

MREKO

Michael Letowski

COLLABORATORS

	<i>TITLE :</i> MREKO		
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WRITTEN BY	Michael Letowski	February 12, 2023	

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Chapter 1

MREKO

1.1 MREKO 1.0

MREKO 1.0

MREKO package is Copyright © 1995
Michael Letowski

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All rights reserved.

The author's native language is Polish, so please forgive bad spelling, grammar mistakes etc. Or better - correct them.

Copyright notice

Introduction

Requirements

Installation

History

To do

reko.datatype

1.2 MREKO Copyright

Copyright

MREKO package is Copyright © 1995
Michael Letowski

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MREKO is freely distributable under the following conditions:

- no more than a reasonable fee is charged for copying/downloading;

- this distribution is not a part of other non-free distribution;
- the distribution is complete - it contains all the files (full list at the end of this chapter);
- no file in the distribution is changed.

Distribution without meeting conditions specified above requires written permission from me.

The

 DataType
 from the package works, but no guarantee is given nor implied. In no case will I be liable for any results of using supplied

 DataType

 .

The source code is provided only for informational purposes and is also under copyright. It is based on source for bmp.datatype by David N. Junod.

This documentation is based on CatEdit.guide, which is Copyright © 1993 Rafael D'Halleweyn.

 Klondike AGA

 is Copyright REKO Productions.

List of all files in the distribution:

```
Install MREKO.info
Install MREKO
MREKO.guide.info
MREKO.guide
Libs (dir)
  DataTypes (dir)
    reko.datatype
Devs.info
Devs (dir)
  DataTypes.info
  DataTypes (dir)
    REKO Cardset.info
    REKO Cardset
Src (dir)
  classbase.c
  dispatch.c
```

1.3 Introduction to MREKO

 Introduction

 reko.datatype
 is a
 DataTypes
 subclass for loading and viewing

 Klondike AGA

cardsets. Once installed it will let all
DataTypes
aware
programs to recognize and load
Klondike AGA
cardsets.

There exists another REKO
DataType

, written by Athur Pijpers.

However, it is rather buggy (crashes and hangs my A1200 all the time).
Therefore I wrote (from scratch) my own one. It is smaller (2440 vs. 2832
bytes), better (e.g. uses BestModeID to determine most suitable display
mode), faster (about 30%) and more stable (everything is checked to ensure
no crashes can occur).

1.4 Requirements for MREKO

Requirements

reko.datatype
requires AmigaDOS 3.0 or higher (datatypes.library
V39+). AGA chipset is recommended, since all known
Klondike AGA
cardsets
use HAM8 mode. Without AGA chipset you will get very distorted pictures.

1.5 Installation of MREKO

Installation

Use supplied Installer script to copy necessary files. Activate
class by double-clicking on DEVS:DataTypes/REKO Cardset icon or use
AddDataTypes REFRESH from Shell.

1.6 MREKO History

History

Version 1.0 (11.4.95) - initial release.

1.7 To do in MREKO

To do

reko.datatype

seem to be complete, but perhaps you have some suggestions?

1.8 reko.datatype

NAME

reko.datatype - DataTypes link DataTypes} subclass for loading and displaying @{ cardsets. ↔

FUNCTION

reko.datatype will load Klondike AGA version I or II cardsets (it will probably load future versions cardsets too.) It is designed to deal with arbitrary cards sizes.

METHODS

OM_NEW - create new instance of object.

BUGS

Users without AGA chipsets will see very distorted pictures.

NOTES

Cardsets are always displayed in HAM8 mode (I don't know any cardsets requiring other modes.) This could be avoided, if all cardsets had properly encoded display mode. Unfortunately, they don't...

1.9 DataTypes Information

DataTypes

DataTypes is an AmigaDOS subsystem (introduced in AmigaDOS 3.0) for dealing with different types of files found on different machines (PC's, Macs and Amigas). DataTypes can be used for recognizing types of files and interpreting informations in this files. An example of the latter is MultiView, which can show many types of data.

DataTypes divide all files into the following main categories:

- syst (System) - system files;
- text (Text) - textual files;
- docu (Document) - documents (spreadsheet data, text with pictures etc.);
- soun (Sound) - sound samples;
- inst (Instrument) - musical instruments;
- musi (Music) - songs;
- pict (Picture) - graphics;
- anim (Animation) - animations;
- movi (Movie) - animation with sound.

Each category is further divided into subclasses. Each subclass interprets one type of file, converting it to some universal format.

```
reko.datatype
  is an example of such subclass.
```

1.10 Klondike AGA

Klondike

Klondike AGA is a great solitaire game. It has great graphics and sound. The game requires AGA chipset.

1.11 About the Author

About the Author

MREKO package was written by Michael Letowski, who is a Software Engineering student at Technical University of Wroclaw and has A1200.

If you have something to say me (questions, remarks, suggestions, wishes, bug reports) please contact me (I like receiving mail!):

by E-Mail (preferred way):

```
letowski@ci-1.ci.pwr.wroc.pl
pro37@ci3ux.ci.pwr.wroc.pl
```

by normal mail:

```
Michal Letowski
Przyjazni 51/17
53-030 Wroclaw
```

POLAND

You can get my other packages:

```
MCommands - 7 useful AmigaDOS CLI commands
(Aminet://util/cli/MCommands-1.2.lha);
MCEd      - 8 great ARexx scripts for CygnusEd users
(Aminet://text/edit/MCEd-1.2.lha);
ClipHandler - easily exchange data between AmigaDOS and applications
(Aminet://util/misc/ClipHandl-1.0.lha).
```
