PPM

	COLLABORATORS		

	TITLE : PPM		
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PPM

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                              PPM Modules V1.30 for Opalpaint
                   written by Ruediger Schneider


                        Author

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1.2 Author

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1.4 Introduction

Introduction

The PPM Modules expand Opalpaint and Opal Utilities with the ability to load
and, if possible, save in PPM-Format.

Obviously you will need an Opalvision and installed software to use them.

1.5 Installation

Installation

Simply put 1. PPM.loader into Opalpaint:Loaders/
          2. PPM.saver into Opalpaint:Savers/

If you are not familiar with the Amiga the supplied Installation-Script will
do this for you.

If you got an older version of Opalpaint (<v2.1), you have to put Assignments
for "OpalLoaders:" & "OpalSavers:" in your User-startup:

                        Assign OpalLoaders: Opalpaint:Loaders
                        Assign OpalSavers: Opalpaint:Savers

With newer versions of Opalpaint these Assigns are redundant and can be
removed.

1.6 PPM-Loader

                    PPM-Loader V1.30

The PPM-Loader loads only P5 (gray) and P6 (rgb) variants of the PPM-Format,
but special PPM-Formats with less than 256 colors per plane are supported.
If you like to load an Image as Alpha or Stencil, you can do this by dese-
lecting all other Options in the Loader-Menu.

The PPM-Loader can be controlled via ARexx. Please see
                    ARexx-Interface
                        .

1.7 PPM-Saver

                    PPM-Saver V1.30

The PPM-Saver can only save the P6 variant of the PPM-Format. No Saving of
Alpha- or Stencil-Data is supported.

The PPM-Saver can be controlled via ARexx. Please see
                    ARexx-Interface
                        .

1.8 ARexx-Interface

ARexx-Interface of PPM-Saver

Here's some Example Code:

```
/*
** SaveasPPM.oprx
** $VER: SaveasPPM.oprx 1.00 (10 Feb 1997) by Rüdiger Schneider
** Saves the currently loaded Picture in PPM-Format
*/

OPTIONS RESULTS
ADDRESS 'OpalPaint_Rexx'

Saver PPM
Save "dh0:OutPic.ppm"
```

```
EXIT
```

1.9 ARexx-Interface

```
ARexx-Interface of PPM-Loader

You should never use this:

/*
** LoadPPM.oprx
** $VER: LoadPPM.oprx 1.00 (10 Feb 1997) by Rüdiger Schneider
** Loads only Pictures in PPM-Format
*/

OPTIONS RESULTS
ADDRESS 'OpalPaint_Rexx'

Loader PPM
Load "dh0:InPic.ppm"

EXIT



Instead you should use this:

/*
** LoadsPPMtoo.oprx
** $VER: LoadsPPMtoo.oprx 1.00 (10 Feb 1997) by Rüdiger Schneider
** Loads all kind of Pictures including PPM
*/

OPTIONS RESULTS
ADDRESS 'OpalPaint_Rexx'

Loader Intelligent
Load "dh0:InPic.ppm"

EXIT
```

1.10 About the PPM-Format

```
About the PPM-Format

The PPM-Format is a simple File-Format very common on UNIX-Machines.

Advantage:     - Highly portable between different Computer-Platforms

Disadvantage:  - No compression of Picture-Data, so Files are very big
                 and slow to read and write.
```

1.11   Tips and Tricks

Tips and Tricks

I suggest that you only install Loaders & Savers you really need, because
they occupy memory even if unused.

If you want the list (which appears, when you hit the right mouse button
over the Load- or Save-Gadget) of currently available Loaders & Savers to
be alphabetically sorted, you just have to open "Opalpaint:Loaders/", copy
all loaders to a save location, delete all loaders in "Opalpaint:Loaders",
and copy them alphabetically (first GIF.loader, then PPM.loader ...) back
into "Opalpaint:Loaders/".

1.12   Version History

Version History

Version 1.2 :   Initial Release

Version 1.30 : - Reduced Size of Loader & Saver

                 - Now programs try to allocate Memory to hold
                   20 lines, and if this fails, try again
                   with less lines (old Versions simply quit).

                 - PPM.saver: Fixed serious bug, causes machine
                             to crash if you try to save out a
                             PPM with less than 20 lines.

                 - PPM.loader: Fixed serious bug, can't load
                              PPM with less than 20 lines.

1.13   Credits

Thanks to all of the Opalvision-Team for their wonderful Opalpaint.

Thanks to Wouter van Oortmerssen for his AmigaE v2.1b Compiler the Modules
are written in.