

UConvNG_E

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COLLABORATORS

	<i>TITLE :</i> UConvNG_E		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Tutorials

The~ARexx-Port

FAQs

1.2 Introduction

Introduction

Ultraconv isn't only a converter.. it's also an effect generator. It features more than 72 animated and pre-defined effects, that are freely configurable and expandable. You can do light-effects of any kind (flashes, light sources, fireworks, square light sources..).

UConv is also predestinated for the creation of web-pages. You can create GIFs of all kinds(also GIF-ANIMs!!) with a free "plugin". The creation of HTML-Maps is another great feature for all www-freaks.

UConv also does a lot of other animation-formats like QT, AVI, MPEG, FLI IFF-ANIM, XFA and Transferanims(those little anims in the top right corner of your browser).

If you do series of pics with programs like Maxon Cinema 4D, you also can join these single-pics to any animation-format or convert it to another picture format(ILBM, JPEG, BMP, PCX, PNG, TIFF, PPM, AMIGA-ICON, ASCII..)

But a REAL NEW feature is the ANIM-Publisher whichs allows you to fully animate the sizes, positions and transparencys or colors of up to 100 light-, text, effectbox or anim-/picture-objects !!! UConv is the only program on AMIGA ↔ or on any other machine, that can do this!

Loaders and savers, filters, anim-f/x etc. can be easily added to the program, because of its open architecture.. so it's really worth registering!

Enjoy it!

1.3 Disclaimer

Distribution

Ultraconv may be distributed, as long as the contents of the whole archive is NOT changed and is only completly distributed. Registered versions MAY NOT be distributed, lended or sold in any way. Only ONE safety copy may be made, which may not be given or lended to anyone.

Disclaimer

This is the disclaimer of Ultraconv. If you don't agree with it, then don't use the program (and all its subprograms).

The author (Felix Schwarz) can not be held or made responsible for any loss of data, system crashes or any other damages resulting through using or not using this program (and all its subprograms). You use it at your own risk!

The author reserves the right to not develop any future versions of Ultraconv (or any subprogram), whether the user is registered or not registered.

The author reserves the right to not accept keyfiles in future (major updated) versions, when it is no more possible to do so due to licences or when a keyfile was piraced..

The author can also not be responsible for "injuring" any copyright or trademark, although he tries not to do so. All trademarks belong to their owners.

1.4 History

History Pages

Ultraconv 1.2

The first version on Aminet.

Features:

- animation support
- invert/scale/rotate
- the operator "Shear"
- Registerform
- two-languages (now also English!)
- ANIMx/FLI/Datatype/Anim5/Anim7L/Anim7S
- Input-lines for files

Ultraconv 1.4

Major update. Many new features:

- freely configurable filters
 - Emboss
 - Edge-Detect
 - Flip-left
 - Flip-top
 - Frequency
 - Intensity
 - Show pic
 - Show fast
 - Oil-paint
 - etc.
 - Macros
 - Mix Anims-"operator"
 - Lighten-operator
 - Darken-Operator
 - Logo-Operator
 - Enlargement of Scale-operator
 - Enlargement of Dithering-operator
 - MPEG-load
 - JPEG-load/save
 - TIFF-load/save
 - PNG-load/save
 - ILBM-DEEP-load/save
 - Halfautomatical formatidentification
 - Module-functions (Play, Stop)
 - More inforequests
 - ASL-filerequester
-

- "Help"
- English documentation
- Variables
- Now max. 100.000 pictures convertable at one time.
- bug-fixes
- Faster performing of scaling..
- The key of V1.2 is still useable
- Registerform now in main-program

Ultraconv 1.5

new features:

- UCat
 - the first real animdbase
 - up to 500 entries per catalog with 1 MB!!
 - WB and AGA - modes
 - knows about 13 formats(also MPEG!!)
- one configurable saver
- better register-form
- direct choice of the formats
- scanning for other pics
- enhanced preferences
- controlpanel for previewanim
- 3D-glasses support
- faster preview!

Ultraconv 1.6 + UCat 1.01

- Ultraconv 1.6:
 - Preview for filters
 - convert complete directories
 - wave-effects
 - automatical reduction of colors for the formats
 - new logo ;-)
 - now gfx-card compatible
 - bug-fix for prefs
 - more predefined settings for own format
 - requester for numbers now also at filters
 - new Anim-f/x
 - Fast 256 - colorreductionmode
 - Registration is now also possible via password
 - Stretch/Pixelise/FON/Sinus/Cosinus/Tangens/Funky - Effects
 - special editors for Filters and Anim-F/X
- Ultracat 1.01:
 - Bugfixes
 - nicer requesters

Ultraconv NG 2.0

The next generation converter. It took over one year of hard work to bring out this nearly completely rewritten version.

- completely overworked fontsensitive GadTools GUI
 - new, powerful driver-concept for loaders and savers
 - previews for Anim-F/X
 - better popup-menus
 - Anim-Publisher (Light-F/X, text-objects, anim/pic-objects, F/X-Boxes)
 - Speedup by up to 1300% through rewriting ALL filters.
 - faster histogramm (20000% speedup)
-

- full, prepared GIF/GIF-ANIM support
- HTML-Map-builder for HTML-pages
- ARexx-Port
- AppPlugin by Sascha 'enigma' Reissner
- many new effects
- new formats
 - loading
 - AnimBrush
 - AVI (licenced)
 - LJPG
 - QT (licenced)
 - Titler (simple 2 color titler as loader!)
 - TransferAnim (AWeb, IBrowse, Voyager)
 - XFA
 - saving
 - GIF
 - Amiga-Icon
 - ASCII (useful for signatures, guides, ..)
 - LJPG
 - MPEG (YEAH!!)
 - TranferAnim (Voyager, IBrowse, couldn't test with AWeb)
 - XFA

Ultraconv NG 2.1

The second NG release does feature some new features:

- CyberGfx-support (when opening screens and 24bit-previews on screen with a depth >8 bit)
- some "bugfixes" in cache-managment
- better screen-support (CyberGfx)
- some new effects
- very flexible requesters in Filter, Anim-F/X and F/X-Boxes..
- fire-effects

1.5 Requirements - What you need to run UConv ..

Requirments

To run UConv properly, you should have the following hard-/software:

Software

- OS 3.x - might run on 2.x, but not tested yet..

Hardware

- at least 10 MB of HD for small animations, better more..
- 6 MB of total ram (Fast and Chip) should be enough for all things you want to do. Should work with 3 MB also..
- a resolution greater than 640x256 would be good.. developed on 640x480

1.6 Registration

Registration

If you register for Ultraconv, you can use a lot of extra-features:

- Anim-Publisher

- ALL 72 filters and Anim-F/X
- ALL loaders and savers (MPEG, AVI, QT, FLI, GIF, PNG, JPEG, TIFF, PCX, Amiga-
Icon
Browser/Transfer-Anims, XFA, ASCII, PPM, etc.)
- Map-Editor
- many more features!
- Key-file can be used in future versions, as long as it isn't a major update!
- Free updates via WWW!

Simply start~the~registration~program and it tells you the correct prizes, that are already including all packaging and other costs. If you choose Euro-Cheque, please don't use anything else (like money-orders), as I can't exchange/cash them. You can also online-order under:

<http://www.amigaworld.com/support/uconv/>

Thank you!

1.7 Update from 1.x to 2.x

How to update from Ultraconv V1.x to UConv V2.x NG

All registered users, that ordered UConv before 2.0-release get a free update, if they have WWW-access and have given (or will give) me their Email-Adress. All others will get it against their adress and an empty, re-adressed envelope with 4 US\$ and two (error-free) disks inside!

All, who have ordered V1.6 since 2.0-release have to pay 13 US\$ for an update. Just fill out the new registration-form and choose "update".

1.8 Future

Future

I plan future versions of UConv for

- AMIGA

Of course there'll always be an AMIGA-version for 68k.

- A\Box

I plan to buy an A\Box. The GUI will run in the emulation(doesn't need much power) and all the other programs run on the "A\Box-OS", so you'll get the maximum speed! (I hope the A\Box-architecture allows this, otherwise I'll have to rewrite the GUI)

- PowerUP

If enough people register, I'll be able to buy a PowerUP-Card and then recompile UConv for PowerUP! There are still some hundred DEM missing for a PowerUP-board.. I'll port UConv to PowerUP and it will be one of the fastest gfx-converters, that will ever have existed for Amiga!

You see, I have concrete plans with UConv, so you'll 99,99 per cently see new versions.

1.9 ;-----

1.10 The author

The author

Well, that's me.. I began coding on an ZX Spectrum, then on a Sinclair QL, Amiga 2000, Amiga 1200 and soon (as I hope they'll release it soon) A\Box (I'm a registered developer!). If you wanna know more, contact me ..

You can contact me via:

Email

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bsl68@amigaworld.com
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Homepage

<http://www.amigaworld.com/support/uconv/>
Official Ultraconv-Homepage providing plugins, updates, online-order-form and homepages of my other programs..

Snail-Mail

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1.11 Thanx

Thanx & Greetings go to..

Sascha Reissner - for creation of AppPlugin and Support-Box
Michele Puccini - creator of xfa.library and nice examples..
Thore Böckelmann - for AVI and QT loader!
Phase 5 - for PowerUP and upcoming A\Box!
Bodo Thevissen - for the free homepage space!!
M. C. Battilana - for support of ANIM>GIFANIM!
Maxon - for a great developer environment(Maxon C++)!
Gateway 2000 - for buying Amiga, so others can licence Amiga Technology :-)
all beta-testers - for testing and bug-reporting
all reg. users - for having made the development of this NG-version possible!
all my friends - hello! :-)
you - for using UConv

1.12 ;-----

1.13 Usage of UConv 2.1NG

Usage

Here's the reference part for UConv 2.1NG.

Input-Panel

- .
 - Format-Cycle~and~popup
 - .
 - First~picture
 - .
 - Last~picture
 - .
 - Files/Dir-conversion
 - .
 - Rules~for~filenames
 - Operators
- .
 - Scale
 - .
 - Rotate
 - .
 - Dithering
 - .
 - Filter
 - .
 - Anim-F/X
 - .
 - Anim-Publisher
 - Output

- .
- Format-Cycle~and~popup
 - .
 - First~picture
 - .
 - 32/256/HAM6/HAM8-Cycle
 - .
 - Options
 - .
 - Map
 - Miscellaneous
- .
- Help
 - .
 - Free~HD-buffer!
 - .
 - UltraPlayer
 - .
 - Preferences
 - .
 - Filter-Editor
 - .
 - Anim-F/X-Editor
 - .
 - The~Rexx-menu
 - Pull-Down-Menus
- .
- Load
 - .
 - Save~(as)
 - .
 - Iconify

```
.  
Enter~password  
.br/>Print~registerform
```

1.14 Format-cycle and popup

Input-Format Cycle and popup

You can choose the format of the file(s), you want to convert here. Normally UConv detects this automatically, but for example BrowserAnim and ILBM have the same format, but have different functions.

1.15 First input picture

First picture

If you press this button a requester will pop up. You can choose the file, you want to convert, here, if you want to convert a single picture.

If you want to convert a series of pictures, choose the first frame here, (e.g. MyPic.001). UConv automatically finds the last frame (you can change the last frame with Last picture, if you want).

If you want to convert a complete dir of pictures or animations, you have to change the file/dirs-cycle to dirs and select the dir containing the files here.

Last picture

If you want to do a single-file-conversion, you have to choose the same file as at First picture here.

If you want to convert a complete directory, choose the same dir as at First picture.

If you want to convert a series of pictures, enter the name of the last picture of the series here.

Rules for file-names

If you want to convert a series of pictures, you have to follow the following rules:

1. the filenames must consist of a name, a point and the number (name.number, e.g.: MyFile.001)
2. the files must be all of the same format
3. the files must exist (UConv can't yet wait for the creation of pictures)

Files/Dir-conversion

UConv supports two ways of conversion, the file and the directory mode.

The file-mode should be chosen, when converting exactly the file(s) you enter (single, series of pics). Rules for the names see above.

When you want to convert complete directories of files with UConv, choose the dir-mode. Then choose the dir with the pics at "first" and "last picture"-

and the dir you want them outputed at output-"first pictures". UConv ←
automatically
identifies the format of the files in a dir.

1.16 Scale pictures

Scale

If the check-box is checked, every picture/frame will be scaled to a given size. This can be done three(to be exact six ways):

- size in pixels

Scales the picture/frame to a size in pixel (Width/Height).

If you want to scale a picture to 320 256, then enter

1. Size in pixels
2. Width: 320
3. Height: 256

- By factor

Scales the picture/frame to a size multiplied by the factor you enter in the two fields. E.g. if you want to change the size from 320 256 to 960 512 enter:

1. By factor
2. Width: 3
3. Height: 2

- Procentual

Scales the picture/frame to a size that is a per cently part of the original size. E.g. if you want to change the size from 320 256 to 960 512 enter:

1. Procentual
2. Width: 300
3. Height: 200

- if you check the "Right size ratio"-checkbox, UConv will scale the picture/frame to a size, that is relative to the original size, so that it'll look like the original.

1.17 Rotate

Rotate

If this checkbox is checked, UConv will rotate all pictures/frames by the degrees entered. You can only rotate between -179 and 179 or exactly 180 or 270 degrees.

1.18 Dithering

Dithering

If this checkbox is checked, UConv reduces the number of colors to the one in the gadget. UConv uses Floyd-Steinberg-reduction.

1.19 Filter

Filters

This is one the many mighty parts of UConv. You can choose a lot of different filters here.

To activate a filter, click on it in the "Filter"-list, so that it appears in the right one. If there are any options, you can set them now and here(except with "Replace Color").

If you want to deactivate a filter, click on the entry in the "Chosen"-list and then click on "Delete".

Changing the options of a filter can be done by clicking on the name of it in the "Chosen"-list and then click on "Change".

As you can choose filters in any following, you can move an entry by clicking on ↔ its entry in the "Chosen"-list, on "Move" and then click on the new position.

Activating all filters can be done by clicking on "All". If you want to deactivate all activated filters, click on "None".

Ultraconv also offers a preview function to you. Click on "Preview" to do a colored preview in a window. If the preview is too small for you, click on the popup-menu("<") and choose one of the three preview sizes (1=small 2=medium 3=big). You can also set them as default in the tooltypes of Ultraconv (e.g.PREVSIZE=2).

1.20 Animated effects

Anim-F/X

Filters normally always do the same - Anim F/X are animated effects and change during animation. E.g. you can do simple or very effectful fades, xors(inverse->normal), transparency effects, wish effects and many more animated versions of the filters.

Animated effects work like Filters:

Clicking on an Anim-F/X in the "Anim-F/X"-list will activate an Anim-F/X and it will appear in the "Chosen"-list. Some effects have options, so you can set them.

Deactivating an effect can be done by clicking on the entry in the "Chosen"-list and then on "Delete".

Options can be changed by clicking on the entry you want to change in "Chosen"-list and then on "Change".

Moving an entry can be done by clicking on the entry, you want to move, in the "Chosen"-list and click on "Move" then. Now we select the new position and UConv moves the entry.

"All" activates all effects.

"None" deactivates all effects.

To get an Anim-F/X to do what you want, you can click on "Preview" to get a small preview in a window. Clicking on "<" changes the size of the preview. Finally the position of the animation you want to see the effect on can be entered by a percent-number in "Preview %".

1.21 The Anim-Publisher

The Anim-Publisher

The basic idea of the Anim-Publisher is the idea of bringing the power of DTP to animations and single pictures with other objects. Anim-Publisher allows you to put up to 100 animations, pictures, text-objects, light f/x and effect-boxes on ONE screen!! But that's not all: You can change the size, the position and the transparency 10 times (in so called keyframes) an animation per object!! Ok, let's begin with the reference-part of the Anim-Publisher:

When you start the Anim-Publisher, three windows will open:

- Anim-Publisher
That's the place, we'll see a WYSIWYG-like-preview with standard-gfx (so it's not completely WYSIWYG..) and we'll be able to design and modify our anim. When you change or draw anything, then it's here! This window simbolizes the anim or picture, you've entered as input. All objects are placed over it!
- Object-Tools
This is the window, that controls everything in Anim-Publisher: You get the options-window from here, you add and delete objects and you can do a preview.
- Objects-Menu
When you have added some objects, you'll see a short (one-line) description of all your objects here. The one, that is active at the moment is "highlighted". You can activate an object by clicking on its entry.

Next part is the description of the functions and features of all the buttons in these window:

- Object-Tools
 - Add
You can add four types of objects to the list of objects, but all must be added the same way: You must "draw" them in the "Anim-Publisher" as like as you'd draw a circle or boxes in DPaint or PPaint.
 - Light-Source
This is the famous and also cool light-source part of UConv.
- Anim/Pic
You can add an animation or a picture this way.
- Textobject
Adds an text-object, that contains a texture.

- F/X-Box
This adds an F/X-box.
 - Options
 - Options
There are some standard-buttons and some buttons, that change with the kind of object. The standard-buttons are:
 - Change position
After clicking on this button, you can drag around the object in the current (of 10 fixed) keyframe (indicated in "the box containing a number) in the Anim-Publisher in realtime. The left mouse-button must be pressed during changing size.
 - Change size
After clicking on this button, you can change the size of the object in the current keyframe in the Anim-Publisher.
 - /\ (arrow up)
As objects are organized in layers quite similiar to windows, you can move down an object one layer with this gadget - it gets nearer and nearer to the background.
 - \/ (arrow down)
As objects are organized in layers quite similiar to windows, you can move up an object one layer with this gadget - it gets nearer and nearer to top.
 - D (like delete)
Deletes the currently used object.
 - < (arrow left)
Sets down the current keyframe by one.
 - > (arrow right)
Sets up the current keyframe by one.
 - \// (checkmark)
This field is REALLY important for your conversion-results. If it is checked, the settings of this keyframe for the active object are used for conversion, otherwise they are overread.. but they do still exist!! So if you check it again later on, you'll have your old settings.
 - |0| (box containing a number)
The number is the number of the current keyframe: 0 is the first frame, 10 is the last frame.
 - Trans (not at light-source and F/X-box!)
You can set the transparency of the current object here. A worth of 0 means, that you can fully see the object, 100 means, you can't
-

see the object anymore.

The others are all object-specifically:

- Light-source
 - You can click on Light-options to get more detail-options:
 - Red \
 - Green +- Sets the color of the light-source
 - Blue /
 - Intensity
 - Sets the intensity of the light-source.
 - Don't lighten black
 - Avoids, that black background of a picture is lightened. It must be 100% black: R=0 G=0 B=0
 - Typ
 - Try out these types to get their effectivity for your uses.
- Textobject
 - Texture + "<"
 - You can choose the texture for the text in this field or select it from a standard-ASL-filerequester by clicking on the popup-gadget "<".
 - Format + "<"
 - Normally contains the right input-format. But if you want, you can change it here via normal cycle-gadget or via popup-menu "<".
 - Text + "<"
 - Type the text, that should be displayed, in this field and choose the font out of the requester by clicking on "<"
 - Font
 - You can change the font-size here.
- Fire
 - You can change the options for the fire-effect here.. you can no more use a normal texture for this text-object nor change transparency. There are the following options:
 - Width & Height
 - You can set the width and height of the fire-effect here.
 - Fadelevel
 - The lower the worth the higher the flames
 - Fadetype
 - These are two different types of fades. Try them out!
 - Frames
 - You can set the number of frames for the flame here.. the more frames you select, the faster the flames are.
 - Heat
 - This value changes the "violence" of the flames. Higher values make the flames more "violent". 0 is a special case and makes the flames totally random.

- Preview
You can make a one-frame-preview of the flames by pressing this button.
- Anim/Pic
Similiar to text-object..
- F/X-Box
 - F/X + "<"
You can choose the effect, you want to use on this area here by clicking on the popup-gadget "<".
- Options
Click on this icon to change the options for the chosen filter, if there exist any.
- Delete
Kills all data of the currently active object
- 0..10
Jumps to the keyframe
- Preview
Does a preview of 100 pics of the run of the animation - in realtime!

Did you understand all this and do you already know, how to create an own project ? No, then read through the
tutorial~for~Anim~Publisher
.

1.22 Output part

Output Cycle and popup

You can choose, which format you want to save your pics/frames in, here. If you choose ANIM5, ANIM7L or ANIM7S, you can optionally choose the amount of colors of the IFF-ANIM saved in a cycle-gadget (32,256,HAM6,HAM8) and the frame-rate via "

Options
".

First picture

Pressing this button brings up a filerequester, where you can choose the filename for the file(s) that will be saved. If you save a single file, it will have exactly this name. A series of pictures will cause Ultraconv to add a point of numbers and some decimals (normally the same number, that the input had).

Options

The action done by this gadget depends on the setted output file. There are the following option-windows:

- ANIM5/ANIM7S/ANIM7L
You can enter the number of frames per second for the animation here.

- JPEG
JPEG Quality can be set here. The standard worth can be set in Preferences.
- GIF
There's a cycle-gadget, so you can set, whether you want to save a single GIF-file or a GIF-animation.
If "Interlaced" is checked, the picture will be saved in a special GIF-format, where the picture is displayed roughly first and gets smoother and smoother with every second :-)
If "Transparent(89a)" is checked, a so called GIF89a will be saved, where one color can be set as transparent, what is quite useful for Web-Sites. You can set the R, G and B values of the transparent color or click on "<" to be able to choose the location of the color, so it can be read out. Saves a lot of time in most cases.
If you save GIF-Anims, there are two other input-fields:
"Delay" sets the delay between two frames of the animation.
"Loops" sets the number of loops of the animation.
- Amiga-Icon
"Dither icons" does smoother icons.
- MPEG
"Standard" does a quite good compression.
"Best compression" gets the best compression and worst quality.
"Best quality" gets the best quality and worst compression.
- TransferAnim
"Dither browseranims" does smoother and better transferanims for IBrowse, AWeb and Voyager.

1.23 Map

Map

If you click on this button, the Map Editor pops up. What's this for ? Well, the map editor is used for the creation of HTML-Maps for the internet, what might be quite useful for graphical Web-Pages, that shall contain several links in one picture, but several pieces of it. The idea is to give several boxes different links. A <picture>.html file is automatically created, when you have some entries.

Add

Adds a box to the list of links. After this button was pressed, a requester will pop up. You can now draw an unfilled box in it as if you'd do it in PPaint or DPaint. When you press the close button, you accept the current settings. Now an entry will be added to the list and you can edit the name of the file that the box is a link to in the "Link"-field.

Delete

This deletes the currently chosen entry from the list of links.

Right size ratio

When this checkbox is checked, UConv will scale the coordinates to the FINAL size of the image, what is extremely useful, when you scale a 320x256 pic to a smaller or larger size. E.g when you have a pic 320x256 with a box 10,10 : 20,20 and the final pic is 640x512 the box is saved as 20,20 : 40,40.

Ok & Cancel

If you press Ok, your settings will be used. If you press Cancel, all done changes have no effect.

1.24 Miscellaneous

Miscellaneous

You can find a lot of useful things under Miscellaneous, that are all described here.

Help...

Opens up this documentation.

Free HD-buffer!

If your HD-buffer wasn't freed automatically, you can perform this by clicking on this gadget.

Ultraplayer

Starts the external program Ultraplayer, which can play the following formats:

- MPEG Stream I - cool compression :-)
- FLI - the old PC-file-format
- XFA - For eXtra Fast Animations
- ILBM - scrolls in LowRes-resolution after one click in a NON-multitasking way (therefore we have PAL), useful for ILBMs created by Titler-loader and saved with ILBM-saver

Filter-Editor

Opens the special filter editor. Useful for installation of third party filters and development of those.

Anim-F/X

Opens the special Anim-F/X editor. Useful for installation of third party Anim-F/X and development of those.

1.25 Preferences

Preferences

You can configure UConv to your own preferred settings here. There are several options that can be done:

JPEG Quality

The JPEG compression bases on the lost of details on a picture. You can set the remaining quality of the original picture here. If you choose 100%, IFF-24 might be better :-). Use LJPG (lossless

JPEG) for that! 0% is best compression, but worst picture quality. I suggest 50-75% for a good compression. Of course this is picture specific, so you can set the standard worth here and the individual that is this worth by default in the options window for JPEG.

Compressionmethod

ILBM is one of the most popular formats on the AMIGA, as it was the first real standard for gfx on AMIGA. You can save ILBMs without any compression, what is useful for some cheaply-produced games. Chosse Byterun 1 for normal compression.

Font

If you press "<", you can choose the font for the UConv GUI, that shall be used. I suggest XHelvetica.font, size 11, as this looks really great.

Own screen

If the depth or the size of your WB-screen is too small for UConv, you can check this button and choose an own screen for UConv by pressing "<".

Window-Background

UConv offers you four different background-modes(exactly two with different colors). "Dither" dithers the background of the window. If you want to have it filled with a color, choose a color.

Preview-Mode

UConv can create previews while converting by checking the "Preview"-checkbox. So if you don't want to make too many previews, you can choose the mode here:

Saving prev.

Only creates a preview when picture is saved

All-prev.

Creates a preview every time the req shows another main-action.

Colorreductionmode

Some formats don't support more than 256 colors or even less. To avoid a failure, UConv calculates the number of colors in a pic and reduces them if needed. If you don't want UConv to do that, choose "None". "Floyd Steinberg" works for ALL reductions. "Ordered 256" and "Fast 256" work only for 256 colors. If another amount is needed, Floyd Steinberg is used. Ordered 256 is the fastest, so I suggest to use this algorithm.

Cache-dir

UConv doesn't use your ram for its graphics data. It uses a cache-directory instead. So if you don't want to use the "Work/"-directory as cache, click on "Choose cache-dir" to choose another. Please only choose dirs, that are ALWAYS EMPTY, otherwise data might be lost!

Save & Cancel

Save saves the prefs. Some changes take effect immediately, some only after next start of UConv. Cancel cancels all changes.

1.26 The Rexx-menu

The Rexx-Menu

As UConv has an ARexx-Port, it also has a menu, that shows all ARexx-Files in the Rexx/-menu of Ultraconv. When you click on a file, it will be started.

1.27 Load, Save & Iconify

Load

This menu-item pops up a ASL-FileRequester, so you can choose a UCP-File (UCP=UltraConv Project). All previous entered data in UConv since last start will be lost, if you haven't saved them and loading was successful.

Save

This menu-item saves all entered data since last start in a chosen file.

Iconify

If you have a small WB-screen and want to run UConv, but need the place, you can iconify UConv. This creates a so called appicon on your WB and adds an entry to your Tools-Menu. After choosing the Tools-menu-item or double-clicking on the appicon, the main-window opens up again.

1.28 Password and Print Registerform..

Enter password

You can make an unregistered version of UConv by entering a special code here. This code is sent to you with the registered version!

Print registerform

If you have decided to register, choose this menu-item. You now can enter your name and address and what and how you want to order. The final prize including all costs can be read in the field "Prize".

1.29 ;-----

1.30 Tutorials

Tutorials

You can find some tutorials and praxis-workshops for the most important parts of UConv, in order to get out how you can use the whole power. There are currently the following tutorials:

Simple conversions

```

.
    Simple~conversion
      "Extra"-features
.
    Filters~and~Anim-F/X
.
    Anim-Publisher
.
    Map-Editor

```

1.31 Tutorial-part: Simple conversion

Tutorial - How to do a simple conversion for a single file
Single files

As many users of V1.x requested a tutorial for this, I'll give a good and easy to understand tutorial on how do a simple conversion here.

At first you must know, what you want to convert. Let's take the 24bit-logo UConv-Logo coming with this package. The file is called Ultraconvlogo.brsh. After you have started UConv and have closed the about-requester, click on "First picture" in the input-panel. Now a requester pops up, asking you for the first input file. Click on Ultraconvlogo.brsh twice to select it. Now UConv starts to identify the file and identifies the file as ILBM. If you look down to the fields, you should now be able to read First inputpicture and Last inputpicture as Ultraconvlogo.brsh.

The second thing we must do, is to choose a fileformat and a file-name for output. Let's choose JPEG and ram:UCLogo.jpg! Ok, so choose "JPEG" as output-file-format with the cycle-gadget or the popup-menu ("<"). Then click on "First picture" in the output-panel and enter ram:UCLogo.jpg or enter it directly in the field called "First outputpicture". If you want to have another quality-setting than the standard, click on "Options" and enter the new quality and click on "OK".

Now we're ready for the conversion. Click on "Convert". Now the progress indicator pops up. After the main-window has come back, the conversion was finished. If you have made previews while converting by checking the "Preview"-checkbox, you have to click on "Exit" to come back to the main-window. You should now find the JPEG-picture UCLogo.jpg on your ram-disk. Quite easy, eh ?

Animations

So what do you have to do, if you want to do a conversion of a complete anim ? Let's start with an example:

At the starting point, we have an animation called "Amiga4ever.mpg" somewhere on our HD(imaginary). The first step is to select the animation like you did it with Ultraconvlogo.brsh in the first part of this tutorial. It will now be ← identified

as "MPEG". We already have set the input-part now. But the output-part is still ← remaining.

We can principally do two things with an animation:

- Split the anim into a series of pictures
- Convert the anim to another anim-format

Let's go through these two possibilities now.

- Anim > Series of pics

In this example we want to convert the "Amiga4ever.mpg"-MPEG to a series of pics with the format "PCX". So we have to select "PCX" in the output-part of UConv, as we did it with JPEG in the first part of UConv. The name of a series

of pictures always depends on two things: the base-name and the number.

So if you want to split your 100-frame MPEG into

ram:Mypics.0001

ram:Mypics.0002

..

ram:Mypics.0100

Enter "ram:Mypics" as the name of the first output-file. UConv automatically adds the number and the point to the base-filename. So after clicking on Convert now, UConv will output these series of pictures.

- Anim > other Anim-format

Even more easy! We want to output an IFF-ANIM-5 animation with HAM8 in this example called "ram:Amiga4ever.anm". Just enter the filename as first output-file as done with single-pictures and choose "ANIM5" as output-format, as you did

it with JPEG in the first part. Now you will be able to use another cycle-requester

with the following possibilities 32, 256, Ham6, Ham8. You can choose the number

of colors or the color system here. The frame-rate can be set in the options-window.

Now press on Convert and start the conversion!

1.32 Tutorial - Usage of Filters and Anim-F/X

Tutorial - Usage of Filters and Anim-F/X

Ultraconv isn't a simple converter. It features tons of effects.

You can learn how to use them here.

At first we have to divide up them in two different types:

- Filters

These filters don't change their status (well it's possible to code some stuff that does, but would be easier to do in Anim F/X, so why should anyone do ?) while conversion, so e.g. Darken by 20% stays Darken by 20% all the time!

- Anim F/X

F/X stands for effects, and these Anim F/X really are effects! They change their status and don't look the same all over the animation. This offers a lot of power to the you. So Anim F/X are more complex, than Filters normally are or can be.

Let's realize two "projects" now: one using filters and one using

Anim F/X:

- Filter

We have a cool picture and want to do an "Emboss"-effect on it. We also want to look it strange, so let's also do a "Wish"-effect. First step is to enter in- and output-picture as known from the

Simple-conversion

-

tutorial. After we did this, we check "Filter" in the main-window, so filters are activated. Now we choose "Emboss" in the left part of the window in order to activate it, so it appears in the "Chosen"-list. Now we do the same with the "Wish"-effect. But this time a requester pops up allowing to enter a "Wish by"-value. It is the amount of pixels we want to wish the picture by. So let's enter 15 and press "OK". Now it also appears in the right list. As we want to try out, how it looks, we press Preview. UConv works now and after a couple of seconds it puts up another window containing a preview. But we can't see enough details in the window, so we decide to use a bigger preview. We click on "<" and a popup-menu appears. We choose "2" for a middle sized preview and "3" for a large one. Now we click on Preview again. UConv works and brings up the preview in a higher resolution/quality. Our picture looks too strange, so let's remove the "Emboss"-effect. We click on "Emboss" in the right list and then on "Delete" to remove it and do another preview. Well, doesn't look too good. So let's change the "Wish"-parameter. We do this by clicking on "Wish" in the Chosen-list and then clicking on "Change". Now we can change.. finally we have what we wanted.

- Anim F/X

We were just on holidays at sea and have digitised some nice sequences from our video cassette. So we enter the correct files names in the in-/ouput-parts as described in the

Simple-conversion-tutorial
and

then think about what we want to do with the video. How about an animated horizontal wave effect and a combined "Noise grow"-effect, as we want to shock the people we know, as if our camera would have fallen down, hehe ;-) Let's begin. We check the "Anim-F/X"-checkbox and choose "Horiz wave" and "Noise grow" in the left list, so that they appear in the right list. You can deselect one by clicking on its entry in the right list and then on "Delete". Ok, we've done that now and want to know, how it's looking at beginning, middle and at the end of animation. So we enter "0" in "Preview %" and click on Preview to see what it looks like at beginning. After that we enter "50" and "100" to see the other positions. Preview size can be changed as known from the filters.

1.33 Tutorial - Mapeditor

Tutorial - The mapeditor

If you have a picture and don't want/don't know how to split a picture in several parts to make links in a HTML-file of it or if it's simply not possible to do so, you should use this part of Ultraconv. It creates a complete HTML-file featuring a map and an with the needed attributes. Nut what exactly is a map ? A map defines several parts of a picture as links. There are different types of objects: Circles, Boxes and polygons. UConv only supports boxes yet. But this lasts in most cases. So let's do an example:

We want to do a map out of the included Ultraconvlogo.brsh with the links Space.html, UConv.html and Amiga.html.

So let's choose it as input-file and choose any other file as output-file, e.g. ram:UCLogo.gif ..

We now must click on "Map" on the Main-GUI, where we click on "Add".

Now a window opens, including the UConv-logo. Draw a box round the Amiga-logo in the top left corner and then press the close-button. There's one entry called "MYLINK_0.HTML" now. Change it in the Link-field to Amiga.html. The first link was created now. If you don't like the current result, click on the entry twice to change it or click on it and on "Delete" to delete it. Let's continue. We add two other links by drawing a box round the UConv-text and around the black area in the top right area and then call them UConv.html and Space.html. Let's click on "Ok" now and then click on "Convert". UConv now creates UCLogo.gif and UConv.gif.html. To use the map with an , we have to add ismap usemap="#UCLogo.gif" and include the <MAP></MAP> and things between it into the HTML-file. If you have your own homepage, I highly recommend you to use HTMLFix, which is available from
my~homepage

It adds WIDTH and HEIGHT tags to the and also debugs it.

1.34 Tutorial: The Anim-Publisher

Tutorial - How to use the power of Anim-Publisher

The Anim-Publisher is and will be the mightiest part of UConv, as it has some incredible features, that boost your AMiGA in new dimensions of power and you'll learn here, how to get this part of UConv to work as you want it to work - it's quite easy! This part allows you to bring up to 100 DIFFERENT anims, pics, lights, effects and textured texts fully animated on just ONE screen or animation!! You can even set transparency for each object - also fully animatable!!

So let's begin with some important explanations of words, that will get quite familiar to you in this tutorial:

Keyframe - UConv has 10 (exactly 11, when you also take the 0) of them at fixed positions. You can get to one of these positions by clicking on its number in the Object-Tools-window in Anim-Publisher part. 0 is the first frame of your animation and 10 is always the last frame of your animation. The Anim-Publisher works object-oriented and it doesn't support keyframes for every frame. Keyframes save data of an object like transparency, size and position and every other changable data.

Object - The Anim-Publisher works object oriented, so an object can be a light-source, a picture or animation, a text-object or an F/X-Box.

Ok, as we now know, what the Anim-Publisher is, let's start with a short example: We want to paste the UConv-Logo on the UConv-logo but transparently and in a smaller size. So what do we have to do ? We must choose the "background ←
",
we want to work on, first. This is the Ultraconv-Logo, so choose Ultraconvlogo. ←
brsh
as first input. As we want the Anim-Publisher to be enabled, we have to click on ←
the

Anim-Publisher-checkbox, so that it's checked. We now have to decide, what ←
objects
should be placed on it. The logo is a picture, so we click on "Anim/Pic" in the
Anim-Publisher. Nothing will happen, as UConv waits for an "input" from you.
It wants you to draw a box in the empty window with the title "Anim-Publisher", ←
so
let's do so. A new entry will appear in the Objects-Menu called "000 PIC", what
says us, that this object is object number 0 and that it is a picture-object.
Before we can go on, we first have to set some options. This can be done by ←
clicking
on "Options" in the "Object-Tools"-window. A window will open, and we'll have to
enter the file first, so click on the "<" next to the Texture-field and let's
choose "Ultraconvlogo.brsh" from the requester. As we also want to have a
transparency-effect, we drag the "Trans"-bar until it shows 40, so we have
40 percent from the background-pic and 60 percent from our object. Ok, let's
close the Options-window and after that any other window, so we come back to
the main-GUI. We still have to choose an output-picture, so let's enter
ram:AnimPublisher_Test1.ham8 and let's choose HAM8 as output-format. That's it!
Let's click on "Convert" and have a go. (The whole project is also saved
under "Projects/AP-Tutorial-1.UCP"). The result looks cool, eh ? This was
quite simple, although I did a lot of text for it, but this had to be, as
we now have a solid basis. Let's repeat the steps:

1. Enter "background"-pic/anim as First inputpicture
2. Check "Anim-Publisher"
3. Add "Anim/Pic"-object
4. Draw it in the "Anim-Publisher"-window
5. Choose options
6. Enter file and transparency
7. Close Anim-Publisher
8. Enter output-picture in main-GUI
9. Convert!

But that's too boring for an Amiga-User, so let's go on with a more
interesting example: Let's choose "Template.anmbrsh" as input and
"Anim-brush" as input-format (important!!). Now let's check the
scale-operator, as this anim is quite small and scale it to 320x256
given in pixels. Then let's check the Anim-Publisher and delete all already
existing objects (if there are any), what can be done by clicking on
the object and on "Delete". Now we'll add a light-source the same way
we added an "Anim/Pic"-object in the top left corner (ATTENTION: You
begin with the middle-point!). Let's choose the options. Normally
there's a "0" in the bottom, right-corner, so let's click on the arrows
next to it to get a "5" and click on "Change position". Now can real-time
drag the light-source. Position it at the bottom left corner (ATTENTION:
You can only drag, when you hold left mouse-button pressed!). Ok, then
let's go on to "10" and position it in the middle. Still at "10", we click
on "Change size" and try to get it as large as the whole screen window(the
source should still fit into the window..). If you want to see the result
of our work, close "options-window" and click on "Preview". Get back to
main-GUI and choose "ram:AnimPublisher_Test2.anm" as "First outputpicture".
Click on convert! (all steps are saved in "Projects/AP-Tutorial-2.UCP")

Well, light-sources don't look very impressive on those overscaled anims, so
you might want to try the "Single Multiply"-Rexx script, to create a series
of pictures out of the "Ultraconvlogo.brsh" and try again with several different
kinds of light-sources until you have the incredible cool effect!

If you want to have more objects, you just should add them :-) Also read through the

reference-part
for Anim-Publisher.

1.35 ;----

1.36 The ARexx-Port

The ARexx-Port

Ultraconv has an ARexx-Port called "UConv" which understands the following commands:

REQUESTER

Short: Pops up a requester with Title, Body and buttons.

Syntax: REQUESTER <Title> <Buttons> <Body>

Example: REQUESTER "UConv-request" "OK|CANCEL|Never_saw_better_hello_world!" " ←
Hello world, hehe!"

Descrip: The first parameter is the title of the requester. The second param. ←
is

the button-data. Each button-text is seperated by a "|" and the body ←
is

third parameter. Title and Buttons may not contain any space. This
command returns the button pressed..

QUIT

Short: Simply quits UConv

Syntax: QUIT

ICONIFY

Short: Simply iconifies UConv

Syntax: ICONIFY

CONVERT

Short: Start conversion. No parameters yet..

Syntax: CONVERT

FIRSTINFILE

Short: Changes the first input-file

Syntax: FIRSTINFILE <File>

Example: FIRSTINFILE "Ultraconvlogo.brsh"

Descrip: Sets the file given as parameter as first file in the input panel.

LASTINFILE

Short: Changes the last input-file

Syntax: LASTINFILE <File>

Example: LASTINFILE "Ultraconvlogo.brsh"

Descrip: Sets the file given as parameter as last file in the input panel.

FIRSTOUTFILE

Short: Changes the first output-file

Syntax: FIRSTOUTFILE <File>

Example: FIRSTOUTFILE "Ultraconvlogo.brsh"

Descrip: Sets the file given as parameter as first file in the output panel.

INFORMAT

Short: Changes the input-file-format

Syntax: INFORMAT <number>

Example: INFORMAT 2
sets BMP..

Descrip: Sets the input-file-format to the number. Each format has a number, beginning with ILBM as 1, continueing with BMP as 2 and so on.. as in the popup-menu of the input-panel.

OUTFORMAT

Short: Changes the output-file-format

Syntax: OUTFORMAT <number>

Example: OUTFORMAT 2
sets HAM6..

Descrip: Sets the output-file-format to the number. Each format has a number, beginning with HAM8 as 1, continueing with HAM6 as 2 and so on.. as in the popup-menu of the output-panel.

Calling the requesters

You can simulate a click by using the requester-commands. When you give ON to it, it will be checked, otherwise it will be unchecked, e.g. FILTERREQ ON pops up the filter-requester. The following commands do exist:

SCALEREQ - for the scaling-checkbox
ROTATEREQ - for the rotating-checkbox
DITHERREQ - for the dithering-checkbox
FILTERREQ - for the filter-checkbox
ANIMFXREQ - for the anim-f/x-checkbox
ANIMPUBREQ - for the anim publisher-checkbox

FILEDIRSREQ

Short: Changes the mode of conversion, files or dirs

Syntax: FILEDIRSREQ FILES/DIRS

Example: FILEDIRSREQ DIRS

Descrip: If you choose FILES, it changes the mode to files mode, if you enter DIRS, it changes to dirs mode ..

MAPEDITREQ

Short: Opens the Map-Editor-window

Syntax: MAPEDITREQ

Example: MAPEDITREQ

SOPTIONSREQ

Short: Opens the Saver-Options-window

Syntax: SOPTIONSREQ

Example: SOPTIONSREQ

ASAVHO

Short: Sets the saving mode for Anims

Syntax: ASAVHO <mode>

Example: ASAVHO 2

Descrip: This sets the number of colors for IFF-ANIMS (ANIM5) at the output-panel. There are the following modes:

Mode: 1 2 3 4
Color-mode: 32 256 HAM6 HAM8

FILTNUM

Short: Gives back the number of available filters as result
 Syntax: FILTNUM

ANIMFXNUM

Short: Gives back the number of available anim f/x as result
 Syntax: ANIMFXNUM

FILTNMAME

Short: Gives back the name of a filter given by number as result
 Syntax: FILTNMAME <filtnum>
 Example: FILTNMAME 1
 name=result

Descrip: Read short.. but DON'T try to get a filter's name of a filternumber that is bigger than FILTNUM. Every filter has a number starting at 0 and ending at FILTNUM-1.

ANIMFXNAME

Short: Gives back the name of an Anim F/X given by number as result
 Syntax: ANIMFXNAME <animfxnum>
 Example: ANIMFXNAME 1
 name=result

Descrip: Read short.. but DON'T try to get an Anim F/X's name of a animfx- ←
 number
 that is bigger than ANIMFXNUM. Every Anim-F/X has a number starting at 0 and ending at ANIMFXNUM-1.

FILTCSTAT

Short: Changes the status of a filter-entry
 Syntax: FILTCSTAT <filtobj> <filternum> <req>
 Example: FILTCSTAT 0 1 ""

Descrip: This function is quite powerful. You can change the status of a filter-object with it. UConv offers around FILTNUM*2 filtobjs, so this should be enough for most applications. You MUST begin with a filterobj of 0 and then go on with 1.. if there should be no filter at a filtobj, give it the filternum -1. The req is the contents of the requester(s) in UConv, so this here can contain text as like as numbers.

ANIMFXCSTAT

Short: Changes the status of an animfx-entry
 Syntax: ANIMFXCSTAT <animfxobj> <animfxnum> <req>
 Example: ANIMFXCSTAT 0 1 ""

Descrip: This function is quite powerful. You can change the status of an anim-f/x-object with it. UConv offers around ANIMFXNUM*2 animfxobjs, so this should be enough for most applications. You MUST begin with an animfxobj of 0 and then go on with 1.. if there should be no animfx at a animfxobj, give it the animfxnum -1. The req is the contents of the requester(s) in UConv, so this here can contain text as like as numbers.

GETFILTSTAT

Short: Gives back the status of an filtobj as result (the filtnum)
 Syntax: GETFILTSTAT <filtobj>
 Example: GETFILTSTAT 0
 status=result

GETANIMFXSTAT

Short: Gives back the status of an animfxobj as result (the animfxnum)
Syntax: GETANIMFXSTAT <animfxobj>
Example: GETANIMFXSTAT 0
 status=result

GETCFILTNUM

Short: Gives back the number of used filtobjs
Syntax: GETCFILTNUM
Example: GETCFILTNUM
 chosen=result

GETCANIMFXNUM

Short: Gives back the number of used animfxobjs
Syntax: GETCANIMFXNUM
Example: GETCANIMFXNUM
 chosen=result

GETASLFILE

Short: Pops up a requester and gives you the result
Syntax: GETASLFILE <title> <standard-file>
Example: GETASLFILE "Choose_an_icon_file!" "Ram Disk:disk.info"
 file=result

GETASLPATH

Short: Pops up a requester and gives you the result
Syntax: GETASLPATH <title> <standard-path>
Example: GETASLPATH "Choose_a_path!" "Ram Disk:"
 path=result

OPENPROGRESSBAR

Short: Opens and initializes a progress-bar-object
Syntax: OPENPROGRESSBAR <pgbobj> <title>
Example: OPENPROGRESSBAR 1 "Please wait a moment.. converting file"
Descrip: UConv allows you to open up to 9 progressbar-objects (pgbobjs).
 These have to carry a number of 1 to 9 (incl.). No progressbar
 is opened, if you try to open a pgbobj with number 10 or more.

SETPROGRESSBAR

Short: Sets the percent-gauge and the text of an opened progress-bar-object
Syntax: SETPROGRESSBAR <pgbobj> <percent> <text>
Example: SETPROGRESSBAR 1 44 "Already finished process at 44% .."
Descrip: Please note, that the pgbobj must be opened BEFORE you set anything,
 as UConv may crash otherwise.

CLOSEPROGRESSBAR

Short: Closes an open progressbar
Syntax: CLOSEPROGRESSBAR <pgbobj>
Example: CLOSEPROGRESSBAR 1
Descrip: This function should be called, before ending your ARexx-script,
 although UConv automatically closes all pgbobjs automatically when
 ended.. it's just more user-friendly if you close it down.

UCVERSION

Short: Gives the version-string as result
Syntax: UCVERSION

NEEDEDTIME

Short: Gives the time needed for last conversion in minutes as result
 Syntax: NEEDEDTIME

MAKECOLUMN

Short: Creates a column with a given width out of a string
 Syntax: MAKECOLUMN <width> <string>
 Example: MAKECOLUMN 10 "I'm just trying out this feature!"
 col=result
 .. gives back "I'm just t"

GETLASTWIDTH

Short: Gives back the last width, that was found out after last conversion
 Syntax: GETLASTWIDTH

GETLASTHEIGHT

Short: Gives back the last height, that was found out after last conversion
 Syntax: GETLASTHEIGHT

SETSCALE

Short: Sets the parameters of the scale-operator seperatly without GUI.
 Syntax: SETSCALE <w> <h> <type> <right size ratio>
 Descrip: w: Sets the width-parameter.. either a factor or an absolute amount of pixels
 h: Sets the height-parameter.. either a factor or an absolute amount of pixels
 type: 0 for "Size in pixels"
 1 for "By factor"
 2 for "Procentual"
 right size ratio: Checks, if this is 1, doesn't check, if 0
 Example: SETSCALE 320 256 0 1

STRINGREQUESTER

Short: Pops up a string-requester with title and two buttons
 Syntax: STRINGREQUESTER <title> <ok> <cancel> <description>
 Descrip: title: The title of the requester
 ok: Contents of OK-button
 cancel: Contents of Cancel-button
 description: Description, of what to enter
 Example: STRINGREQUESTER "Hello_world!" "Okee!" "NO!" "Enter something here:"

FORMATTEDNUM

Short: Formats a number with a given format-string
 Syntax: FORMATTEDNUM <num> <format-string>
 Descrip: num: The number
 format-string: # for number or a space
 0 for number or 0
 Example: FORMATTEDNUM 1890 "0 # # # #"
 Gives back: 0 1 8 9 0

POPUPMENU

Short: Opens a popup-menu under the current mouse-pointer-location with a given contents
 Syntax: POPUPMENU <items>
 Descrip: Every element must be seperated by a "|" and first item has number 0

as result, the next 1 and so on..

Example: POPUPMENU "Press|One|Of|These|Buttons|Cancel"

BLOCKMAINGUI

Short: Blocks the main GUI for any entries or clicks

Syntax: BLOCKMAINGUI ON/OFF

Example: BLOCKMAINGUI ON

SETROTATE

Short: Sets the parameter of the rotate-operator.

Syntax: SETROTATE <Winkel>

Example: SETROTATE 65

Rotates the/all pic(s) by 65 degrees

SETDITHER

Short: Sets the parameter of the dithering-operator

Syntax: SETDITHER <amount of colors>

Example: SETDITHER 256

Reduceses all colors to an amount of 256 colors

1.37 Frequently Asked Questions about UConv (FAQs)

FAQ

Okay, now there's a new, improved FAQ since V2.0.. FAQs for V1.x were removed..

Will there be an A\Box or PowerUP-version ?

Yes an no. I plan for A\Box. A PowerUP-version will only be done, if enough people are interested in one and if enough people register, so I can buy Storm C++ and a PowerUP-board for my A4000. As some people told me, they want to have a PowerUP-version and as PowerUP seems to get widely used and people seem to upgrade to PPC, there'll be a PowerUP-release as soon as possible..

Which files do I need to be able to use the GIF/GIFANIM-Saver ?

You need:

- gfx/conv/WhirlGIF201.lha
- gfx/pbm/ppmbin1.lha

unpack these files from Aminet and copy ppmtogif and WhirlGIF in the Commands/-Dir of Ultraconv. Ready! (Due to licence-problems I can't distribute UConv another way)

Ultraconv crashes

Please check, that NewIcons 4.x is installed correctly, if used. Ultraconv crashes also, when VisualPrefs is installed. Please note, that these programs are hacks. The following is a list, UConv was successfully tested with:

UConv shouldn't crash when using:

- MCP
- Toolmanager
- PrintManager
- NoClick
- CycleToMenu
- NewMode

UConv might have problems with:

- NewIcons 4 (get 4.1!)
- VisualPrefs

Ultraconv deletes itself from my HD

Well, you may NOT use the maindir of UConv as cache nor assign UC: to the UConv-maindir.. choose an empty dir as cache and UConv will work correctly.

I have chosen a 24bit-screen, but UConv doesn't use the colors!

Just activate the DO24BITCYBERGFX=ON ! This is possible in 15,16 and 24-bit ↔ screens

under CyberGfx, and causes errors in speed and output on 8 or less bit screens. ↔

Just

give it a try. BUT: You must have CyberGfx installed!