

RGBx_DT

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	<i>TITLE :</i> RGBx_DT		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	RGBx_DT	1
1.1	RGBx_DT Documentation	1
1.2	introduction	1
1.3	legalstuff	2
1.4	requirements	2
1.5	installation	2
1.6	usage	3
1.7	acknowledgements	3
1.8	author	3

Chapter 1

RGBx_DT

1.1 RGBx_DT Documentation

This is the documentation for RGBx DataType Release 1.1.
(rgbx.datatype V43.1)

The RGBx DataType is ©1998–1999 by Deok-Min Yun.

Table of Contents

Introduction
RGBN and RGB8

Legal Stuff

Requirements

How to Install

How To Use
Revision History

Things To Do

Acknowledgements

Author

1.2 introduction

Introduction

Description

RGBN and RGB8 pictures are used by Impulse's graphics packages like Silver, TurboSilver, Diamond, Imagine, etc. Recently, Impulse re-

released some of their old softwares as public domain so I thought it would be a good idea if everybody could see some of example pictures without launching the graphics package.

Features

- HAM6 display on OCS or ECS (for both RGBN and RGB8).
- HAM8 display on AGA (only applicable for RGB8).
- Full colour display on CyberGraphX or Picasso96 using picture.datatype V43.
- Compatible with IPrefs (no need for FastIPrefs).
- Compatible with MultiView with stack size of 4096 bytes.

1.3 legalstuff

Legal Stuff

Copyright

This program is freeware. You can do whatever you want with this software.

Silver, TurboSilver, Diamond, Light24, and Imagine are all registered trademarks of Impulse.

Disclaimer

This program is provided "AS IS" without warranty of any kind. The author assumes no responsibility or liability whatsoever for any damage or data loss caused by using this program.

1.4 requirements

Requirements

- Workbench 3.0 or better.
- Amiga with AGA chipset (e.g. A1200 or A4000) if you want to view on HAM8 display (optional).
- CyberGraphX (tested) or Picasso96 (not tested) with version 43 of picture.datatype if you want to view in full colours on a graphics card (optional).

NOTE: If there's no AGA chipset, CyberGraphX or Picasso96 are available it will fall back to HAM6 display.

1.5 installation

How to Install

You have two ways to install the DataType. One way is using the supplied installer script. Just double-click the 'Install_RGBx_DT' icon from Workbench or execute it from CLI (e.g. 'Execute Install_RGBx_DT').

The other way is installing it manually by hand. The following procedure is for manual installation.

- 1) Copy the file 'Classes/DataTypes/rgbx.datatype' to 'SYS:Classes/DataTypes/'.
- 2) Copy the file 'Devs/DataTypes/RGBN' and 'Devs/DataTypes/RGBN.info' to 'Devs/DataTypes/'.
- 3) Copy the file 'Devs/DataTypes/RGB8' and 'Devs/DataTypes/RGB8.info' to 'Devs/DataTypes/'.
- 4) You can activate the DataTypes by double-clicking the icons in 'Devs/DataTypes/' directory or do 'AddDataTypes REFRESH' from CLI.

1.6 usage

How To Use

There are a lot of softwares that support DataType system on Amiga. RGBx DataType will work with most of these softwares if not all. For a simple viewing purpose, the MultiView program supplied with Workbench 3.0 or better should be enough.

1.7 acknowledgements

Acknowledgements

DataType code was based on C-V43 DataType by Andreas R. Kleinert.

IFF parsing routine was derived from Amiga Developer CD and Roland 'Gizzy' Mainz's ACBM DataType.

HAM display code was adapted from Olaf Barthel's PhotoworX.

1.8 author

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My other programs include,

Aminet2DB : Aminet RECENT, CSV, TSV converter.
CUR2ILBM : Windows cursor/icon to ILBM converter.
KLS : KLS (Korean Locale System).
MrCAMD : GUI frontend for CAMD_Toolkit using MUIRExx.
MrMIDI : GUI frontend for GMPlay using MUIRExx.
MrMPEG : GUI frontend for MPEG_A using MUIRExx.
WinRes : Windows resource extractor (.EXE, .ICL, etc.).
XBM_DT : X BitMap DataType.
XSA : XSA compressor/decompressor.
