

# **Compendium Deluxe #1 Picture Conversion Archives Menu**

COLLABORATORS

	<i>TITLE :</i> Compendium Deluxe #1 Picture Conversion Archives Menu		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>Compendium Deluxe #1 Picture Conversion Archives Menu</b>	<b>1</b>
1.1	Picture Conversion Archives . . . . .	1

## Chapter 1

# Compendium Deluxe #1 Picture Conversion Archive Menu

### 1.1 Picture Conversion Archives

Filename	Comands	Size	Description
adprorun.lha	VX	146K	ADProRunner 1.1 by Øyvind Falch & Morten Johnsen - ADPro sometimes rquires 3MB+ to convert a picture. It is possible to specify memory-usage in the ADPro icon or from shell. If you do not specify memory size, ADPro takes the largest free hunk of memory.
convham.lha	VX	60K	ConvertHAM 1.0 by David Kinder - This is a utility to convert HAM (Hold-And-Modify) IFF pictures into ordinary IFF ILBM pictures. On an ordinary Amiga the converted pictures can have between 2 and 32 colours; on an AGA equiped machine the maximum of colours are 256.
dltogl10.lha	VX	15K	Dltog 1.0 by Son Le - This converts .DL files to .GL anim files. I found the source and since there were no DL viewers for the Amiga, I thought it might be a good addition to the library. The source is included.
iff0975.lha	VX	21K	IFFTRASHER v0.975 Beta by Tomas Larsson - This is for converting IFF picture
imagedex.lha	VX	102K	ImageDex by Zach Williams - ImageDex is a compiled Arexx script written for Art Department Professional. The program will take a group of pictures, scale them down to a specified size, and composite them into one image (an Image Index!) with filenames as labels. View the iff file "Sample_index.iff" (included in archive) for an exa
mcnv3.lha	VX	28K	MCNV 3.0 - This converts USGS ascii DEM files to Vista/SceneryAnimator format.
n-iff2rb.lha	VX	94K	IFF2RUBY 1.01 - CEPT3/PRESTEL GFX

			CONVERTER by Claudio Mazzuco - This converts IFF graphics to CEPT3/PRESTEL. The docs are only in Italian, but I don't see why you can't use it.
picon106.lha	VX	31K	Piccon 1.06 by Morten Eriksen - This is a Picture Converter, which will convert any picture format you've got support for in your datatypes library to an appropriate RAW format. This is an essential stage mainly in the development of games, but is also useful in development of other software. Parts of pictures can be cut out to be saved.
rawaga.lha	VX	107K	RawAGA converter 2.0 by Team Hoi - This enables you to convert graphics from the Interchange File Format (IFF) to plain, raw data. The raw format is useful if you want to use graphics in your own productions. RawAGA is also useful if you want to convert your pictures into sprite data. This can be used for non-AGA pictures as well.
tauconv15.lha	VX	22K	TAU-CONV 1.5, by Taurus - This is a tool that enables you to convert IFF pictures into a format that you can use on the SNES. You are able to convert 4,16,256 color graphics as well as Sprites. We tried to make this tool as easy to use as possible, and so there shouldn't be any big problems in using it.