Amos4E

COLLABORATORS			
	TITLE : Amos4E		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		August 7, 2022	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Amos4E

1.1 AmosBobs.guide - AMOS4E

```
                    ____________________________________
 \                                    /
 /     AmosBobs for AmigaE v3+        \
 \          all coded by              /
 /         Krzysztof Cmok             \
 \   email: sharkk@friko2.onet.pl     /
 /         ** FREEWARE **             \
 \__________________________________/ (v1.45)


_____________________________________________________________________________
\                                                                           /
/ Short introduction:                                                       \
\ This module 'amosbobs.m' is for display objects (bobs/icons) from AMOS    /
/ thats module is in version 1.45 (07-02-99)                                \
\ Sorry but english description not is best!!! ;)                          /
/ I Don't speak english!                                                    \
\___________________________________________________________________________/
```


1.2 Examples

```
AmSp_Example1.e
  This simple example printing to cli width,height,depth and colours of
  first objects.

AmSp_Example2.e
  Example change palette for screen.

AmSp_Example3.e
  Example display objects.

AmSp_Example4.e
  Mouse as object.

AmSp_Example5.e
  Example with short animation in window.

AmSp_Example6.e
  Link Abk file with E source.
```

1.3 Mapping...

```
Little introduction                    AMOS Function          E Function

load amos bank with objects     Load "a",b    b:=mLoadIB('a')
clean memory          Erase b   mEraseIB(b)
load palette of objects       Get Bob Palette mGetIBPalette(b,window)
informations about objects      -many funcs-    mGetIBInfo(b,nr,infoflg)
display bobs without mask     -many funcs-    mPasteQuickIB(rport,b,x,y,nr)
display only mask          ???    mPasteMaskIB(rport,b,x,y,nr)
quickly func. for display bob     Paste Bob x,y,nr  mPasteIB(rport,b,x,y,nr)
quickly func. for display icon            Paste Icon x,y,nr     mPasteIB(rport,b,x ↩
    ,y,nr)
display normal bob        Bob n,x,y,nr    mIB(rport,b,n,x,y,nr)
with bank                 -now behind load- mDecodeIB(b,length)
bob buffers         Set Bob Buffer n  mStBuf(n)
```

1.4 About all!

```
BUGS:

  - Without editor objects.
  - Missing some colors to objects.

  + Maximum 256 colors.
  + Faster!
  + Easy use.
  + Bob buffers without limits.

if you detect any bugs, please contact me: sharkk@friko2.onet.pl

BUGS REMOVED:
```

```
v1.42
  Removed bug.
  Now computer not crash with instructions
  mPasteQuickIB and mPasteMaskIB.
v1.45
  Removed bug.
  mLoadIB instruction fixed.

HISTORY:
v1.3    - (1998-12-30) First Release.
v1.4    - (1999-01-30) bug fix, added some instructions for mGetIBInfo.
v1.42   - (1999-02-05) bug fixed, now without computer crash! ;)
v1.45   - (1999-02-07) bug fixed, instruction mLoadIB fixed.

FUTURE:
  - more instruction for objects.
  - editor for bobs/icons (a like AMOSPro ObjectEditor).

QUESTIONS:
Q: How creating objects in 256 colors?
A: In future be editor for draw!

Q: Are be in future ObjectEditor for AmSp, and support AGA?
A: Yes, ofcourse!!!

Q: Bob colisions?
A: Maybe in future!

Q: Are AmigaE Bobs is quickly of AMOS Bobs?
A: AmigaE Bobs is faster!

Q: Are be Double Buffering Screen in AmosBobs module?
A: No, you must search in another module!

Q: How faster is E-AmosBobs?
A: I don't know, not tested, Sorry!

Q: How use INCBIN with mLoadIB() instruction?
A: Only instruction mDecodeIB() is for INCBIN!

Q: Are you create instruction for anims?
A: Sure, in some next versions!
```

1.5 Creating Amos Object

```
Creating Amos Object

Quick description:
  - You must run AMOSObjectEditor, you draw any object and save as file xxx.abk!
    Next that file load to source-program and complete! ;)
```

1.6 Introduction

```
Hay!
AmosBobs - AmSp4E
this is module for load and display any icons (AmIc) and bobs (AmSp) from AMOS,
For load bobs and icons is procedure:
       data:=mLoadIB('willy.abk')
This procedure load file 'willy.abk' and return either all datas (data).
```

1.7 Index

```
mLoadIB(filename)

mEraseIB(data)

mGetIBPalette(data,s)

mGetIBInfo(data,nr,flag)

mPasteQuickIB(rport,data,x,y,nr)

mPasteMaskIB(rport,data,x,y,nr)

mPasteIB(rport,data,x,y,nr)

mIB(rport,data,nr1,x,y,nr2)

mDecodeIB(data,length)

mIBOff(rport,data,n)

mStBuf(n)
 11 INSTRUCTIONS
```

1.8 mStBuf

```
mStBuf(n)

Set buffer for bobs. (mIB)

n - max bobs. (default 64).
```

1.9 mLoadIB

```
data:=mLoadIB(fn)

Load file 'fn' only in format AmSp or AmIc.

fn - name of file
      data - if is bug return NULL, else return datas.
```

1.10 mEraseIB

```
mEraseIB(data)

Clean all from memory.

data - datas to clean.
```

1.11 mGetIBPalette

```
mGetIBPalette(data,s)

Change palette for objects.

      data - datas ib.
      s - structure screen for change colours.
```

1.12 mGetIBInfo

```
info:=mGetIBInfo(data,nr,flag)

return information about object.

data - datas ib.
      nr - number of object.
      flag -
  Type of return:

                       IB_WIDTH - width of object.
     IB_HEIGHT - height of object.
     IB_DEPTH - depth of object.
     IB_COLOURS - colours of object.
     IB_FACE - face of object (see in struct: image.imagedata).
     IB_OBJLEN - length of object.

    Added in V1.4:

     IB_CX    - Coords. X.
     IB_CY    - Coords. Y.
     IB_CN    - Number of face object.
     IB_CMAXOBJS  - how much is objects in bank.
     IB_CDEPTH  - maximum amount possible planes.
     IB_CCOLOURS  - amount colors in palette.
     IB_CBLTFACE  - offset in memory of face objects (struct BitMap).
     IB_CBLTMASK  - offset in memory of mask objects (struct BitMap).
```

1.13 mPasteQuickIB

```
mPasteQuickIB(rastport,data,x,y,nr)

display object, but without mask.

rastport - structure rastport.
data - datas ib.
x,y - coord.
nr - number of object.
```

1.14 mPasteMaskIB

```
mPasteQuickIB(rastport,data,x,y,nr)

display only mask to rastport.

rastport - structure rastport.
data - datas ib.
x,y - coord.
nr - number of object.
```

1.15 mPasteIB

```
mPasteIB(rastport,data,x,y,nr)

display object with mask.

rastport - structure rastport.
data - datas ib.
x,y - coord.
nr - number of object.
```

1.16 mIB

```
mIB(rport,data,nr1,x,y,nr2)

display object.

rport - structure rastport.
data - datas ib.
nr1 - number displayed object.
x,y - coords.
nr2 - nr. object.
```

1.17 mDecodeIB

```
data:=mDecodeIB(databank,length)

Load and Decode from databank datas.

databank - offset datas.
length - databank length.
      data - if is bug return NULL, else datas.
```

1.18 mIBOff

```
mIBOff(rport,data,n)

Number object to hide.

rport - structure rastport.
data - datas ib.
n - numer object.
```