORIZONTAL fills a horizontal Line scanning the actual Layer using the number of the Block in the actual Layer where you have clicked with the Mouse.

An Example might explain it better:

You fill with Block \* at Position 0:

-> Before Filling the Map looks like this:

```
456623464664664460
064455004000046460
465200000000000466
    456000000000000896
    566660000000046542
    456000000046655555
    455500000000046523
    565556000000008652
    660006894646612338
```

- NORMAL FILLING

```
456623464664664460
064455**4***46460
4652*****466
    456*****896
    56666*****46542
    456*****46655555
    4555*****46523
    565556*****8652
    660006894646612338
```

#### - VERTICAL FILLING

```
456623464664664460
064455004*00046460
465200000*00000466
    456000000*00000896
    566660000*00046542
    456000000*46655555
    455500000*00046523
    565556000*00008652
    660006894646612338
```

#### - HORIZONTAL FILLING

```
456623464664664460
064455004000046460
465200000000000466
    456000000000000896
    56666*****46542
    456000000046655555
    455500000000046523
    565556000000008652
    660006894646612338
```

#### o Reference Point :

Lets you select a Reference Point useful when Filling with a Group of Blocks/Brush to make sure that at a certain Position the Group of Blocks /Brush is drawn as it is (and not scrolled because of the Pattern-Filling).

Note: The Fill-Routine only checks the actual Layer to find out where to fill and where not. For example in Matte-Mode Area-Scanning is done in the actual Layer but Filling in one of the next Layers.

Vertical/Horizontal Filling does not need any FILLBUFFERS !

## 1.150 Edit-Screen: SpecialWindow

The Special-Window looks like this:

```
-----|
$ \times$           ? 100%   My Brush   Special-Operations |
-----|
```

## 1.151 Edit-Screen: SpecialWindow.Show Coords

This Checkbox-Gadget activates/deactivates Coords-Showing.

## 1.152 Edit-Screen: SpecialWindow.Coords

In this area the actual Coordinates are shown either in absolute or relative Mode (if you are in any Selection-Operation).

## 1.153 Edit-Screen: SpecialWindow.Zoom Settings

This gadget brings up a Settings-Window to change the Zoom. You can enter new Zoom-Factors either in Percent or in Pixel. Horizontal and vertical Scale-Factor may be different.

## 1.154 Edit-Screen: SpecialWindow.Zoom PopUp-Menu

This gadget activates the Zoom PopUp-Menu where you can choose one from 10 Zoom-Presets (horizontal AND vertical Factors will get the same value!) Press RIGHT MOUSE BUTTON or click in another Window to abort Selection.

You can also access it by Keyboard. Use:

```
<F3>    to activate the Menu
<CRSR>  to scroll through the Menu-Entries.
<RETURN>,
<SPACE> to select
<ESC>   to abort
```

## 1.155 Edit-Screen: SpecialWindow.Brush PopUp-Menu

This gadget activates the Brush PopUp-Menu where you can select a Brush (from the Brush-Table. See Brush-Window !) which will become the new actual Brush. If there are more Brushes in the Brush-Table than you can see in the PopUp-Menu just move over the first or last Item to scroll the List. Press RIGHT MOUSE BUTTON or click in another Window to abort Selection.

You can also access it with the:

Keyboard. Use:

```
<F4>      to activate the Menu
<CRSR>    to scroll through the Menu-Entries.
<RETURN>,
<SPACE>   to select
<ESC>     to abort
```

Mouse. Use:

```
<CTRL>+<RMB> to activate the Menu
<RMB>        to select
<LMB>        to abort
```

---

## 1.156 Edit-Screen: SpecialWindow.Special PopUp-Menu

This gadgets activates the Special-Operations PopUp-Menu. The Special Operations can also be found in the Windows' Menu. The Windows' Menu can only be activated when the Pointer is over the Screen-Bar!

You can also access it by Keyboard. Use:

```
<F5>    to activate the Menu
<CRSR>  to scroll through the Menu-Entries.
<RETURN>,
<SPACE> to select
<ESC>   to abort
```

## 1.157 The Mask

In PowerCrawler if you use more than one Layer then it is possible to use a mask which will be applied to the Layers 2,3,4, ... That allows the lower Layers to "shine" through the higher ones. Of course using a mask or not doesn't cause any change to the MapBuffer. It's just the look in Edit-Mode that changes.

There are different possibilities to obtain a Mask.

- If your Paint-Program supports Masking (like DPaint) then you can use it to create the Mask. The program must also be able to save in IFF-ILBM Format including the Mask-Data.

Note: You must mask what shall be transparent.  
You must use the internal Pic-Load-Routine

- You can use any Paint-Program that is able to save in IFF-ILBM by drawing the Mask yourself. Just use color 0 for the transparent Parts and any other color for rest. After having drawn the Mask save it. Use Load Mask ... in the Menus to load the Mask.
- Use Create Mask . You will be asked to enter the number of the transparent Color and the Mask will be automatically created.

Once you have your Mask it can be saved in a Project-File together with all the other Stuff (Map-Buffer, Brushes, ...) (See Save Project !)

Check out the Mask-Menu !

Note: If you load a Project-File which contains both a Picture with a Mask and a PowerCrawler-Mask-Chunk then the PowerCrawler-Mask-Chunk overwrites the Picture's mask. Anyway if ASKLOADPROJECT is TRUE then you can choose whether you want the Mask-Chunk to be loaded or not.

See Block-Blit-Routine to check out the internal Format of the Mask.

---

## 1.158 Some notes about the GUI

- Most Gadgets have a Shortcut (an underlined letter).
- In nearly all windows there is a Gadget with a Black Frame. You can activate it by pressing <RETURN>
- The Requesters using System-Routines (BuildEasyRequestArgs) have invisible Shortcuts. Most of the time it is the first Letter of a Gadget.

<RETURN> activates the very left Gadget.

<ESC> activates the very right Gadget.

- In the custom Requesters use:
  - <ESC> to abort
  - <RETURN> to confirm

In a Settings-Window <RIGHT MOUSE BUTTON> confirms.

In an Action-Window <RIGHT MOUSE BUTTON> aborts.

- Press <HELP> to activate the Online-Help!

See also the Tooltypes !

## 1.159 Editing Maps: Blocks-Screen

To bring to front the Blocks-Screen use <SPACE> or <RIGHT MOUSE BUTTON>!

You can select a Block or a Group of Blocks which will become the new actual Block/Group of Blocks. To pick up a Group of Blocks just hold down the Mouse-Button and select the Range.

You can abort selection by pressing <RIGHT MOUSE BUTTON>.

After any selection Block-Mode will be activated automatically.

Press <DEL> to pick up the transparent Block (if it is -1 then it can't be reached with the Mouse!!). This can also be done on the Edit-Screen.

To bring to front the Edit-Screen again use <SPACE> or <RIGHT MOUSE BUTTON>

Check out this Tooltypes: AUTOFRONT  
CLICKMODE2=

## 1.160 Edit-Screen: Menus

Project    Brush    Settings

---

### 1.161 Edit-Screen: Menus (Project)

```
Project    Brush    Settings

Quit
```

### 1.162 Edit-Screen: Menus (Brush)

```
Project    Brush    Settings

Flip X
Flip Y
-----
Kill
```

### 1.163 Edit-Screen: Menus (Special-Operations)

```
Project    Brush    Settings

Block -> Block
Block <-> Block
Layer -> Layer
Layer <-> Layer
-----
Flip X
Flip Y
-----
Create Map-Preview
Flip-Table ...
```

Use the Special-Operations-PopUp-Menu in the Special-Window or the real Intuition-Menus (move Pointer over Screen-Bar) to activate them.

### 1.164 Edit-Screen: Menus (Settings)

```
Project    Brush    Settings

Backdrop
Toolbox
Hide Special Window
-----
Transparent Brush
x Use Flip-Table
-----
Super-Cursor          »
```

### **1.165 Edit-Screen: Menus.Brush.Flip X**

Flips the actual Block/Brush hor. using the Flip-Table if there is one.

### **1.166 Edit-Screen: Menus.Brush.Flip Y**

Flips the actual Block/Brush vert. using the Flip-Table if there is one.

### **1.167 Edit-Screen: Menus.Settings.Backdrop**

Changes the look of the Map-Window:

Standard: You get a standard sizeable Window with Scrollers

Backdrop: The window is borderless, has no Scrollers and its size can't be changed!

### **1.168 Edit-Screen: Menus.Settings.Toolbox**

Opens or closes the Toolbox Window.

### **1.169 Edit-Screen: Menus.Settings.Hide Special Window**

If active the Special Window will always be put to the back (it gets invisible). This has only effect if the Map Window is in Backdrop-Mode. In normal Mode the Special Window is the only Backdrop-Window on Screen and therefore always in background.

### **1.170 Edit-Screen: Menus.Settings.Transparent Brush**

If checked transparent Blocks will not be drawn (they don't affect the Map-Buffer) if you are using a Brush .

### **1.171 Edit-Screen: Menus.Settings.Use Flip-Table**

If checked the Flip-Table (if there is one) will be used when doing Flipping-Actions ( Flip X , Flip Y ).

---



## 1.172 Edit-Screen: Menus.Settings.Super-Cursor

Never  
 x Standard delay  
 Always

In the Sub-Menu you can select between:

Never : The Cursor will always be simple.

Standard delay: The Cursor will turn into the Super-Cursor after the standard delay. The standard delay can be changed in the Tooltypes .

Always : The Cursor will always be a Super-Cursor, meaning that you'll see immediately how the result will be when painting.

Note: If the Super-Cursor is active then before doing the first Mouse-Click for drawing wait until the Super-Cursor is completely drawn otherwise the click might not be recognized (or recognized later when the mouse is already on a different place). Especially in Freemode-Drawing this may happen!

## 1.173 Edit-Screen: Menus.Special-Operations.Block -> Block

Function: Replaces one Block with another Block.

```
$\times$Replace Block
+-----+
|
+-----+-----+
|      Range      |      Layers      | |
|      |          |          |
|      |          |          |
|      |          |          |
+-----+-----+
| Calculate
+-----+
```

Brings up a Window. In the two String-Gadgets you can enter the Source and Destination Block-Number. By clicking on one of the ? you can select the Block directly from the Blocks-Screen.

Range : >All< will affect the whole Map  
       >View< will affect only the area you see in the Edit-Window.

Layers : >All< will affect all Layers  
       >Actual< will affect only the actual Layer.

Calculate: Starts Block-Replacing.

Exit : Closes Window.

## 1.174 Edit-Screen: Menus.Special-Operations.Block <-> Block

Function: Swaps (exchanges) one Block with another Block.

```
$\times$Swap Block
+-----+
|
+-----+-----+
|      Range      |      Layers      |
|      |          |          |
|
|
+-----+-----+
|    Calculate    |
+-----+
```

Brings up a Window. In the two String-Gadgets you can enter the Source and Destination Block-Number. By clicking on one of the ? you can select the Block directly from the Blocks-Screen.

Range : >All< will affect the whole Map  
           >View< will affect only the area you see in the Edit-Window.

Layers : >All< will affect all Layers  
           >Actual< will affect only the actual Layer.

Calculate: Starts Block-Swapping.

Exit : Closes Window.

## 1.175 Edit-Screen: Menus.Special-Operations.Layer -> Layer

Function: Replaces one Layer with another Layer.

```
$\times$Replace Layer
+-----+
|
+-----+-----+
|      Range      |
|      |          |
|
|
+-----+-----+
|    Calculate    |
+-----+
```

Brings up a Window. In the two String-Gadgets you can enter the Source and Destination Layer.

Range : >All< will affect the whole Map  
           >View< will affect only the area you see in the Edit-Window.

Calculate: Starts Layer-Replacing.

Exit : Closes Window.

### 1.176 Edit-Screen: Menus.Special-Operations.Layer <-> Layer

Function: Swaps (exchanges) one Layer with another Layer.

```
$\times$Swap Layer
+-----+
|
+-----+
|      Range      |
|      |          |
|      |          |
|      |          |
+-----+
|    Calculate    |
+-----+
```

Brings up a Window. In the two String-Gadgets you can enter the Source and Destination Layer.

Range : >All< will affect the whole Map  
           >View< will affect only the area you see in the Edit-Window.

Calculate: Starts Layer-Swapping.

Exit : Closes Window.

### 1.177 Edit-Screen: Menus.Special-Operations.Flip X

Activates X-Flipping. Select the Range with the Mouse. Use the Cursor-Keys to scroll the Map during Selection. RMB or disactivating the Map-Window aborts! (Use the Keyboard to zoom!)

<RIGHT MOUSE BUTTON> leaves X-Flipping.

Check out Use Flip-Table and Flip-Table ... !

Hint: <RETURN> selects the whole map.

### 1.178 Edit-Screen: Menus.Special-Operations.Flip Y

Activates Y-Flipping. Select the Range with the Mouse. Use the Cursor-Keys to scroll the Map during Selection. RMB or disactivating the Map-Window aborts! (Use the Keyboard to zoom!)

<RIGHT MOUSE BUTTON> leaves Y-Flipping.

Check out Use Flip-Table and Flip-Table ... !

---

Hint: <RETURN> selects the whole map.

## 1.179 Edit-Screen: Menus.Special-Operations.Create Map-Preview

Function: Creates a Map-Preview in any Zoom (1% - 100%) which can be saved as IFF-ILBM.

```
$\times$Map-Preview
+-----+
|           Blocksize X - Y           |
|      16                             |
|      16                             |
+-----+
|   Range                             |
+-----+
|   Screenshot   1600 x 1600          |
+-----+
|   Create                             |
+-----+
```

Brings up a Window where you can select the Width/Height in Pixel each Block will be scaled to. >Screenshot< shows you the Preview-Size you will get with the actual Width/Height. By clicking the >Range< Gadget you can select the Range (default is whole map)

Create : Creates the Map-Preview. Use <ESC> to abort Preview-Drawing. When finished use the Menus to save the Preview.

Abort : Aborts Map-Preview Creation (closes Window).

## 1.180 Edit-Screen: Menus.Special-Operations.Fliptable ...

Allows you to create, edit or kill a Flip-Table. A Flip-Table allows you to do controlled Flipping-Actions. Example:

Source	Normal Flip-X	Flip-X with Flip-Table
< > <O	O< > <	O> < >
_ /~\_ _O	O_~\ _ _	O_~\ _ _

Brings up a Window which looks like this:

```
$\times$
Flip-Table
+-----+
|   Create new   |
|       Kill    |
|       Edit    |
+-----+
```

Don't forget to activate Use Flip-Table !

### 1.181 Edit-Screen: Flip-Table.Create

Allocs a Flip-Table-Buffer and enters Flip-Table-Editing .

### 1.182 Edit-Screen: Flip-Table.Kill

Kills the Flip-Table-Buffer (It will be removed from memory).

### 1.183 Edit-Screen: Flip-Table.Edit

```
$\times$
Flip-Table
+-----+
| +-----+ +-----+ |
| |         |         | | |
| |<SOURCE>| |<FLIP X>| |
| |         |         | |
| +-----+ +-----+ |
| |         |         | |
| +-----+           | |
| |<FLIP Y>|      $\times$  |
| |         |      AB=BA  |
| +-----+           | |
| |         |         | |
+-----+
|
<
> |
+-----+
```

<Flip X> and <Flip Y> are the Destination Blocks.

By clicking in one of the Block-Fields you can activate the Blocks-Screen and select a Block directly from it. You can also enter its number in one the String-Gadgets if you know it.

If <AB=BA> is activated then when selecting a <Destination-Block> for the <Source-Block> then the <Destination-Block>'s <Destination-Block> will be set automatically to <Source-Block>. Confused? Well, here's an example:

- o Source = 10
- o You Select 30 as Flip-X (Destination-X)
- o Block 30 will automatically get 10 as Flip-X (Destination-X)

The Scroll-Gadget at the bottom of the windows controls the <Source-Block>.

## 1.184 The Concept of PowerCrawler

To edit a map you first have to load an image which contains the Blocks. Supported formats are IFF-ILBM and any format supplied by your installed DATATYPES. Look at `Menus` to see how to change the Picture-Load-Routine (there's no autodetecting!). The size of the Blocks can be from 1 x 1 upto 255 x 255. Each Block is given a number that starts with 0 (upper left corner) and increases by one when going right.

Note: If the last Block on the right border doesn't fit exactly then it will be skipped.

The program does this

```
WIDTH OF BLOCK-PICTURE IN PIXEL
-----
WIDTH OF BLOCK IN PIXEL
```

cutting any decimals to calc the number of Blocks horizontally.

Example: Your picture has a size of 320 x 256 and you use 16 x 16 Blocks. The numbers given to the Blocks are like this:

```
[ 0] [ 1] [ 2] [ 3] [...] [...] [18] [19]
[20] [21] [22] [23] [...] [...] [38] [39]
[40] [...] [...] ...
[...] ...
[...] ...
...
...
[300] [301] [302] [303] [...] [...] [318] [319]
```

Note: If your Map is in Byte-Mode then the program won't check if you pick up a Block with a number greater than 255. It will automatically cut it to a byte. (256 becomes 0, 280 becomes 24, ...)

The picture can also contain a mask (integrated in the IFF-ILBM-File or loaded by "Hand") which will be used when your map has more than one layer. In this case the Blocks in the layer 2, 3, 4, ... (depending how much layers you use) will be "blitted" using the Mask (just like the Matte-Mode in DPaint). See `Mask` for more details about that!

After having load the picture and done the Map-Settings you can enter the Edit-Mode using the according Gadget or Menu.