WBBump

	COLLABORATORS		

	TITLE : WBBump		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		April 14, 2022	

REVISION HISTORY			
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WBBump

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               WBBump

 Version 1.3 (build 286) beta (1999/04/29)



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```

  I really need some cool icons for WBBump, so if you made some, please send
  them to me.
  you will ofcourse be credited.

1.2   Legal information

Legal information

    WBBump - Bumpmapping on the Workbench!

    Copyright (C) 1999 Thomas Jensen - dm98411@edb.tietgen.dk

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1.3   Introduction

                Introduction

WBBump is a "tool" to make your Workbench a bit nicer to look at.

A bumpmapped logo is put on your Workbench(tm) screen or any other
public screen of your wish. The lightsource of the bumpmapping is
your mouse pointer!

Please note, that this program should be considered beta and allthough
it has been very stable on the systems that I've tested it on, I cannot
guarentee for the stability of this program.

THIS IS NOT A HACK – This program should be system friendly.
If it doesn't work on your system, please send a
                bug report
                    .

1.4 Features

Features

Main features of WBBump 1.3 Beta include:

  * Looks nice :)

  * System friendly

  * It's a Commodity

  * Uses datatypes for bumpmap loading

  * Bumpmapping rutine is written in assembler

  * Multithreaded drawing

  * Dosn't slow down other programs (low task priority)

  * Seperate code for 8bit / truecolor graphics

  * Doesn't update display if mouse isn't moved

  * Source code included

  * Completely free

1.5 Requirements

Requirements

WBBump currently requires:

  * Kickstart/Workbench 3.0

  * An 68020 cpu

  * Cybergraphics V39+ OR Picasso96 V??
    (AGA support will probably be added in a later relase)
    (Haven't been tested in Picasso96)

  * Workbench running in backdrop mode

  * a GIF datatype will be handy for some of the examples...

1.6 Installation

                    Installation

I have not written an install script because WBBump is very easy
to install.

  * First of all, make sure that your Workbench runs in Backdrop mode.

  * Copy the WBBump drawer to a place on your harddisk of
    your choice.

  * Add this line to your S:user-startup:
    Assign WBBump: {directory where WBBump was copied}

  * Copy one of the sample projects to your WBStartup drawer.

  *
                Configure
                 the tooltypes of WBBump

  * Reboot

1.7 Configuration

Configuration

WBBump is configured with the tooltypes.
To configure select the WBBump icon, or the project icon
that starts it, and select Information from the Icon menu.

() around a tooltype means that it is disabled.

If you're not quite sure what Tool Types or the WBStartup drawer is, please
consult your Workbench manual.

The following tooltypes are available:

SCREENNAME={name}

  name is the name of a public screen to open WBBump on.
  If this tooltype is not present, the default public screen is used.
  If name is Workbench WBBump will open on the Workbench screen.

BUMPMAP={filename}

Specifies which file to use as a bumpmap.
Defaults to "WBBump:Bumpmaps/Amiga.ilbm".

You can use any type of picture that you have a datatype for, ie
pictures that you can view with the Multiview utility.

Color 0 of the picture will be the lowest part of the bumpmap, and
Color 255 will be the highest.

The image must currently have excactly 256 colors.

DEPTH={number: [1;8]}

  Sets the number of brightness levels to use for the bumpmapping.
  A DEPTH of 4 means 2^4 levels = 16 levels, which is the default.
  The higher the depth, the longer time it takes to start WBBump on
  screens with <= 256 colors.
  This tooltype is ignored for 15/16/24 bit screens.

TASKPRI={number: [-128;127]}

  Sets the task priority of the WBBump task.
  If you don't know what this means the default of -100 should be fine.
  TASKPRI should NOT be set above -1 if you don't know what you're doing!

STARTDELAY={seconds: [0;100]}

  Sets a number of seconds that WBBump should wait before starting.
  This is useful if you start WBBump from the WBStartup drawer, because
  if it starts before your background picture (if any) is loaded, you
  will not have the desired effect. If you have problems making it look
  right, try setting this tooltype to a value higher than 0.

DONOTWAIT

  This tooltype should allways be present.
  If not, WBBump can not be started from WBStartup.

STARTPRI={number: [-128;127]}

  Sets WBBumps start priority with which Workbench starts this program
  when started from WBStartup. Unlike with STARTPRI, priority here means
  the order in which the WBStartup programs are started. A program with
  STARTPRI=10 is started earlier than a program with STARTPRI=0.
  Normally STARTPRI=-128 is the best choice for WBBump.

1.8 Controling WBBump

Controling WBBump

WBBump is a Commodity and can be controlled by the Exhange program present

on your Workbench disk.
Please consult your Workbench manual on how to use this program.

The following commodity commands are supported:

```
  * Show interface - Pops up the Workbench info requester for the icon
                     you started wbbump from.
                     If your filesystem supports notification, WBBump will
                     restart with the new settings when you save the icon.

  * Disable        - Freezes WBBump

  * Enable         - Starts it again

  * Remove         - Make WBBump quit
```

1.9   Developper information

```
Developper information

  The complete sourcecode is in the src/ drawer

  You need EC (E compiler) V3.3 or compatible, PhxAss and GNU make to
  compile the sources.
  Maybe other versions of EC will work, I haven't tried.
  I honestly don't know which versions of make will work, mine is
  GNU Make version 3.75, by Richard Stallman and Roland McGrath.

  Remember that you MUST obey the terms in the GNU GENERAL PUBLIC LICENSE
  if you decide to compile your own version.
```

1.10   History

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History

1.0  (build 142) -  1999/04/18
  Initial release

1.1  (build 244) -  1999/04/27
  Complete rework of bitmap handling
  Added datatypes support
  Added seperate thread for drawing

1.2  (build 270) -  1999/04/28
  Big speedup in 8bit code (2 pass E/asm -> 1 pass asm)
  Converted some examples to GIF for smaller archive
  Bugfixes in thread code
  Added "Intel Outside" example project

1.3  (build 286) -  1999/04/29
  Added notification on icon which started WBBump
  Added "Show interface" Commodities command
```

```
   Taskname is now a bit more informative (for those that care :)
```

1.11   Future

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                 Future

This is improvements that I would like to add to WBBump

   * AGA support

   * Perhaps make an install-script if it's requested

   * More assembler optimizations

   * PPC support

   * The errormessages are probably not very informative.
     Please contact
                 me
                  if you get a strange errormessage!


If there's something you miss, please mail
                 me
                 Also the more requests I get for a certain feature, the more  ←
                    likely
it is to be implemented.
```

1.12   Who made this program

```
Author

Please contact me if you have any comments / bug reports /
feature requests.

A comment that you like / use the program would also be nice.

When sending bug reports, please first check if there's a newer version
available. (Try Aminet, etc.)

There is a small script in the archive called Diag.script, please run
it and include the result in bug reports along with any error message you
might have gotten.

Thomas Jensen
dm98411@edb.tietgen.dk
```