

clipper

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Chapter 1

clipper

1.1 main

Contents

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1.2 sc_1

What is Clipper?

Clipper is a program designed to make it easier for AMOS programmers to create icons and bobs. It allows you to 'clip' them from an ILBM screen and also provides some useful facilities for managing icon/bob banks.

I know AMOS comes with an icon/bob editor but I find it's better to create icons/bobs in a paint package such as DPaint and then clip them out afterwards. Since I continually alter image banks during game development I needed a utility to speed up the clipping process and so Clipper was born!

1.3 sc_2

Installation

Clipper is provided as a compiled program to be used within the AMOS environment. To install it simply copy the Clipper program and docs to your hard disk or AMOS system disk.

1.4 sc_2.1

Minimum specs

Clipper was written on an A1200 with a 4 Meg Hawk memory card.

It runs OK on a standard A500 but it will slow down when displaying the

magnified view
while clipping, etc.

1.5 sc_3

The interface

Clipper is composed of three parts;

```
an intuition style
    control panel
    ,
an
    IFF screen display
    and
an
    icon/bob display
    .
```

1.6 sc_3.1

Control panel

The control panel gadgets are arranged into groups;

```
Title bar
,
Icon/bob bank gadgets
,
File gadgets
,
IFF gadgets
,
Autoclip gadgets
,
Hotspot gadgets
and
Tool gadgets
.
```

1.7 sc_3.1.1

Title bar

Hotkeys are shown in [] if available.

Drag bar - This lets you drag the control panel. It also shows the total

number of icons/bobs in the selected bank, the selected icon/bob's number, size and colour depth and the amount of free chip memory.

Messages and requests are also displayed in the title bar.

[N] Info - Displays copyright information.

[Q] Quit - Quits Clipper. You will be asked to confirm that you really want to quit.

1.8 sc_3.1.2

Icon/bob bank gadgets

Hotkeys are shown in [] if available.

[Down] |< - Moves to the first icon/bob in the current bank.

[Left] << - Move back through the current bank. Left click to move 1, right click to move 10.

- This string gadget shows the number of the currently selected icon/bob.

[Right] >> - Move forward through the current bank. Left click to move 1, right click to move 10.

[Up] >| - Moves to the last icon/bob in the current bank.

[I] Ins - Inserts a blank space between the current and previous icon/bob.

[D] Del - Deletes the current icon/bob.

1.9 sc_3.1.3

File gadgets

Hotkeys are shown in [] if available.

[L] Load - Loads an icon or bob bank into memory. Note that it automatically loads the file into the correct bank.

[S] Save - Saves the currently selected bank.

[M] Merge - Allows you to append a bank with a bank saved to disk. Note that it will be appended to the same bank it was saved from.

[E] Erase - Erases the currently selected bank. You will be asked to confirm this before it is erased.

[W] Swap - Swaps between the icon and bob banks.

1.10 sc_3.1.4

IFF gadgets

Hotkeys are shown in [] if available.

[F] Load IFF - Loads an IFF screen. Legal screen modes are;

Pal	lowres	320x256
	lowres interlaced	320x512
	hires	640x256
	hires interlaced	640x512
	Ntsc lowres	320x200
	lowres interlaced	320x400
	hires	640x200
	hires interlaced	640x400

[O] Show - Hides the control panel and icon/bob display so the current screen can be viewed. Press either mouse button to continue. ↔

1.11 sc_3.1.5

Autoclip gadgets

Hotkeys are shown in [] if available.

[T] Start - This sets where autoclip starts. Clicking on this gadget allows you to select the start by hand, alternatively it can be set using the string gadgets.

[Z] Size - This sets the size of the blocks to be cut.

[G] Gap - This sets the size of any space that may be between the blocks.

[B] Blocks - This sets the number of blocks to be cut. To specify this by hand

select the top left block and then the bottom right block of the grid of blocks to be cut. Note that the Size and Gap must be set first.

1.12 sc_3.1.6

Hotspot gadgets

Hotkeys are shown in [] if available.

[H] Hotspot - This sets the hotspot of the currently selected bob.

The hotspot gadgets on the third row set the default hotspot position for newly created bobs...

Cross hair - This makes the values of the hotspot gadget the default hotspot position for new bobs.

Presets - Clicking on one of these gadgets will make that position the default hotspot position for new bobs. Right clicking on one of these gadgets will also set the currently selected bob's hotspot to the specified position.

1.13 sc_3.1.7

Tool gadgets

Hotkeys are shown in [] if available.

Sound - Toggles sound effects. It is off by default.

[1] Cut - Clip an icon/bob by hand
.

[2] Autoclip - Automates clipping icons/bobs. The autocut gadgets must be setup as desired first. The new icons/bobs will be placed starting at the currently selected icon/bob. If autocutting will overwrite icons/bobs currently in the bank you will be asked if you wish to continue.

[3] Point - Lets the user clip an icon/bob by clicking on it
. For this to work the icon/bob must be surrounded by colour 0.

[4] Palette - Loads the screen's palette into the currently selected bank. This is useful if you change the colours used in a screen but don't want to recut the icons/bobs you have originally clipped from it.

- [5] Horiz flip - Flip the currently selected icon/bob along its horizontal axis.
- [6] Vert flip - Flip the currently selected icon/bob along its vertical axis.
- [7] Compress - Attempts to remove any blank space around the currently selected icon/bob.

1.14 sc_3.1.8

Messages and requesters

Sometimes Clipper will need to inform you that an operation has failed or ask you to confirm your choice, such as when you quit. These messages will be displayed in the title bar of the control panel. If a reply is needed you will be prompted to press either the left or right mouse button depending on the options presented.

1.15 sc_3.2

ILBM display

The ILBM display shows the currently loaded screen from which icons/bobs are to be clipped.

1.16 sc_3.3

Icon/bob display

The icon/bob display shows the currently selected icon/bob if there is one. If the display shows a bob it will indicate the position of its hotspot with a flashing pixel.

1.17 sc_3.4

Selecting points and areas

When you clip an icon/bob or set a bob's hotspot, etc you will need to define an area or point in the ILBM display or icon/bob display. When this is needed the control panel will disappear and a cross hair will be shown as well as a magnified view of the area around it. The cross hair can be positioned with the mouse or 'nudged' using the cursor keys. The zoomed view can be toggled on/off with the spacebar.

To select a point place the cross hair over the desired point and left

click the mouse or press the return key.

To define an area select one of its corners and then select the opposite corner.

The operation can be cancelled at any time by clicking the right mouse button.

1.18 sc_4

Bugs

- * When clipping from hires and/or laced screens the crosshair will move in lowres coords. This is caused by a bug in the way AMOS reads mouse positions.

1.19 sc_5

New features

New features added in Clipper v2.27;

- * Hotkeys for most buttons. Note: for buttons which respond differently to left and right mouse clicks, pressing a hotkey simulates a left click.
- * The zoomed view shown when clipping, setting a hotspot, etc can now be toggled on/off with the spacebar.
- * Tabbing and shift tabbing between string gadgets is now supported.
- * A nice colour change 8-).

1.20 sc_6

About the author

Hi!

I'm the CD Editor for MacFormat magazine (don't worry I still like Amigas!) and I've been dabbling in computer programming ever since I got my first 8-bit machine, an Amstrad CPC 464.

Clipper was the first Amiga program I finished, or at least got to a stage where it's safe for people to use (no major bugs!) I've already used it to create several games which I will be releasing soon. Because I've recently switched to programming in AmigaE these will be my last AMOS programs. I hope Clipper will be useful to all you AMOS developers out there.

- Brian Smith.

]8>

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1.21 sc_7

Legal stuff

Clipper v2.27 Copyright 1996 Brian N Smith. All rights reserved.

Clipper may be freely distributed as long as it is accompanied by its doc files.

This software is provided as is, the author can not be held responsible for any damage caused to hardware or software through its use.

This program is progenyware. If you use it to create a game then please

send me a copy

.

1.22 imp

The imp says hi!!
