

ImageDex

Zach Williams

COLLABORATORS

	<i>TITLE :</i> ImageDex		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Zach Williams	February 12, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	ImageDex	1
1.1	ImageDex Docs	1
1.2	What Is It?	1
1.3	Requirements	2
1.4	Installation	2
1.5	Running It	3
1.6	Copyright Information	6
1.7	Troubleshooting	7
1.8	How To Register	8
1.9	Special Thanks	9
1.10	Future Plans	9
1.11	About the Author	10
1.12	Programming Notes	10
1.13	Program History	11

Chapter 1

ImageDex

1.1 ImageDex Docs

ImageDex 2.4 - Documentation
Program Copyright © 1993-1994, Precision Imagery
Written by Zach Williams

What Is It?

History

Requirements

Installation

Running It

Troubleshooting

Legal Stuff

Registering

Acknowledgements

Future Plans

Programmer Notes

About the Author

1.2 What Is It?

-- ImageDex ↔

ImageDex is a compiled Arexx script (PowerPack-able!) written for ASDG's Art Department Professional versions 2.2 to 2.5.

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.iff" (included in the archive) for an example. This file is a 16 color IFF, and was done in 12 pics/page mode.

Through a completely graphic interface, the user may specify the number of pictures per image (6, 12, 20, 30, 48 or 70), the output image format (several IFFs, GIF, DCTV, or JPEG) and other program parameters. All settings are saved in a configuration file which is automatically recalled each time the program is run. (See

Running It
for more info).

ImageDex has many uses. For artists and renderers it's a great way to organize artwork, backgrounds, and texture images. (I keep all my Imagine and Lightwave textures as JPEGs on floppies, with index images on the hard-drive for reference). For animators it's a good way to build animation storyboards from single frames.

1.3 Requirements

ImageDex requires:

-
- AmigaDos 2.04+
 - ADPro 2.2 or greater
 - rexxarp.library in LIBS: (included in archive)
 - rexxplslib.library in LIBS: (included in archive)
 - reqtools.library in LIBS: (included in archive)
 - rexxreqtools.library in LIBS: (included in archive)
 - ARexx installed, environment active (ie. REXXMAST in user-startup)
 - Enough RAM to load images (recommended 6 meg minimum)

1.4 Installation

Files included in archive

-
- | | |
|---------------------------|------------------------------------|
| ImageDex | - Executable program |
| ImageDex.info | - It's icon |
| ImageDex.guide | - Documentation, you're reading it |
| ImageDex.readme | - Short README file |
| Registration | - Registration form |
| Sample.iff | - Example image index. |
| Install_ImageDex | - Install script and icon |
| Installer | - Commodore Installer |
| Libs/Rexxarplib.library | - Needed library |
| Libs/Rexxplslib.library | - Another needed library |
| Libs/Reqtools.library | - Yet another library |
| Libs/RexxReqTools.library | - The last and final library |

Installation

Installation is simple.

Either automatic

- double-click the included Install-ImageDex icon for automatic installation using Commodore's Installer utility.
- this method is preferred since it will automatically check the versions of the libraries before installing.

or if something goes wrong, manually

- Copy all libraries to LIBS: (check versions!)
- Copy the executable, icon and doc files wherever you want them

1.5 Running It

Program Execution

To run ImageDex, simply click on it's icon. It can also be called from a CLI/shell.

When run for the first time, the Configuration screens will appear.

The program will prompt the user for various paths and values that it needs to run correctly. This part only needs to be completed once. All values are written to a config file stored in the ENVARC:ADOpus directory and are recalled when the program is run.

These values can also be changed from within the program (see below).

The main program window will now appear. It is divided into three areas: Config, User, and Status.

Config Area

The Config area (right side) echoes values stored in configuration. Normally these don't have to be changed, but can be if necessary.

The top two are paths to ADPro and the REXXC: directory respectively. To change them, either click in the box and type the new path or click the "?" button for a requester. (Be sure to hit RETURN after typing a new path.)

The Pics Per Image button specifies the number of pictures to be placed in each index. Click the button to change the value. Choices include 6 (3x2), 12 (4x3), 20 (5x4), 30 (6x5), 48 (8x6), and 70 (10x7).

The Output Mode button specifies the image output mode. Choices include 16 color IFF, HAM IFF, HAM8 IFF, 24-bit IFF, 256 color GIF, DCTV, and JPEG (Low and High Quality).

The Screen Res button allows selection of output screen size. Choices

include both NTSC and PAL screens.

The Palette/BkGrnd button allows selection between color and gray-scale output, and whether images have a black or white background. The gray-scale and white background options are included so that image indexes can be printed. (** This feature available in the registered version only - see -

Registering
)

Finally, the Save Config button will save current configuration settings to disk.

User Area

The User Area (left side) is for values that must be entered at run-time.

Click the Add Files button to select files to process. A requester appears. Multiple files can be selected with the Shift key. Repeat to add files from different directories.

The Clear Files button will remove all filenames from the list.

The Output Path & Filename text gadget is used to enter the path and root name for output files. It defaults to RAM:Pictures. To change, type a new path and name, or click the "?" button for a requester.

NOTE: The file name is a root only. The program will add appropriate file extensions. For example, the default setting will output files with the name Pictures_001.iff, Pictures_002.iff etc., stored in RAM.

The Stamp Path gadget is to specify where the program will store stamp images. The stamp images are the scaled pictures ImageDex uses to build the image indexes. Normally these are stored in RAM but if memory is tight you may want to specify a hard-drive path. Type a new path in the text gadget, or click the "?" button for a requester.

Finally, the Begin Processing button will start processing images. Like I really needed to say that...

Status Area

Here, program status messages and a fuel-gauge representation of the percent of the job completed are displayed.

Menus (** Available in registered version - see

Registering
)

Three menus provide access to all program functions, most with hot-key shortcuts:

Project Menu:

Begin - Start processing
 Save - Store config information
 About - Shows the program information screen
 Quit - Exits ImageDex

User Menu

Add Files - Add to file list
 Clear Files - Clear all files from list
 Output Path - Path for output images
 Stamp Path - Path for temporary storage of stamp files

Config Menu

ADPRO: Path - Path to Art Department Professional
 REXXC: Path - Path to RX command file
 Image Count - Select images per screen
 Output Mode - Select output file type
 Screen Res - Pick size of output screen
 Palete/Bkgrnd - Toggle printable output (registered version only)

Operation

 Once you have selected all your files, the program will:

- Run ADPro, if it isn't already running

NOTE: ImageDex uses the following method to allocate memory for its
 ==== use.

Free RAM	ImageDex Uses
-----	-----
More than 20 meg	15 megs
Between 10 and 20 megs	70% of free
Less than 10 megs	80% of free

The theory here is that if you have more than 20 megs, 15 megs should be enough to load just about anything. If you have less than 10 megs, you want as much ram as possible without crashing the system - hence the 80%. Finally, if you have between 10 and 20 megs you can be a little more flexible, so it takes 70%.

If you want to set this yourself, you can make a MAXMEM=# ToolType in the ADPro icon. Then run ADPro with the icon BEFORE running ImageDex.

- Scale each picture, storing the stamp images temporarily.
- Composite each picture into the index image, labelling each with the appropriate file name.
- If an image is filled, it is saved off and another is started, until all pictures are processed.

When all pictures are processed, the program returns to it's initial state. You can then select more pictures (specifying another output name, of course) or exit the program via the Quit menu item or the "close-screen" button in the top left corner. (In the unregistered version, the program will exit after being run once. Just re-run to process more images. If you use the program enough to find this annoying, please consider registering.)

1.6 Copyright Information

Copyright

ImageDex 2.4

Copyright © 1993-94, Precision Imagery, All Rights Reserved.

All versions of the ImageDex executable, documentation and support files are protected by United States Copyright Law and related international treaty provisions. You are entitled to use the program and all related files in original form only. You may not reverse engineer, decompile, disassemble or derive a work based on this work in whole or in part.

The ImageDex archive is freely re-distributable as long as all files remain in the archive. No fee may be charged for it, beyond a standard fee for disk media and copying (maximum \$5), or with express written consent of the author (see

 About the Author
).

Portions of this distribution are copyrighted as follows.

RexxArpLib.library 3.0
Copyright (C) 1988-91, W.J.G. Langeveld.

RexxPlsLib.library 1.32
Copyright (C) 1992-93, Dineen Edwards Group

ReqTools.library 2.2b
Copyright (C) 1991-1994 Nico Francois

RexxReqTools.library 1.2e
Copyright (C) 1992-1994 Rafael D'Halleweyn

Installer and Installer project icon
(c) Copyright 1991-93 Commodore-Amiga, Inc. All Rights Reserved.
Reproduced and distributed under license from Commodore.

INSTALLER SOFTWARE IS PROVIDED "AS-IS" AND SUBJECT TO CHANGE;
NO WARRANTIES ARE MADE. ALL USE IS AT YOUR OWN RISK. NO LIABILITY
OR RESPONSIBILITY IS ASSUMED.

Also, ImageDex was compiled using the Rexx Plus Compiler 1.34
Copyright (C) 1992-94, Dineen Edwards Group

Shareware

This program is made available through the concept of "Shareware" which is a form of distribution that gives you the opportunity to try a piece of software before you buy it. It is a copyrighted work that is not now, nor

will it ever be regarded as in the Public Domain or otherwise "free" software.

License

You are granted a limited license to evaluate this software for a 30 day period on a private, non-commercial basis only. You must decide at the termination of this evaluation period to register this product if you plan to continue using it or to cease all use otherwise.

Registration is not only required for your continued use, it is needed to keep the development of future enhancements to ImageDex active. Without your support the product cannot continue to evolve.

Disclaimer

No warranties are implied or expressed with regard to the fitness or merchantability of ImageDex for any particular purpose. All risks and damages, incidental or otherwise, arising through the use or misuse of ImageDex are entirely at the responsibility of the user.

While considerable effort has been made to provide you with a reliable product, there is no guarantee that this program is 100% "bug-free". Additionally, this disclaimer does not guarantee future versions of this product, but maintenance releases may be made available if and when feasible.

Fred Fish

Specific permission is granted to Fred Fish to include this archive in his PD collections.

1.7 Troubleshooting

Troubleshooting

If ImageDex seems to have locked up, try the following.

- If running from the icon, check that there is a "CONSOLE=NIL:" Tool Type.
 - If you haven't clicked Begin Processing yet, most likely you entered text in a text gadget without hitting return. Try clicking in each text gadget and hitting Return.
 - If it seems to lock while processing images, use Alt-M to bring up the ADPro screen. Sometimes ADPro errors will appear, letting you know what's happening. Also, Alt-M-ing to ADPro is cool, just to watch ADPro chug along all by itself. :)
 - If all else fails, executing the command
-

```
rx "call quit(myhost)"
```

from a CLI, shell, or WB Execute should kill the program.

- If pictures are failing to load for an unknown reason, it could be from lack of RAM. See the NOTE on memory allocation in the Operating instructions in the section on
 - Running It
 - If some images appear to be "squashed" horizontally, check the ← Locked Screen Mode and Locked Depth under the ADPro Settings menu (ver 2.5).
- If the RAM allocation is crashing your system, or taking too much (or not enough) you can manually control the amount of RAM used in the following way. Set the MAXMEM tooltype in the ADPro icon to the amount of desired RAM. Run ADPro manually, with the icon, then run ImageDex. The MAXMEM setting will override ImageDex.

1.8 How To Register

Registration

 The registration fee for ImageDex 2.4 is \$15. Registered users will receive a disk containing a serialized version of ImageDex with several extra features. These include:

- full menus with hot-keys
- an option to produce printable output (ie. gray-scale pictures on a white background)
- no annoying ShareWare information screens
- the ability to process multiple sets of images without re-running the program.

A printed and bound manual is available for an additional \$5. This is not required, since docs in AmigaGuide format are included, but is offered as an extra. The manual is completely re-written and formatted (ie. it's not just the Guide printed).

Registered users will also be eligible for future upgrades at a reduced rate, as well as getting the ADOpus package at a reduced rate (See

Future Plans
 for more info on ADOpus)

To register, print and fill out the included registration form and send it with a check or money order for \$15, plus \$3 for postage and packaging (\$5 outside the US) to:

Precision Imagery
 PO Box 20676
 Cranston, RI 02920
 USA

Registered users may receive any newer versions for the postage price (\$3 in the US, \$5 outside. Or if you have an Email address, drop me a line and I can uuencode you the latest archive. Please drop me a note to see if there is a newer version.

If the Registration form is lost, just include your name, mailing address, email-address, and any other information you think might be relevant (or even just entertaining).

1.9 Special Thanks

Special Thanks to the the following people...

Merle Ilgenfritz - for all the suggestions, and for beta-testing it to death. If there's a way to crash a program, he can find it.

Mark Montminy - for the all-important polishing suggestions. Call his BBS, The Bloom Beacon at 1-508-399-7536.
--- Home of world-famous Hack & Slash ---

Mark Downing - Dineen Edwards Group - for tracking down the compiler bug that made life so frustrating, at least for a little while.

Nina Lee - for writing such nice letters and for providing the key to figuring out the 2.0 lock-up bug.

The ImageDex Registered users

- For all the great suggestions that made this such an improvement over past versions, and the financial support that made it possible.

1.10 Future Plans

Future Plans

ImageDex is actually one small piece of a much bigger project. If it's well received, hopefully I'll get the rest together soon.

The big package is called ADOpus, and consists of a bank of Directory Opus buttons configured for Art Department Professional, and aimed at making life easier for the graphic artist/professional/hobbyist.

Using Opus as the interface, users will be able to harness the power of ADPro's graphic routines. Planned buttons include Conversion, Effects Application, Animation tools, Scaling, and assorted other batch processing and goodies (like ImageDex). All will have graphic interfaces like this

program.

As an example, creating JPEGs will be as easy selecting a list of files and clicking a button. Or, effects like Emboss can be applied to a series of stills or an animation, with just a few mouse clicks.

ImageDex was one of the first buttons I completed, and the response was so positive I figured I'd release it as a stand-alone.

If you have any suggestions for things you'd like to see as an ADOpus button, feel free to email me (see
About the Author
)
for how to contact me.

1.11 About the Author

Precision Imagery

Precision Imagery is a small company devoted to Amiga-generated graphics for industry and commercial use, as well as the occasional foray into software development.

We can be reached at:

Precision Imagery
PO Box 20676
Cranston, RI 02920
USA

Email: Precision@ids.net

Zach Williams

I'm a programmer/graphics artist living in Providence, RI, with my fiancée and a couple of insane cats. Any typos are their fault.

I originally wrote ImageDex to make my own life easier. It worked so well I decided to share it.

I can be reached on InterNet as "zachws@ids.net". FidoMail in any of the major Amiga areas will probably reach me as well. Finally I can also be reached at the Precision Imagery address.

1.12 Programming Notes

Note

ImageDex is written entirely in ARexx. If you haven't taken time to learn ARexx I highly recommend it. It's surprisingly easy and powerful.

All the screens (the main screen and the check-box requesters) are generated using rexxarplib. This is a powerful library, but somewhat complicated to use. Feel free to shoot me any questions.

The requestors are generated by reqtools, accessed through rexxreqtools. Thanks to Nico Francois for some nice requestors and to Rafael D'Halleweyn for the ARexx interface.

1.13 Program History

12/94 ImageDex 2.4

- Made memory allocation a little more intelligent
- Added 70 picture mode (10 by 7)
- Added 1280x1024 screen size
- Added JPEG LO and JPEG HI color modes
- Added check for .TIF files. The UNIVERSAL loader seems to have trouble with some types of TIFs, so I check for a ".tif" extension and use the TIFF loader. If you don't have this loader things will probably mess up. :)
- Fixed filenames to use us "00" and "0" to pad out smaller numbers. This way the files will list on the correct lexical order.
- Printed manual now offered as an extra

10/94 ImageDex 2.3

- Restructured main loops. Before the program created all the stamps before building the indexes. Now it makes a set of stamps, then the index, repeating until all files are processed. This way is a little more complicated internally, but makes for more elegant operation.

9/94 ImageDex 2.2

- A few big fixes, mostly internal.

5/94 ImageDex 2.1

- Added updated versions of reqtools.library and rexxarplib.library.
- Bug-fix: Program would lock after processing all images. Problem fixed by adding a "CONSOLE=NIL:" Tool Type to the icon, or by running the program from a CLI/shell.
- Bug-fix: 800x600 images were being incorrectly read. Fixed.

4/94 ImageDex 2.0

- Fixed to work with ADPro 2.5, though not fully tested. Please report any bugs.
 - Fixed a MAJOR bug. If filenames were in a root directory they got lost, resulting in blank output screens. Thanks to the numerous
-

people who pointed this out. There were actually two bugs that had the same effect. The first was obvious (a simple off-by-one loop error) but it masked the more subtle second bug (the root directory problem).

- Fixed bug involving mixing lo-res and hi-res images which throws of ADPro's screen-mode.
- Image quality improved for all resolutions/file-types
- Added multiple screen resolutions, including PAL.
- Added more choices for number of pics per image.
- Added more filetypes (HAM8, 24-bit, DCTV).
- Improved file requesters - uses ReqTools now.
- User selectable stamp path.
- Set font to Topaz, which everyone should have.
- Added file requesters to all file text gadgets.
- Added graphical completion gauge.
- Added Clear Files button.
- * Added Color/Gray - Black/White Background option - for printing.
- * Added full menus with hot-key shortcuts for all functions.
- Added Installation script using the Commodore Installer.
- Added beep at completion of preprocessing.
- Prefs now stored in ENVARC:

* - Features in registered version

10/93 ImageDex 1.0 - Initial release
