6831f320-0

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| | *TITLE* :  6831f320-0 | | |
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**REVISION HISTORY**

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# Contents

# Chapter 1

# 6831f320-0

## 1.1 Nailer 1.00b

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                        Nailer v1.00b

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    ~Introduction~
          OK, what is this?


    ~Distribution~
          Who can I give it to?


    ~Installation~
          How do I Install this?


    ~~~~Usage~~~~~
          What do I do?


    ~~~Options~~~~
          How can I set it up?


    ~~Known~Bugs~~
          Have you met any?


    ~~~Contact~~~~
          Where are you?
```

~~~Future~~~~~          You can predict the future?


## 1.2   What is it for?

                  OK, what the heck is it?

 It's a replacement for the "CreateNails.ifx" ARexx script
 that comes with ImageFX

 Why?  The original script is quite handy, but it is missing
 some features I wanted, so I wrote a program that has them.

 FEATURES:

 So, what does it do?

 (Features with a * are not available in the original script)

 1} * It can start ImageFX for you automatically

 2} * It allows you to set default Load and Save paths

 3} It will create thumbnails for an entire directory

 4} It can create "remote" thumbnails on your HD for
    non-writeable volumes (like CD's)

 5} * It also reads ALL subdirectories (meaning you can
      even create thumbnails for an entire CD at one time)

 6} (option) it can be set to skip pictures that already
    have a thumbnail in the target directory

 7} * (option) it can create new directories for your
    "remote" thumbnails.  So, if you are scanning a whole CD,
    it won't dump hundreds (maybe thousands) of thumbnails
    in the same directory

 8} * (option) it can examine every file found to make sure
    it is really an
               image~file
                before attempting to load it
    into ImageFX (so you can scan, for example, an entire
    AF CD, and it will find and create thumbnails for every
    picture found.

 9) * It corrects a bug found in the Thumbnail loader, the
    Thumbnail browser, and the NailFile.datatype which can
    cause a lock-up or crash with some "remote" thumbnails.


 REQUIRES:

 ImageFX v 2.00 or newer
 RexxMaster running

ReqTools  (It will not run otherwise)


## 1.3   What kind of Ware is this?

                 This program is released as a new concept in software.

I call it "Under Ware"   ;)

OK, actually it is Copyrighted FreeWare.

Meaning that you can distribute however you like, as long
as you don't alter any of the contents of the archive.

I would appreciate an
             email
              to let me know what you think
of the program, and any suggestions or complaints.
Let me know what system you are using the program on.

And, my standard disclaimer applies:

- I am in no way responsible for anything that -
- happens to anyone at any time for any reason -

This includes, but is not limited to, this software.


## 1.4   What do I do?

Useage:

* To start, you can either:

  Double Click the Icon -

    If Image FX is not running, Nailer will start it first
    (assuming you have set the path correctly)

    If it is running, the ImageFX screen will be brought
    to the front of the display

 OR  if you have installed the supplied "Nailer.ifx" script,
     you can start Nailer from ImageFX's ARexx menu


 Either way, once Nailer starts, you will get a standard Path
 Requester, where you can pick a starting directory.  Nailer
 allows you to thumbnail a single directory, an entire volume,
 or anything in between.

 Now, you will get a requester asking if you want the thumbnails
 saved in the same directory as the pictures.

If you answer "No", you will get another path requester asking
for the destination directory to store the thumbnails.  You may
create a new directory by adding it's name to the pathname
gadget on the filerequester.  DON'T add a "/" after the new
directory's name.

Finally, you will be asked if you want the parent directory
(of the original picture) added to the path.

Only the immediate parent directory's name will be added, so
if you are storing the thumbnails in "Work:thumbnails/CD1/"
and the actual picture's path is "CD1:images/countries/England/"
the thumbnails from this directory will be saved in:
"Work:thumbnails/CD1/England/", which will automatically be
created for you if it doesn't exist.

That's it, the program will now scan the selected load path,
including all subdirectories and create thumbnails for the
images it finds.

If the images are being saved in a different directory
than the original picture, they will be checked and
corrected if necessary to avoid the bug found in the
ThumbNail Loader, ThumbNail Browser, and the datatype
(all of which read the header incorrectly, causing a
lockup or a crash if the real picture directory's
pathnamehas an odd number of characters)

You can quit the program at any time by pressing the close
gadget on it's window.

Be sure to look at the program options for the different
settings you can use.


## 1.5  Options

              These are the options you can set using the tooltypes on the
program's icon.  The default settings are shown in white

IFXPATH=ImageFX:ImageFX    The path used to start ImageFX

IFXPORT=ImageFX.1          The name of ImageFX's ARexx port

LOADPATH=RAM:              Default path for loading images

SAVEPATH=RAM:              Default path for saving thumbnails

NAILDEPTH=12               The choices here are 12 or 24

OVERWRITE=FALSE            If FALSE, new nailfiles will NOT
                             be created for images that already
                             have a thumbnail
                          If TRUE, nailfiles will be created
                             for all images, over-writing any
                             existing thumbnails

```
CHECKFILE=FALSE              If TRUE, all files will be checked
                                  to be sure they are recognized

                image~formats
                 before loading
                             If FALSE, the program will ask
                                 ImageFX to load any file it
                                 finds in the selected directories
                                 without checking  (except icons)

SHOWPIC=TRUE                 If TRUE, ImageFX will display each
                                 image on the preview screen as
                                 it is being thumbnailed
                             If FALSE, the loaded images will
                                 not be displayed

CHECKEXTEN=TRUE              If TRUE, only files that match with one of the
                             extensions will be loaded.
                             If FALSE, all files will be loaded, no
                             matter what extension it has.

EXTENSIONS=.ilbm .jpg .jpeg .gif .png .ingf

                             Here you can set the extensions you
                             want the program to accept.
                             Each extension MUST start with . and
                             there MUST be ONE space between.

                             The extensions are NOT case sensitive
                             For example, with the default setting
                             .gif, .GIF, .Gif, and even .gIf would
                             all be accepted
```

```
NOTES:  It is OK to have both CHECKFILE and CHECKEXTEN enabled
at the same time.  In this case, any files that match the given
extensions, and any files that pass the internal checking will
be loaded.

The file extension checking routine is much faster than the
internal checking, since the files do not have to be opened
and read, but of course it won't work if you (or the maker
of the CD) hasn't put proper file extensions on the files.
```

## 1.6  Known Bugs

```
               The program has been tested on v3.3 and 4.0

Known Bugs:

The program will NOT work if ImageFX is iconified when you
click on the program's icon. This is because I can't get the
ImageFX "Uniconify" ARexx command to work reliably.

So, please, make sure that ImageFX is either not iconified,
```

or not running at all, before you start this program.

To be completely safe, always start it from ImageFX's
ARexx menu - see
                Installation
                 Also, I have not yet been able to work out yet how to identify
some image formats, such as PCX and Targa, so, for now, these
images won't be thumbnailed if you have the
                image~checking
                 option enabled.


>> These are the only ones I know about.  If you find any others,
   please send me an
                email
                 and let me know exactly what happened.
   Also describe as best you can your system, and what patches
   you are using, and which version of ImageFX you use.


## 1.7   What do I do?

                 Installation is easy - actually, you can simply put the
program anywhere you like if you plan to run it from
it's icon.

If you want to be able to run it from ImageFX's ARexx
menu, you should put the exec and it's icon into your
main ImageFX directory, and copy the "Nailer.ifx" script
into wherever you keep your other ImageFX Arexx scripts.

If you have an ImageFX: assign, you can
click~here~to~install~Nailer

If you keep your ImageFX ARexx scripts in ImageFX:Rexx/
click~here~to~install~Nailer.ifx

Before running it the first time, you might want to set
some of the
                Program~Options
                 .


## 1.8   You can reach me at...

To reach me, send an email to:

camge@amigaonline.net

If you have web access, visit my site at:

http//:members.xoom.com/Curt_Esser/

You will always find the most recent version of Nailer

here, as well as all my other programs

Other FREEWARE stuff by me:

```
BeatBox2 (co-authored with James Boyd)  Easy and fun music editor
Crazy 8's           you vs. computer Card game
Dungeon Explorer    joystick action/adventure game
Speak to Sample     record your Amiga's speech synthesizer
IFF to Wav          quick sample batch converter with GUI
MultiTrash          a global trashcan with several options
PicScale            a quick and easy image scaler
```

All these and more are found on my site, and on Aminet

## 1.9   Recognized Image Formats

If you have the
Image~checking~option
enabled, Nailer can
recognize these image formats by reading the file's header:

ImageFX native graphic format

IFF/ILBM

PNG

JPEG

GIF

BMP

TIFF

If you have any docs explaining how to recognize any other
image formats from their headers, please
let~me~know
and I
will try to include them.