

ScreenGrab&Save3.0

COLLABORATORS

	<i>TITLE :</i> ScreenGrab&Save3.0		
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How to use it?

Installation

Distribution

History

Plans

Contact me ...

1.3 Introduction...

ScreenGrab&Save (SG&S) is a small program for ripping images from games .If you already used SG&S1.2 or SG&S2 you should skip this part.

Many games are protected from ripping their graphics , and people try to rip that graphics using all kinds of rip-like programs.SG&S is **VERY** different in the very approach to his purpose.First start SG&S and ENABLE him (make him resident) then start your game.On your command,SG&S grabs current screen and saves him as IFF picture or BitMap.

SG&S's efficiency is 70%.On some games (like DARKSEED,ISHAR 1,2 and 3, DUNGEON MASTER 2 ...) SG&S will give you strange results (like saving WB screen or twice smaller game graphics with strange colormap (those are 30%)). Also all AMOS programs give bad or none results (mostly WB screen!) . Reason for this is:SG&S grabs screen and saves screen but those games open bitmaps!SG&S is tested on :BREATHLESS, COLONIZATION, GLOOM, STARLORD, LORDS OF THE REALM, TERESA....The pictures are 100% OK.

Although I have A1200 with only 2Mb,SG&S works even with BREATHLESS and GLOOM!

Also SG&S makes your Amiga **VERY** slow when game is started.This is normal (?;) for SG&S.Something is done to prevent this,but i will try to do more.Maybe SG&S4 will work faster.For now faster CPU means faster game playing and screen grabing.

1.4 Installation

It is simple.Just copy/drag SG&S3 drawer where ever you want it.

Drawer contents are: ScreenGrab&Save3.0 - Joystick version
ScreenGrab&Save3.0.GUIDE

SG&S3Time - Clock version

SG&S3Mouse - Mouse version

SG&S3MTK.GUIDE

SG&S-Cut1 - Cut program

SG&S-Cut1.GUIDE

+ icons

+ example images

GLOOMDeluxe1.IFF

GLOOMDeluxe2.IFF

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TERESA.IFF
LORDS_OF_THE_REALM.IFF
    BREATHLESS.IFF
        LEGENDS_OF_VALOUR.IFF

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1.5 How to use it?

It is **VERY** simple. When you start SG&S a window appears with options:

OPTION: Save to - first you must decide where SG&S will save images. Choices are:

- Work:IFF/ (saves on safe place on your harddrive)
- SYS: (your system drawer)
- RAM: (If you have it enough.This is probably the fastest way to use SG&S)
- RAD: (even bether then RAM: ! After reset images remain!)
- DF0: (floppy users...)
- DF1: (same as DF0:)

The names of the pictures are in the form of:

SG&S3_[x]_[y].IFF for IFF-ILBM image or

SG&S3_[x]_[y].BitMap for BitMap

[x] is the number of savings (0,1,2,3...)

[y] is the number of screen (0,1 or 2)

NOTE!SG&S SAVES PART BY PART OF THE SCREEN,SO TO SAVE YOUR IMAGE CORRECTLY YOU MUST PAUSE YOUR GAME OR FIND OTHER WAY TO MAKE SCREEN TO BE STILL WHILE SG&S SAVES AN IMAGE.NO ANIMATIONS ARE ALLOWED!

OPTION: Joy Left - what will happen when you move your joystick to the left.

Choices are IFF - to save screen as IFF-ILBM image

BitMap - to screen as save BitMap

Interface - to reopen SG&S window

Workbench - will open Workbench screen if game

closed it.With SG&S 2 this option tried to open WB.Under SG&S3 this option **FORCES** opening of WB!

DISABLE - this is the way to close SG&S while playing game.

OPTION: Joy Right - same as Joy Left but determines what will happen when you move joystick to the right.

OPTION: Joy Fire - same as Joy Left/Right but works with fire button.

NOTE! SECOND FIRE BUTTON IS USELESS WITH SG&S.

OPTION: Buffer - SG&S requires a loop to work,and loop requires a buffer.

The larger the buffer is - the faster SG&S **SHOULD** work.This requires a lots of testing and time checking.Please report to

me

if there is any difference.

OPTION: Screen - choose screen to save.Mostly,games have one screen (0),the front one and SG&S saves him.If game has more then one screen,or you multitask game and other progs (eg.DPaint,PPaint,Dopus...)this could be useful.Choices are screen 0,1 or 2.Experiment with it.

OPTION: Port # - VERY IMPORTANT.If choice is 1 then all options from above are for joystick in port 1,regular joystick port.

This could fill your disk space or DISABLE SG&S (depending on above chosen options). To prevent this choose Port # 0 (mouse port! BEFORE ENABLING SG&S REMOVE MOUSE AND PLUG IN ANOTHER JOYSTICK!)

OPTION: ENABLE - sets options and you are ready for image grabbing.

OPTION: QUIT - NO COMMENT ...

On the bottom is my adress in form of cycle gadget.

Hotkey to reopen interface is lalt+lshift+s

1.6 Distribution

I give you freedom to copy all contents in this package but DO NOT CHANGE ANY THING. ALSO THIS PROGRAM IS FOR FREE *NO GARGES*!!!

DO NOT ASK FROM ME SOURCE CODE, I ALREADY GAVE YOU THE FREEDOM TO COPY THIS AS MANY TIMES AS YOU WISH (OR HANG IT ON ANY BBS, OR WHAT EVER...)

1.7 History

SG&S v3.0 - New algorithim
Works like Commodity
Option to force opening Workbench
Choice of buffering
Floppy support
Hotkey added

SG&S v2.0 - Nice GUI
Choice of configuration
Choice for destination for images
Option for opening Workbench

SG&S v1.2 - First ofFicial version

SG&S v1.0 - Experimental version

1.8 Future...

Plans for:

SG&S 3.1 - Debuged commodity stuff
Larger buffer (if needed)

SG&S 3.2 - MUI support!

SG&S 4.0 - Virtual memory support (if needed)
Joy Up
Joy Down

Joy Fire 2
Upgrade saving images for ALL games (if possible)

You just have to wait AND HOPE THAT I STAY ALIVE UNDER THESE
NATO BOMBS!!!!

1.9 Contact me...

Again this program is made with that superb Blitz Basic][.
I am not responsible if you lose or damage ...BLAH BLAH STUFF...
Using this program you can lose only previously saved images
if you restart SG&S and file names are not RENAMED or MOVED from selected
drawer.

Any suggestions, reports, supports... are welcome at:

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YUGOSLAVIA EUROPE

Belive me, I need those.

Coming soon SG&S v3.1 - I hope...
I apologize to you for my baaad english...

1.10 Govori srpski da te ceo svet razume :-)

Pozdrav svim Srbima i onima koji srpski citaju.

Mislim da svi vide koliko NATO zeli nasu teritoriju, zato vas
necu gnjaviti mnogo. Samo zelim da vam prenesem poruku: 'Gde god da ste, i
odakle god da ovo citate nije bitno. Bitno je da nas podrzite i istrajacemo.'

A sada SG&S 3.0

Predstavljanje

Upotreba

Instalacija

Istorija

Planovi

Kontakt

1.11 Predstavljanje

ScreenGrab&Save (SG&S) je mali program za vadjenje slika iz igara itd. Ako ste koristili SG&S1.2 ili SG&S2 preskocite ovaj deo.

Mnoge igre su zasticene od vadjenja grafike, i ljudi pokusavaju da vade grafiku koristeći razne rip programe. SG&S je *VRLO* drugaciji u pristupu svojoj svrsi. Prvo pokrenete SG&S i 'osposobite' ga (ENABLE), zatim startujete vasu igru. Na vasu komandu, SG&S zgrabi trenutni ekran i snimi ga kao IFF sliku ili BitMap-u.

Efikasnost SG&S-a je 70%. Na nekim igrama (npr. DARKSEED, ISHAR1,2 i 3, DUNGEON MASTER 2 ...) SG&S ce vam dati cudne rezultate (npr. snimanje WB ekrana ili dva puta manja slika iz igre sa cudnim bojama (to su tih 30%). Takodje svi AMOS programi daju cudne rezultate ili nikakve (obicno WB ekran!). Razlog ovome je: SG&S grabi ekran i snima ekran a te igre otvaraju bitmapu! SG&S je testiran na: BREATHLESS, COLONIZATION, GLOOM, STARLORD, LORDS OF THE REALM, TERESA.... Slike su 100% uredi.

Takodje, Amiga ce vam se *MNOGO* usporiti. To je normalno za SG&S (?). Nesto je ucinjeno da se to poboljsa ali za sada samo brzi procesor daje brze igranje i grabljenje slika.

1.12 Upotreba

VRLO je jednostavno. Kada pokrenete SG&S otvori se prozor sa opcijama:

OPCIJA: Save to - prvo morate odluciti gde ce SG&S snimati slike. Izbiri su:

- Work:IFF/ (snima na sigurnom mestu na vasem hardu)
- SYS: (u vasem sistemskom direktorijumu)
- RAM: (Ako ga imate dovoljno. Verovatno najbrze koriscenje)
- RAD: (bolje nego RAM: ! Nakon reseta slike su sacuvane!)
- DF0: (za korisnike disketa)
- DF1: (kao kod DF0:)

Imena snimljenih slika su:

SG&S3_[x]_[y].IFF za IFF-ILBM slike ili

SG&S3_[x]_[y].BitMap za bitmape

[x] je redni broj snimanja (0,1,2,3...)

[y] je broj ekrana (0,1 ili 2)

PAZNJA! SG&S SNIMA DEO PO DEO EKRANA. DA BI VASE SLIKE BILE SNIMLJENE ISPRAVNO MORATE PAUZIRATI IGRU ILI NACI DRUGI NACIN DA NACINITE EKRAN STATICNIM DOK SG&S SNIMA SLIKU. NEMA ANIMACIJA!

OPCIJA: Joy Left - sta ce se desiti kada pomerite dzojstik levo.

Izbiri su IFF - snimice ekran kao IFF-ILBM sliku

BitMap - snimice ekran kao BitMap-u

Interface - ponovo otvara SG&S prozor

Workbench - ce otvoriti Workbench ekran ako ga

igra zatvori. Kod SG&S2 ova opcija pokusava da otvori WB. Kod SG&S3 ova opcija *PRISILJAVA* otvaranje WB-a!

DISABLE - nacin da iskljucite SG&S dok se igrate.

OPCIJA: Joy Right - isto kao Joy Left ali odredjuje sta ce se desiti kada se dzojstik pomeri desno.

OPCIJA: Joy Fire - isto kao Joy Left/Right ali sa pucanjem.

PAZNJA! DRUGO DUGME JE BESKORISNO SA SG&S.

OPCIJA: Buffer - SG&S zahteva petlju, a petlja zahteva bafer. Sto je veci bafer - brze SG&S *BI TREBALO* da radi. Ovo zahteva dosta testiranja i provere vremena. Molim vas obavestite me u vezi ovoga ako ima razlike.

OPCIJA: Screen - izaberite ekran. Uglavnom, igre imaju jedan ekran (0), onaj koji se vidi i SG&S snima njega. Ako igra ima vise od jednog ekrana, ili radite u multitasking-u sa drugim programima (npr. DPaint, PPaint, DOpus...) ovo moze biti korisno. Izbori ekrana su 0, 1 ili 2. Eksperimentisite malo.

OPCIJA: Port # - VRLO VAZNO. Ako je izbor 1 onda sve opcije odozgor se odnose na dzojstik u portu 1, standardni dzojstik port, ali ga i igre koriste. Da bolje kontrolisete situaciju izaberite Port # 0 (misev port! PRE NEGO STO OSPOSOBITE SG&S UMESTO MISA UKLJUCITE JOS JEDAN DZOJSTIK!)

OPCIJA: ENABLE - osposobljava postavljene opcije i spremni ste za grabljenje slika.

OPCIJA: QUIT - Ma daj...

Na dnu je moja adresa u obliku ciklicnog gadzeta.

Hotkey za ovaj program je lalt+lshift+s

1.13 Instalacija

Jednostavno kopirajte/prevucite SG&S direktoriju gde zelite.

Sadržaj direktorijuma je:

- ScreenGrab&Save3.0 - dzojstik verzija
- ScreenGrab&Save3.0.GUIDE
- SG&S3Time - vremenska verzija
- SG&S3Mouse - mis verzija
- SG&S3MTK.GUIDE
- SG&S-Cut1 - program za secenje
- SG&S-Cut1.GUIDE
 - + ikone
 - + primer slike
 - GLOOMDeluxe1.IFF
 - GLOOMDeluxe2.IFF
 - TERESA.IFF
 - LORDS_OF_THE_REALM.IFF
 - BREATHLESS.IFF
 - LEGENDS_OF_VALOUR.IFF

1.14 Istorija

SG&S v3.0 - Novi algoritam
Radi kao Commodity

Opcija koja primorava otvaranje Workbench-a
Izbor bafera
Podrska disketama
Hotkey

SG&S v2.0 - Lep GUI
Izbor konfiguracije
Izbor odredista za slike
Opcija za otvaranje Workbench-a

SG&S v1.2 - Prva zvanicna verzija

SG&S v1.0 - Eksperimentalna verzija

1.15 Planovi

Planovi za:

SG&S 3.1 - Debugirena zafrkancija oko Commodity-ja
Veci bafer (ako zatreba)

SG&S 3.2 - Podrska MUI-u!

SG&S 4.0 - Podrska Virtuelnoj memoriji (ako zatreba)
Joy Up
Joy Down
Joy Fire 2
Dorada da snimi sliku za SVE igre (ako je moguće)

Samo sacekajte I NADAJTE SE DA ME NATOVCI NE SKINU!

1.16 Kontakt

Takodje i ova verzija je pisana sa sjajnim Blitz Basic-om][.
Nisam odgovoran ako koriscenjem ovog programa izgubite ili
ostetite ... itd....

Istina, koriscenjem ovog programa mozete izgubiti samo prethodno
snimljene slike ako ponovo pokrenete SG&S a imena slika nisu promenjena
ili prebacena iz izabranog direktorijuma.

Svaki komentar, predlog, podrska ... saljite na:

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Verujte mi, potrebna je.

Uskoro stize SG&S v3.1 - Nadam se...