

YAFA

| |
|----------------------|
| COLLABORATORS |
|----------------------|

| | | |
|------------------|------------------------|-----------------|
| | <i>TITLE :</i> YAFA | |
| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> |
| WRITTEN BY | | August 10, 2022 |
| <i>SIGNATURE</i> | | |

| |
|-------------------------|
| REVISION HISTORY |
|-------------------------|

| NUMBER | DATE | DESCRIPTION | NAME |
|--------|------|-------------|------|
| | | | |

Contents

| | | |
|----------|-----------------------------|----------|
| 1 | Yafa | 1 |
| 1.1 | Yafa | 1 |
| 1.2 | Yafa/Introduction | 1 |
| 1.3 | Yafa/Description | 1 |
| 1.4 | Yafa/Contact | 5 |

Chapter 1

YAFA

1.1 YAFA

```

                                Y A F A
An IFF Format For Animations

Introduction

Description

Contact

                                Release V1.0 (26-May-96)
```

1.2 YAFA/Introduction

The animation file format YAFA provides features not seen in other formats, and its main advantage is the great number of different ways to store the animation frames.

Here is a list of the main features:

- bit depth 1...8 (2...256 colors, HAM6 and HAM8)
- planar or chunky frames
- optional timecode-per-frame
- optional palette-per-frame
- optional delta-compression (similar to IFF ANIM)
- optional XPK-compression
- annotations

Using the compression options it is possible to optimize a YAFA file for maximum playback speed or minimum storage size. Chunky frame data usually compresses better and can be displayed directly on gfx boards.

1.3 YAFA/Description

Yafa files are made of chunks just like specified in the IFF ↔ standard.

In the text below the special chunks defined for Yafa and their structure are explained. Please note that there may very well be some extensions in the future. If you are interested in including your own ideas in Yafa please let

us
know.

(things to think about: depth>8, other (better) compression ...)

FORM Yafa

| | |
|-------|---|
| .INFO | general information |
| .DRGB | palette (useless with palette-per-frame) |
| .DLTX | delta expansion (useless without delta compression) |
| .PROF | frame offsets (useless without any compression) |
| .TTBL | timecodes for each frame (used if present) |
| .ANNO | annotation |
| .BODY | frames (and palette-per-frame) |

The order of the chunks is not important except that the BODY chunk must be the last chunk in the file.

Chunks that are useless in a special file should be omitted.

INFO

This chunk is mandatory for Yafa files. It contains data about the frames and specifies which optional features are used.

| | |
|-----------------|--|
| UWORD width | (in pixels - must be a multiple of 16) |
| UWORD height | (in pixels) |
| UWORD depth | (currently supported: 1...8) |
| UWORD speed | (playback speed, each anim frame is displayed this number of video frames, frames-per-second can be calculated by dividing video-frames-per-second (ie. PAL: 50) by speed) |
| UWORD frames | (number of frames) |
| UWORD frametype | (currently supported are: 0 planar 1 planar with XPK compression 3 chunky 8bit with XPK compression 4 chunky 8bit) |
| UWORD flags | (set bits have following meanings: BIT 0 Hold-And-Modify mode (HAM) BIT 1 palette-per-frame ('dynamic palette') BIT 2 delta compression, the next two bits specify the type: BIT 4 set - LONG else BIT 3 set - WORD else BYTE other bits are unused, clear them for future compatibility) |

DRGB

This chunk contains the palette used for all frames. It can be omitted when dynamic palette is enabled.

The palette is stored in a `loadrgb` structure which can be used as a parameter for `graphics/LoadRGB32()` for instance.

```
struct loadrgb
{
  UWORD count;      (number of colors)
  UWORD first;      (number of the color register to receive the first color
                    in this structure)
  ULONG colors []; (array of color values, each color value consists of three
                  longwords containing the Red, Green and Blue components in
                  their highest bytes)
};
```

DLTX

This chunk is only useful in files with delta-compressed frames. It contains `ULONG dltx` that is the number of bytes by which the largest delta-compressed frame is larger than a uncompressed frame. If there is no delta frame larger than an uncompressed frame then `dltx` is `NULL`.

Also if the frames are delta-compressed and the `DLTX` chunk is missing the value for `dltx` should be considered as `NULL`.

This value is needed for allocating memory for frame buffers, you have to take `(uncompressed size + dltx)` bytes.

PROF

This chunk contains an array of `ULONG` values that are the offsets of each frame's end from the beginning of the `BODY`. In `YAFA` files without compression all frames have the same size and the offsets can easily be calculated when they are needed, the `PROF` is obsolete in this case.

If you need to know the size of a specific frame (ie. for loading) simply calculate: `size=PROF[i]-PROF[i-1]`. (`i = 1...number_of_frames-1`)

If you need to seek to a specific frame (ie. when skipping some frames) get the offset from the beginning of the `BODY` out of the `PROF`: `offset=PROF[i-1]`.

For the first frame you have to use: `size=PROF[0]` and `offset=0`.

TTBL

This chunk contains an array of `UWORDs` that are the speed values for each individual frame. There is no explicit way to enable these timecodes, if the chunk is present in a `YAFA` file it is used. Anyway, the global speed in the `INFO` chunk is not obsolete, it must always be set to a legal value (`>0`). In the `TTBL` values of `0` are allowed, they just mean not to take a new speed but to use the one from the previous frame instead.

So you might want to add a `TTBL` chunk to all `YAFA` anims you create. If they are not needed currently they can all be set to `0`, so they have no effect at all, but they can be edited later.

ANNO

This chunk contains some additional information included by the creator of the YAFA file. In order to allow the content to have an odd length and to be able to extract exactly this odd length from the ANNO, there is an ULONG value at the beginning of the chunk containing the real length of the content. Behind the content there is a pad byte if needed to make the chunk length even.

The content itself should be a printable zero-terminated ASCII-string. This leaves the possibility to include binary files too, you just have to make sure that there is a NULL byte in front of the binary stuff.

BODY

This chunk contains the frames one after another. It is not structured, which means that you need the information stored in the other chunks to know how to deal with the BODY chunk.

***planar:**

simply raw bitplanes

***chunky:**

one byte represents one pixel, the value is the color number, valid for depth = 5...8 (unused bits are cleared ofcourse)

***XPK compression:**

every frame is compressed individually,
use xpkmaster.library's functions: XpkPack(), XpkUnPack()

***Delta compression:**

The delta compression used in YAFA is similar to the one in IFF ANIM7, but in YAFA files the first two frames are uncompressed. Compressed frames look like this:

- 8 pointers to opcode lists
- 8 pointers to data lists
- opcode lists (elements are bytes)
- data lists (elements are bytes/words/longwords)

Unused pointers are set to NULL. (De-)Compression is performed on a bitplane-by-bitplane basis. The bitplane is splitted into vertical columns that are 8/16/32 pixels wide. (for byte/word/long compression)

The opcode lists consist of opcodes for every column. A column starts with an opcode count. If the opcode count is zero it means that the complete column remains unchanged. The opcodes are of three classes and refer to a varying amount of data (to fetch from the corresponding data list) depending on the class:

- skip op (non-zero, hi bit clear): skip this number of rows in the destination bitplane
- uniq op (non-zero, hi bit set): clear hi bit, the remainder is the number of data items to copy (each item to the next destination row)
- same op (zero): followed by a count byte, that says how many destination rows are to be set to the same data item (the next item in the data list)

***combinations:**

All combinations of the above mentioned features are possible. When chunky data is to be delta-compressed it is treated like it was planar with eight bitplanes.

When reading a YAFA file do following steps (if necessary):

- read frame (using PROF for size and offset)
- XpkUnpack()
- delta-decompress
- chunky to planar

When writing a YAFA file do the analogous steps in reverse order.

*dynamic palette:

colors are stored directly behind the frame they belong to in a loadrgb structure (see DRGB chunk),
in case of XPK compression frame data and palette are compressed together, you have to get the uncompressed size from XPK in order to be able to calculate the start of the palette:

```
palette_pt = frame_pt + size - colorsize  
with colorsize = number_of_colors * 12 + 4
```

1.4 YAFA/Contact

The YAFA animation format is developed by WK-Artworks and Infect. We are also programming our own player and processor/converter using YAFA which are already available (ie. on Aminet). In order to make YAFA more popular we ask programmers of image/animation software to support this new format in their programs.

If you have any questions and/or suggestions you are welcome to contact:

Michael Henke (aka Smack/Infect)
Praetoriusstr. 1/205
06124 Halle/Saale
Germany
EMail: epghbd@cluster1.urz.uni-halle.de

or

Andreas Maschke (aka WK-Artworks)
Zenkerstraße 5
06108 Halle/Saale
Germany
Phone: ++49 (0)345/5170331
EMail: epghbc@cluster1.urz.uni-halle.de
