

**RIPGRAF**

COLLABORATORS

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## Chapter 1

# RIPGRAF

### 1.1 RIPGRAF.guide

RIPGRAF 0.90

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INSTALLATION	How to install RIPgraf properly
USING THE PROGRAM	Instructions on RIPGRAF usage
RECOMMENDED READING	
PROGRAM SUPPORT	
FEEDBACK	
LEGAL	
REGISTRATION INFO	
INDEX	

I'm moving! Please read the section NEW MAILING ADDRESS if you are thinking about registering ripgraf!

### 1.2 INSTALLATION

Please use the included installation script to properly all necessary files to your system. To use the installation script just double-click on the RIPGRAF.install icon. You must have the CBM Installer utility available on your system.

NOTE: THIS PROGRAM REQUIRES WB 2.04+ AND WILL NOT WORK ON  
ANYTHING LESS!

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## 1.3 USING THE PROGRAM

THE TOOLBAR	How to create new objects
EDITING OBJECTS	How to edit objects
BUTTON OPTIONS	Button requester instructions
PULLDOWN MENU	Standard Amiga menu usage

## 1.4 THE TOOLBAR

The heart of the program is the toolbar, so I will attempt to explain it, in point form gadget by gadget from left to right:

NOTE: Any gadget with a "folded" corner implies that the tool has a "sub" group of related tools.

The tools all operate in a similar manner, you click the mouse (usually the left mouse button) in the drawing area to start an object and then click the mouse to finish the object and add it to the internal object list.

The SPACE can optionally be used for navigating through the tool bar. When at the main editing tools group, pressing SPACE will change the program into the EDIT mode and vice-versa Pressing SPACE while in a tool SUB-GROUP will move you back 1 level (like you had clicked on the BACK gadget).

CLR	Clearing the screen
UNDO	Fixing mistakes
EDIT	Changing objects
DOTS	Drawing Instructions
LINES	Drawing Instructions
SQUARES	Drawing Instructions
CIRCLES	Drawing Instructions
TEXT	Drawing Instructions
*FLOOD*	Update
MAGNIFIER	Usage of
ICON	Drawing Instructions
BUTTON	Drawing Instructions
LINE STYLE	Changing Attribute
PATTERN	Changing Attribute
DRAW/FILL COLORS	Changing Attribute

## 1.5 CLR

Clear the screen completely, all your work is erased.

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## 1.6 UNDO

Available in the REGISTERED version only. This will UNDO the last object added to the editing area, and continue erasing objects until you are back to a blank screen.

NOTE: The operation of UNDO is different while the edit mode is active.

## 1.7 EDIT

This gadget activates the editing mode. This allows you to manipulate objects in a variety of ways (and more options are being developed). See the EDIT MODE section for more information on the all available tools and their use.

## 1.8 DOTS

Draws a pixel using the current drawing Color.

## 1.9 LINES

### LINES Tools

#### BACK

Moves from this group of tools back to the main toolbar. When you do this the last tool you chose in this group will be active.

#### LINE

Draws a straight line using the current drawing color. (A future version of the program will allow you to draw with line patterns)

#### CONNECTED

Identical in operation to the LINE tool. When you finish drawing a line click the LEFT mouse button to start a new line at the last lines ending point OR click the RIGHT mouse button to stop drawing.

#### RAYS

Identical in operation with the CONNECTED tool except the lines all share the same starting point.

#### BEZIER

Bezier curves are composed of two "anchor" and two "hug" handles. To draw a curve, first click either button to start a rubber-band line (the first anchor point), and move to the end (the second anchor point) and click the left mouse button. Now the initial bezier curve will be drawn, along with the four

positioning "handles" (displayed as x's). To grab a handle click near it (and release the button), now move the handle and the curve will be changed. Click the LEFT mouse button to drop the handle. Continue picking up/dropping handles until the curve looks like you want. Click the RIGHT mouse button to draw the finished curve using the current drawing color, thickness(not yet) and pattern(not yet).

## 1.10 SQUARES

### SQUARE Tools

#### BACK

Moves from this group of tools back to the main toolbar. When you do this the last tool you chose in this group will be active

#### UNFILLED SQUARE

Click either button to start the square move the rubber-band and then once more to finish. The square is drawn using the current drawing color.

#### FILLED SQUARE

Draws a filled square using the current fill color and pattern. The square has no outline.

#### UNFILLED POLYGON

Draws an unfilled polygon using the fill color.

#### FILLED POLYGON

Draw a filled poygon using the drawing color as an outline and is filled with the filling color and pattern.

#### COPY TO CLIPBOARD

This tool will copy an area you select to the internal clipboard buffer. Selecting an area works exactly like drawing an unfilled square. This command is useful for creating colorful wallpaper for you rip menus; Create a small piece in the top left corner of the screen, then COPY it and PASTE it all over the top row of the screen, then COPY the complete row and PASTE it below until it is full (this draws very quick when viewed by a ripterm)

This tool is in the pulldown menu as Clipboard/Cut

#### PASTE FROM CLIPBOARD

This tool will paste the contents of the clipboard (if any) to the drawing area. While this mode is set you will see a rectangular outline the size of the current clip area.

This tool is in the pulldown menu as Clipboard/Paste

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## 1.11 CIRCLES

### CIRCLE Tools

#### BACK

Moves from this group of tools back to the main toolbar.  
When you do this the last tool you chose in this group will be active

#### UNFILLED CIRCLE

Draws a circle using the drawing color.

#### FILLED CIRCLE

Draws a filled circle using the drawing color as the outline and is filled with the filling color and pattern.

#### UNFILLED OVAL

Similar to UNFILLED CIRCLE except it allows you to draw ovals (ellipses)

#### FILLED OVAL

Similar to FILLED CIRCLE except it allows you to draw ovals (ellipses)

#### CIRCLE ARCS

Similar to the UNFILLED CIRCLE, except clicking the left mouse button will toggle between the start and end points of the arc.

#### OVAL ARCS

Similar to CIRCLE ARCS

#### CIRCLE PIE SLICE

Similar to CIRCLE ARCS, except two lines are drawn from the start and end points of the arc and then filled.

#### OVAL PIE SLICE

Similar to CIRCLE PIE SLICE.

## 1.12 TEXT

Clicking on the Text gadget (the big A), will put you in the text editing mode. To enter/place text, click somewhere on the drawing area (it makes NO difference where, this is done to tell the program you want to enter some text) A text requester will now open. Enter the text in the string gadget and hit return. Change the Font cycle gadget to the font you wish to use, adjust the Font size slider to the size you want and set the print direction to horizontal or vertical. You can use on or both of the special effects "Drop Shadow" and "Bold Text". The Drop Shadow option will create a text shadow by writing the text string first in the Filling color (the shadow) and then write the text shifted up one pixel and left one pixel using the drawing color. The Bold Text option will write the text THREE times shifting each string one pixel to the left.

Click the Window Close gadget, and you will now place the text string.

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The STANDARD font is an Amiga bitmapped font and displays in real time as you place it, all other 10 fonts are scalable fonts and use a placement box. The scalable placement box has one line through the middle (horizontally), this is the text baseline and the space below it is where the descenders are drawn (like in p and q). Click either button to finish the text placement, and draw it using the current drawing color.

NOTE: The 10 scalable fonts were all designed at a font size of 4, so this is the size they look best in. Some fonts (like Small) are virtually unreadable at size 1.

## 1.13 FLOOD

Fills an area with the current fill color and pattern, using any pixels which are set to the current drawing color as the "border". The border contains the fill from leaking into areas you don't want it to go.

NOTE: The program once again supports the FLOOD FILL command, but I recommend that you do not use it. It won't be supported in the second release of the RIP protocol.

## 1.14 MAGNIFIER

Opens the magnifier screen using the screen mode specified in the RIPGRAF preferences.

The magnified screen displays an enlarged piece of the RIPGRAF editing screen. You can draw on the magnifier screen using the currently selected tool (When you do anything which requires a requester, the main RIPGRAF screen will pop to the front). The magnifier screen has it's own gadgets, the first square-looking gadget closes the screen completely and the gadget next to it will pop the ripgraf screen to the front WITHOUT closing the magnifier screen. The "Mag" buttons, numbered 1 to 5 adjust the level of magnification with 1 being the least and 5 being the most. The scroll buttons allow you to position the magnified view of the ripgraf editing screen and the AUTO checkbox causes the view to scroll automatically when the cursor reaches the edge of the magnifier screen. The displayed coordinates are the actual ripgraf screen coordinates.

The magnifier screen will be automatically closed when you exit the program.

## 1.15 ICON

Places ICONs onscreen. ICONS are small graphics images which must exist on the remote terminal (usually the user has to download the icons and place them where the ripterm can find them)

If you have an icon loaded you will see a icon "box" showing the exact size and location where the loaded icon would be drawn. If you have no

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icon loaded, you will see nothing not even the pixel cursor). To load an icon you can either click the right mouse button to access the ASL file requester or double click on the icon gadget.

#### Caveats:

RIPGRAF now can handle loading icons from any directory or device, so you no longer will see the "Icon Not Found" requester popping up all the time, however once a RIPscrip file is created the locations of all the icons will be lost (rip only uses the file names). The next time you load this file RIPGRAF will search for the icons in the default icon directory (as specified in the prefs) and if it fails to find it, a substitute icon image will be displayed. (The substitute image has "Icon Not Found Written on it)

While you have an icon loaded (and the icon placement box will be displayed) click the left mouse button to draw the image of the loaded icon.

NOTE: If you REGISTER you will receive a program which will convert an IFF file into an ICON (ICN file). I did the BOING.ICN (included) using DeluxePaint and then converted it to an ICON (the original IFF brush is included as well).

## 1.16 BUTTON

Clicking on the button gadget allows you to draw the outline of the button. Click once again and the "button designer" requester will open. This allows you to create an online GUI for RIPTERM users. (See the BUTTON OPTIONS section for more information on designing buttons)

## 1.17 LINE STYLE

This area of the toolbar selects the current line thickness and pattern for line routines which support them.

NOTE: The line pattern gadget (below the two thickness gadgets) is not yet functional.

## 1.18 PATTERN

This area has the FILL pattern gadget in it. Click on the gadget to cycle through all the possible patterns.

## 1.19 DRAW/FILL COLORS

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Selecting the Drawing and Filling color is now done by clicking on a color in the palette using either the left or right mouse button. A left mouse button click selects the Drawing color, and a right mouse button click selects the Filling color. This color selection method is a little easier than in previous versions.

## 1.20 BUTTON OPTIONS

The button requester is divided into "logical" groupings of gadgets;

The first group contains the BUTTON TYPE, which can be either Plain or Icon (more types will be added in the future). The major difference between a plain and icon button is that the icon button uses an icon file which MUST be available on the remote computer in order for a ripterm user to see it. Plain buttons have three other gadgets associated with it; The Width and Height, these will dynamically adjust the size of the button. This is useful when creating a grouping of buttons that are all the same size. The Width and Height BOTH must be greater than zero in order for the dynamic sizing to take effect. The group number denotes which group a button belongs to. Icon buttons have two other gadgets associated with them, the Icon name string gadget and a selection gadget. Use the select gadget to locate and load an .ICN file.

The second group contains the BUTTON LABEL options. The string gadget is for entering the buttons label. The label will be rendered with the button depending on the other settings; Drop shadow will create a label shadow, one pixel down and one pixel to the right, using the "Text Shadow" color. The Uline and Hilight options will either underline the hotkey character in the label string (ex. If the label contains "Page Sysop" and the hotkey string has "S" in it, the the first S will be either rendered and/or underlined using the "Uline/Hilight" color). The orientation cycle gadget determines where the label will be printed in respect to the button itself. The Font cycle gadget selects which font the label will be printed using, and the Font size selectes the size of the font (1 being the smallest and 10 the largest).

The next grouping has the HOST COMMANDS. The host command string will be sent to your bbs software program when a ripterm user clicks on the button. If the string is empty then the button will not do anything when the users clicks it (regardless of the what the other gadgets in this group are set to do). The Reset Screen option will cause the ripterm to clear it's screen before sending the text in the host command. The Explode option will cause a dotted box to be incrementally drawn larger until reaching the edges of the screen. The Invert option will cause the button image to re-drawn using a different coloring (uses COMPLEMENTARY colors). The Hot key string sets the hot key character, which if the user presses the key on their keyboard will act as if the user had clicked on the button rather than sending the individual key character (which is filtered out). The Text variable list contains a listing of all available RIPscrip variables (see the RIPSCRIP 1.54 document for information on each variables function)

The SPECIAL EFFECTS grouping contains the options which effect the rendering of a button. The Chisel effect draws a indented gutter just

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inside the button's border. The Recessed effect draws a recessed one-pixel bevel around the outside of the button's border. The Sunken effect draws an inverted one-pixel bevel just inside the button's border. The beveled effect draws a bevel using the width specified in the Bevel Size slider (the maximum slider size is 25, which I arbitrarily chose as "being big enough" it can be `_easily_` increased if you need larger bevels)

The `BUTTON COLORS` set the coloring used by the button and all the special effects. The current colors are displayed beside the text descriptions and next to that is the selection gadget. To change a single color, just click the selection gadget next to the text description (unless it is already selected) and click on the color you want to change it to. The `LOAD` and `SAVE` gadgets allow you to save color groups to disk and re-load them later.

The `BUTTON PREVIEW` window displays a example of what the button will look like. It will display plain buttons in a fixed width and height, which has no effect on the actual size of the button. Icon buttons will be displayed exactly as they are drawn when rendered. The `"BG col"` gadget will set the color of the background in this window (which has absolutely nothing to do with the colors used by the button, it is just an aid in viewing a button). The `Update` gadget will re-draw the preview button using all the current button settings. The `"Auto"` checkbox will cause the program to automatically update the image whenever you change a setting. If any part of a buttons image renders outside of the preview box it will be clipped, so the preview image will not always appear as it will on-screen.

The remaining gadgets are `"Okay"` and `"Cancel"` which will either draw the button or cancel the drawing of a new button. If you are editing a button then `"Okay"` updates the button using the new settings and `"Cancel"` leaves the button settings as they were before you tried editing it (Note closing the window is the equivalent of pressing the `"Okay"` gadget). The `"Load Settings"` and `"Save Settings"`, save all the settings and strings in the button requester for fast loading (useful for quickly loading a favourite button type).

`BUTTON/MENU HINTS & TRICKS`

## 1.21 BUTTON/MENU HINTS & TRICKS

Menu design hints/tricks using RIPGRAF  
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If you (like most) haven't got a clue what you should or shouldn't do when designing RIP menu's, here is my view on menu design (you are always free to do whatever the h\*ll you want though);

First, and most importantly. Sit down and make a simple menu layout... if you just try to do it adhoc, then your gonna end up with a mess (I should know, that's exactly what I did... and got). The easiest thing to do, is look at your current ANSI (or whatever) menu and list all the options and the commands needed by the BBS to do them. Draw the layout on paper, just to get an idea of the button positioning.

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Now start RIPGRAF.

Design your graphics first, and we'll slap the buttons on top afterwards. Use the KISS rule (Keep It Simple Stupid) for the graphics, If your RIP menu takes longer than the ANSI/ASCII menu to display people are not gonna be too impressed.

Play around with the buttons feature (UNDOing any mistakes of course) until you have a good looking button design. Try to stick with the same button scheme for all your buttons or group of buttons (ie Important vs. Unimportant). The reason for grouping buttons, is that RIP uses about 40 bytes with each BUTTON\_STYLE command. The info contained in the style command includes all the button colors, label positioning (left/right/center and so on), bevel size, and so on. The BUTTON command (written for each button) includes the buttons position, hotkey character, Label text, Host command text and Icon filename (if it is an icon button). The button label font size and type, is handled by the FONT\_STYLE command (and is only a few bytes), so you can get away with changing the font styles from button to button. Again, you can do whatever you want, I'm just giving my opinion.

The more intelligently you design your menu, the faster it will be to display... (with a IBM 286 using 2400 baud your talking a difference in seconds... a IBM 486 with 14.4k your talking a difference of milli-seconds <G>) [I only used IBM for the example, because I have only used an IBM RIPTERM... I'm not biased toward any computer]

Turn on the grid, and adjust so you can easily place and align the buttons. If you know the menu layout (how many buttons per row and how many rows) then you will have an easier time deciding what grid setting to use.

Now start drawing the buttons, try to draw them in a logical order (ie left to right, top to bottom). The end user is going to see them being drawn on his screen in the same order as you drew them (you could try something fancy too, like a spiraling effect... although it'll probably make no difference with faster modems).

REMEMBER, if the Mouse check box is \*NOT\* checked then you will not have a button that can be clicked on. All you get is passive scenery, which may be your intention... You can make a neat looking Menu title bar using a huge button at the top (with mouse off).

You can put buttons in buttons in buttons... but button on top and under-neath the mouse pointer when clicked will be the one sending it's host command.

You can only have 128 buttons... RIPGRAF doesn't keep track of how many buttons you've used, so it is possible to go over that number. After button 128 RIPTERM just ignores the extras (or ignores the oldest... I'm not sure)

The host command is exactly what the RIPTERM will send to your BBS, if you screw it up, people will have no way of knowing what's wrong. One mistake to watch for, is the lack of a Carriage return, for example if your BBS uses BYE to log off the BBS \*plus\* a carriage return then you

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would enter "BYE^M" (not with those quotes) in the host command string, failing to include the "^M" will leave the BBS waiting for a return and leave the user growing impatient. If, on the other hand, your BBS uses hotkeys with "G" as the log off key, then you would only need to put a "G" in the host command string.

Remember to place the Text Window below all the buttons and stuff. If you have your BBS set to send a prompt (and you probably should, just to give users the option of typing stuff in themselves) then you need to do this otherwise the prompt will print overtop of your buttons and graphics.

RIP text can be edited with a plain old text editor... RIPGRAF doesn't support any button editing other than undoing the last one drawn. If you made a spelling mistake or need to fix a host command, it's alot easier to do it in a text editor (this will change though!). But don't change anything other than text or you could screw it up, and be sure that the text editor you use doesn't do anything (like word wrap or line chopping) either.

That's all I can think of for now, if you have any trouble or need help, let me know. I'm certainly not an expert in designing RIP menus, but I'll try to help if you need it. Your best bet in looking for experts, is to snoop around some local IBM BBS's and see what they are doing. You can even steal menu's by opening a capture buffer calling the BBS, and write a macro to send the following text when you see a "testing for RIP..." text appear. I setup a function key to send the text, and "borrowed" ;- ) a few from a local IBM board. The text needed is "RIPSCRIP015410^M".

## 1.22 EDIT MODE

This gadget activates the editing mode. This allows you to manipulate objects in a variety of ways (and more options are being developed).

Nearly every editing option requires that an object (and sometime more than one) be selected. There are currently two methods for selecting objects: The first is to click (and release) on the object, the object will now have several handles displayed on it (to indicate it is selected). You can select multiple objects by holding either SHIFT key down while clicking on objects. The second method is to use drag selection, this is done by clicking the mouse (and holding the button down) and dragging the area (displayed as a dotted rectangle) containing objects you wish to select. Release the mouse button and all objects within in that area will become selected.

NOTE: The program "guesses" which object you want if you use click selection on overlapped objects and may guess wrong. If it fails to get the object you want try using drag select.

If you feel the object selection could be improved, please let me know as I am looking for suggestions.

Now that you have an object selected you can use the editing tools or move the objects.

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## MOVING OBJECTS

To move an object click the mouse button in a selected object and drag (hold the mouse down) the object(s) to the new position and release the mouse button to drop the objects.

## EDITING BUTTONS

To edit a button just double click on the button or press the RETURN key if the button is "selected" and the button design requester will open displaying the buttons settings.

## EDITING TEXT

To edit a text object just double click on the text or press the RETURN key if the text is "selected" and the text entry requester will open displaying the text. If the text used either the bold or drop shadow options, then the bolded text and dropshadowed text will have to be edited separately, as RIPGRAF sees those texts as separate objects.

## RESIZING OBJECTS

To change the size of an object or a group of objects. Just select the object or objects your want resized. Grab any handle and move it until you have the object(s) the size you want. The program currently treats all handles as though they were the lower right handle of the entire group of objects, this will be fixed in a future version

## CHANGING OBJECT COLORS AND PATTERNS

To change the colors and patterns of an object or group of objects, just select them and use the line-thickness, pattern and color palette gadgets to change the object(s) attributes.

## DRAW

Returns to the drawing mode and unselects objects.

## CUT (scissors)

This marks all the selected objects as "deleted", but they are held in memory until you delete the next object or hit UNDO to restore the deleted objects.

## COPY (two squares)

This copies the selected objects. The copied objects will moved down and to the right of the originals (if possible). If you have the grid drawing option turned on, then the object will be copied to the next grid coordinat. The copied objects will then become selected and the originals will be unselected.

## ALIGNMENT

Displays the alignment tools. The alignment tools will align any two or more objects based on the object borders and not the screen border. The options are for aligning to the left, right, bottom, top, horizontal center vertical center and by the center point.

## SPACING

Not functional. Eventually it will space selected objects

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equally (either horizontally or vertically)

#### DEPTH

Displays the depth adjustment tools. The first gadget moves all selected objects in front of ALL other objects and the next gadget moves all selected objects to the back of ALL other objects. The next two gadgets are not functional, but will eventually move the objects through the screen one object at a time.

#### GROUP

Not functional. Groups all selected objects together for easier editing.

#### UNGROUPS

Not Functional. Separates objects from a group.

#### XTRA TOOLS

Contains miscellaneous tools. The current tools are FLIP vertically and FLIP horizontally. This will flip one or more objects (if more than one object is selected, then they will be flipped over a shared center axis, preserving the objects spacial positions to each other). Text, Icons and Buttons will only flip the positioning NOT the imagery (ie You can't flip a icon upside down).

NOTE: The Flip tools have been disable due to a problem with the changes made to the objects for resizing. It will be enabled in a future version.

## 1.23 PULLDOWN MENU

#### PROJECT

##### NEW

Clears the screen. Duplicates the action of CLR gadget on the toolbar. Resets the screen colors.

##### OPEN

Prompts you for the file you wish to load using the ASL file requester. Any objects already onscreen WILL NOT BE CLEARED (use new to clear the screen is you don't want them)

##### SAVE

Saves the current project without prompting for a file name (just saves the using the last filename you loaded)

##### SAVE AS

Prompts you for the file name to save the current project as, using the ASL file requester.

##### ABOUT

Displays some information on the program. If you have registered then you'll see your name appear with a thank you from myself. If you have not registered then you will see some



registration information.

If the name you see is not your own... then you are using the program illegally. I don't care if it's a friend or a co-worker, it is \*NOT\* acceptable. This is shareware! (and I thought most people were smart enough to know what that means by know) Each registration is important, as it is the only method I have to judge the Amiga communities need for such a program!

#### QUIT PROGRAM

Immediately (without warning) will close up all screens and exit.

#### CLIPBOARD

##### COPY (TO CLIPBOARD)

This tool will copy an area you select to the internal clipboard buffer. Selecting an area works exactly like drawing an unfilled square.

This tool is in the polygon toolbar as well.

##### PASTE (FROM CLIPBOARD)

This tool will paste the contents of the clipboard (if any) to the drawing area. While this mode is set you will see a rectangularer outline the size of the current clip area.

This tool is in the polygons toolbar as well.

#### TOOLS

##### GRID

Opens the grid settings requester. Set the X and Y grid widths and the X and Y grid origin offsets. The SHOW GRID checkbox will draw the grid onscreen. The USE GRID checkbox causes all mouse actions to "snap" to the current grid settings.

##### PATTERN EDIT

The pattern can also be a pattern you design yourself, to access the pattern editor select "pattern edit" from the pulldown Tools menu. This opens the pattern requester. In the middle is editing area. Click and drag the mouse to "paint" pixels on or off. If you click on a "on" pixel, then it will be turned off and dragging the mouse around will cause other pixels to be turned off (the same applies for turning pixels on).

The sample area will update as you draw, to show what the pattern will look like in "normal size".

A listview gadget contains 20 pre-made patterns, and are contained in a file called "ripgraf.patterns". Click on one the listed patterns to cause the editing area to change to that pattern.

Four other gadgets are below the listview gadget, with the exception of "save pattern" they are not functional.

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Save pattern will take the current pattern and save it with the other twenty patterns. You *\*must\** first select one of the twenty patterns, edit it, and then save it otherwise the pattern you created will not be saved. (I'm still working on this requester)

The pattern gadget, in the toolbar, will now cycle through all the pre-defined patterns (as in previous versions of RIPGRAF) and include the "customizable" pattern as well. Initially the program sets it to a "?" pattern, to show that you can edit it.

#### PALETTE EDIT

The palette editor acts similarly to other paint programs palette requester. The three RGB sliders will change the red, green and blue register of a selected color. You will notice that each slider can only be in one of four positions. This is due to the EGA color limitation imposed by the RIP protocol which only allows a maximum of 64 colors. The selected color will be shown beneath the color palette in the requester. Click on a color and it will become the selected color and all the sliders will be changed accordingly. The slider on the right of the palette gadget is the EGA/RIP slider, which allows you to select a color using it's RIP color code (number 0 to 63) The Use, Reset and Cancel gadgets are mostly self explanatory. The Reset gadget resets the color palette to the 16 RIP default colors.

#### MAGNIFY

Opens the magnifier screen using the display mode specified in the RIPGRAF preferences.

#### TEXT WINDOW

This is something external to RIPGRAF, and only applies the the RIPTERM viewing the RIPscrip graphics. It allows you set the placement of the window, the font used within the window, and whether text will wrap around the right border of the window and on to the next line. The Text Window utilizes the standard ANSI text.

Placing the window, requires you to click on one of the eight handle (four corners and four sides) and resize it. You can also click in the middle of the text window and move the whole thing all at once.

I know some may not understand what a text window is... it is the place all non-rip text is sent (like ANSI and ASCII) You could create a nice menu and place the text window below to avoid messing up the graphics with a BBS prompt. You can also create a graphic image and place the text window in the middle.

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The text window display menu option shows where the text window will be located. It draws a dotted box around the window, this will not appear when you save a file.

## PREFS

Alters the RIPGRAF features to your preferences. The "Main Screen Mode..." will display a display database requester. Pick the display mode you want the main editing screen of RIPGRAF to open up in.

The Magnify Screen Mode lets you choose which display mode the magnifier screen should use. The program filters out any unusable display modes. A display mode is deemed to be unusable if it is neither large enough or allows 16 colors.

The Magnifier screen can use any sized screen as long as it supports sixteen colors, and the Main screen can only use screens which are at least 350 lines in height (in 16 colors).

The Files requester let you change the directories RIPGRAF will search for various files;

The FONTS string gadget is for the RIP fonts only (ex. TRIP.CHR), which are used both for rip text commands as well as for button labels.

The ICONS string gadget is the default icon directory. This directory is mainly used while loading a RIPscrip file (directories, of course, are not allowed in rip files), you are \*NOW\* free to pick and choose the among directories for icons as the program will remember where to look while refreshing icons and icon buttons onscreen.

The ASL file requester pattern sets the file pattern used while loading RIPscrip. RIPscrip files usually have the file name extension of .RIP but some Amiga bbs software requires that all menusets use the same filename extension. This is just to save some time.

The SAVE PREFIX is the string added to the beginning of a saved RIPscrip file. It can contain RIPscrip commands or ASCII text. I suggest using the following string "!|1K|\*" this will clear any button "hit" areas and then reset both the text window and graphics window (This clears the screen and resets the color palette).

The SAVE SUFFIX is the string added to the end of a saved RIPscrip file. It can also contain RIP commands or ASCII text. I suggest using the following "|#|#|#~" which tells the ripterm to start accepting buttons presses... if you omit this then the user will have to wait until the ripterm decides you forgotten to send this command.

In both the SAVE PREFIX and SUFFIX, you can use the character "~" to signify the end of a line (it is then translated into a CR and a LF at save time). If this character is needed for something else let me know as there is currently no way to literally write

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just a "~".

The SAVE CHARACTERS/LINE string gadget lets you specify how many characters should be written on a line before starting a new line. You can enter any value between 50 and 999999999. If you enter 999999999 then you will have a one line RIPscrip file (unless your creating files over 1 gigabyte in size... which I really doubt <G>). Some reason for creating a one line RIPscrip file include inserting in one of those "infamous" bbs text files that EVERY Amiga bbs program seems to use. One line RIPscrip files are faster to display and if you like to watch your users online this will prevent the slowdown while your local scrolls the rip text (it may do it anyways). One line RIPscrip files will also prevent the "Screen full continue (Y/N/C)" prompts from wrecking RIPscrip files. You should experiment to see if your bbs software can properly handle LONG one line text files (it may either clip the text or force and EOL... both of which are not good).

The ONE COMMAND/LINE checkbox, when checked, will write EACH RIPscrip command on a separate line. I noticed a few people do this for some reason So now you don't have to manually do it with a text editor! <G> This WILL increase the size of files, which in turn will slow down the display speed a bit.

To save any of the above preference settings just click on SAVE to store them on disk. The preferences will automatically be loading the next time you run the program. Selecting USE will just use the altered prefs for the current session. Selecting CANCEL will quit and continue using the prefs before you opened a requester.

## 1.24 LEGAL

### License

This license applies to the product called "RIPGRAF", a program for the Amiga computer, published by Mike Nelson under the concepts of ShareWare, and the accompanying documentation, example files and anything else that comes with the original distribution. The terms "Program" and "RIPGRAF" below, refer to this product. The licensee is addressed as "you".

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## 1.25 SUPPORT

I can be reached by Internet as M.NELSON34@GENIE.GEIS.COM

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The RIPGRAF/RIPCOMM support BBS I ran will be offline at the end of February. This is because I am moving from the 76 Olympus Ct address. The PO BOX mailing address is still valid.

## 1.26 RECOMMENDED READING

RIPSCRIP 1.54 specifications text file. Available on my bbs (and others) for downloading as RIPSC154.LHA. It covers much of the protocol which I may have assumed you understood in this document.

See PROGRAM SUPPORT for BBS phone numbers.

## 1.27 FEEDBACK

RIPGRAF is very much a work in progress (as you can see). The operation of the program was based entirely on how \*I\* thought the program should work, this was not on purpose it was because I was not getting on feedback (people offered to be beta testers but only for the purposes of getting the most recent versions and not to help with the development! :-P)

You, as a RIPGRAF user, stand a much better chance of having the operation of the program changed now rather than when I release version 1.0. So tell me what you want and you may just see included in a future version (not necessarily the NEXT release).

## 1.28 REGISTRATION

If you'd like to register RIPGRAF, then send a registration fee of 30 US (\$38 CAN for Canadian residents only) to:

M. Nelson  
P.O. Box 53  
Sarnia, Ontario  
CANADA N7T 7H8

Print out the registration form (or otherwise provide me with the information) and include it with your registration.

Registered users will receive, by mail, a keyfile which will unlock this all future versions of RIPGRAF. The keyfile allows you to load RIPscrip files, use UNDO, and will save the buttons you create. It also comes with a separate program, used to convert IFF image files into the RIP icon (ICN) format.

ALTERNATE REGISTRATION SITES

## 1.29 Alternate Registration Methods & Sites

If you'd like to become a registration site for either RIPGRAF or RIPCOMM. Please contact me at M.NELSON34@GENIE.GEIS.COM

Australia:

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      C O N T I N E N T A L   D R I F T   B B S
              (+61) 2 949 4256
      Murray Chaffer * Andre Lackmann * Dale Cohen

              Amiga * IBM * Macintosh

: \      : : :
: \      : : : 800Mb+ Online - USENET News - Internet Mail
: \      : : : Local Mail - FIDOnet Mail - Shareware Regos
: \      : : : Online Games - QWK & BlueWave Mail Packers
: \      : : :
: \      : : : Amiga Report * CD-32 View * Frontier Consoles
: \      : : : * Computer underground Digest *

              **Online shareware registrations**
              Files daily from Aminet * ADS/SAN
-----

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Send to:

Shareware Registraion Site for:

|                        |              |                    |
|------------------------|--------------|--------------------|
| Continental Drift BBS  | DASModPlayer | MagicUserInterface |
| Shareware Registration | MagicWB      | Iconian            |
| PO BOX 259             | PicCon       | *HyperANSI         |
| Newport Beach NSW 2106 | *RIPGraf     | MTool II           |
|                        | BackUP       | Solit              |
|                        | Visual Arts  |                    |

Please make all cheques payable to Continental Drift. Any VISA/MasterCard or Bankcard payments accepted.

For more info: swreg@drift.apana.org.au or FIDO: 3:714/911

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Germany:

BBS: Support Box B.Brandes  
 Tel: +49-30-7513247  
 Free Download access via Username: MERLIN; no password defined  
 access times: Mo-Fr.: 06:30 PM to 03:00 AM  
 Sa & Su: additionally 06:30 AM to 06:00 PM CE(D)T.  
 (user accounts w/o any charges)

## 1.30 RIPgraf Index

\*FLOOD\*

Update

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