tapgif

		COLLABORATORS		
	TITLE : tapgif			
ACTION	*NAME*	*DATE*	*SIGNATURE*	
WRITTEN BY		June 25, 2022		

		REVISION HISTORY	
NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

tapgif

1.1 main

```
                                                    TAPGIF 1.2
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   This is a direct IFF ILBM to GIF converter for KS 2.0 or better
   that does not tamper with the picture's palette.


                      Requirements

                      Overview

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                          DISCLAIMER: It works on my machine.
```

1.2 requirements

```
   TAPGIF requires a machine with KS 2.0 and Chris Weber's IFF
   library. The IFF libary can be found on Aminet in util/libs.
```

1.3 overview

```
   TAPGIF is a console-only program, and does not handle HAM, EHB, or
   the other variations from the norm correctly.

   I use it specifically for converting 640x480/8 AGA pics with
```

Windows identity palettes to GIF format without disturbing the palette. There is a program called AM2GIF that will do HAM and so on, but does not support AGA. And unfortunately ImageMaster and PPM, which can both write GIFs, also both insist on fooling with the palette in the process.

If the IFF picture contains an ANNO chunk, then the GIF file will be written with a GIF89a signature and a comment extension block will be added containing the annotation. This can be prevented by specifying an empty NOTE string on the command line.

If the TRAN command-line option is used, the GIF file will be written with a GIF89a signature.

1.4   cli

The command template for TAPGIF is...

FROM/A,TO/A,BACK/K/N,NOTE/K,TRAN/K/N

FROM   The name of an IFF ILBM picture to convert.

TO   The name of the GIF picture you want created.

BACK   An optional background color index to be placed in the GIF header.

NOTE   An optional comment to be added to the GIF file. This will cancel any ANNO chunk that may be in the IFF file, and the file will be written with a GIF89a signature.

TRAN   An optional transparency color index to be added to the GIF file. The file will be written with a GIF89a signature.

1.5   credits

TAPGIF is written by John Bickers using SAS C 6.51.

GIF compression is performed by a modified version of the LZW code in Jef Poskanzer's PPMTOGIF program, which in turn is based on the LZW code in the Unix compress program.

Christian A. Weber's iff.library is used for loading ILBM files.

Shaun Flanagan pointed out a problem where TAPGIF was ignoring the origin picture's exact width. This affected conversions of brushes and other pictures with widths that aren't a multiple of 16.

1.6 distribution

TAPGIF is Copyright © 1994,1995 by John Bickers.

Distribution is via normal channels. That is, distribute it for free or for Fred Fish like costs, but not more. And remember to include the documentation.

If you want to contribute something to the cause of PC file conversion and playback, you might want to consider sending me an R18 CD.

1.7 contact

I can be reached at:

    John Bickers
    Level 6, Grand Arcade
    16 Willis St
    Wellington
    New Zealand

Or: jbickers@templar.actrix.gen.nz

Or: +64 4 801 8768 (home) +64 4 474 6625 (work)

1.8 history

```
94.09.20    1.0
95.03.01    1.1
            Added BACK and TRAN options.
95.07.23    1.2
            Uses exact width instead of bitmap width. This bugs
            out some GIF viewers.
```