iconauthor.hyper

COLLABORATORS

	TITLE : iconauthor.hyper		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

iconauthor.hyper

1.1   IconAuthor v1.0 - © Koessi 92

                         This is the tool I've missed until I did it by myself.

                          You will like it !

                         What is it good for ?

IconAuthor can transform IFF images or brushes into resized 2-BitPlane
brushes or iconfiles that match the WorkBench2.0 colors. The image is
rasterized to keep as much details as possible.

IconAuthor offers basic drawingtools to edit the rendered image, including
the possibility to insert text.

                         Where is the problem ?

              IconAuthor needs Am*gaDOS 2.0 ! U2 \8-(?

```
    *********************************************************
    *                                                       *
    *         AND THIS IS ONLY THE DEMO VERSION ...         *
    *     YOU CAN'T LOAD ANOTHER THAN THE DEMO PICTURE ...  *
    *                                                       *
    *    To receive your personal full version send anyhow  *
    *                                                       *
    *     --------->> DM 30,00/$ 20,00/£ 10,00 <<---------  *
    *                                                       *
    *   to: Koessi, Peterstr.60, W5609 Hueckeswagen, Germany *
    *                                                       *
    *-------------------------------------------------------*
    *                                                       *
    * A file called  "strings.c"  is included.  If U  want a *
    * version in your own language, feel free to change that *
    * file  and  send it to me.  No problem,   but keep the *
    * strings short. Also I'm strongly interested in all the *
    * developers supporting stuff from Commodore  -  I don't *
    * know where and how to get it  -   perhaps somebody can *
    * help me - thanx and have fun with your machine.       *
    *                                                       *
```

```
*************************************************************

                      Credits

                      Startup

                      Window

                      Help
```

1.2 Getting started

```
              IconAuthor can be called from the CLI by typing:

          [prompt]> IconAuthor [iff-file|icon-file] <return>
```

On WorkBench it behaves completely normal: just doubleclick its icon.
(nice one, isn't it ?) U may shift-select the first project to work with.

If U did "Save Settings" in the menue
              Settings
              the last project (icon or
iff-image) will be loaded first. If it starts with an iff-picture U will
first see the
              ImageScreen.
              Normally U will first see IconAuthor's
              Window.

1.3 The IconAuthor window

```
              The window will appear on the WorkBenchScreen.  (size is 640x200) ←
                  .
```

On the left side you see the
              ShowField
              where the images are shown. The
maximum size is 256x128 pixels. It is adjustable using the sliders below
and at the right side of the field, so called x- and y-slider. Width and
height are indicated by borderlines and numerical displays. Play it.

In some part of the window you find the
              Gadgets.
              And of course there are some
              Menues
              attached.

1.4 The window may somehow look like this:

```
   Locked

   Image
     _____
```

```
    Load Image
     |                              |
Y
B


     |                              |


r
C
   Restore Image
     |                              |
S
i
o
     |          this is the        |
l
g
n

   Edit Picture
    |
  ShowField
       |
i
h
t
     |                              |
d
t
r

   Save IFF Brush
```

```
                        |                              |
                 e

                 n

                 a
                        |                              |
                 r

                 e

                 s

                   Save Icon File
                        |                              |


                 s

                 t
                        |_____|


                 s



                   Save Image Data




                              X Slider

                         Q U I T
```

1.5 Gadgets -- Brightness/Contrast - Slider

```
If  U  load  an  iff-image,  two  sliders  in  the mid of the window adjust
brightness  and  contrast.  They  range  from  -15  to +16.  Default is 0.
Changing  their values will start processing the shown image, using the new
parameters.
```

1.6 Gadgets -- Load Image

```
                                                   (shortcut "L")
```

```
An ASL-filerequester will pop up and ask you for a IFF formatted picture or
```

a "*.info"-icon to load. The used path will be kept in memory for later
load-calls. A second call for the same file will use that stored
imagedata! The chosen image will be shown on a new
                    ImageScreen.

1.7 Gadgets -- Restore Image

                                            (shortcut "R")

An IFF picture is kept in memory until a new one is loaded, or its display
is changed, so this gadget performs the big UNDO. The stored image will be
shown on the
                    ImageScreen.

1.8 Gadgets -- Edit Picture

                                            (shortcut "E")

Of course the image shown in the left field of the window may be edited.
The Editor Window will present new
                    gadgets.
                    .

1.9 The edit window may look like this:

                    Image
                    _____

                        Palette
                        _____
     | |
                        Y

                        Free

                        Template
                            | |
     | |

                        Lines

                        Pensize
                            | |
     | |

```
                    S

                    Rect
                            |                       |
    |           this is the        |
                    l

                    Circle

                    Flip x/y
                        |                   |
    |
                     ShowField
                          |
                    i

                    Fill

                    Neg/Pos
                        |     Lense Area     |
    |                           |
                    d

                    Brush
                            |                       |
    |                               |
                    e

                    Text

                    SetFont
                        |                   |
    |                               |
                    r
                                |                       |
    |                               |


                    String Gadget
                        |                   |
    |_____|

                                        |_____|


                        X Slider

                   OKAY

                   Magnify
```

1.10   Edit Image -- Color

4 colours and 4 halftones used for draw functions.

1.11 Edit Image -- Templates

12 line-templates used for draw functions.

1.12 Edit Image -- Pensize

Choose the size of the pen used to draw free, lines or rectangles.

1.13 Edit Image -- Flip X/Y

(shortcuts "X", "Y")

Flip the image on its x- or y-axis.

1.14 Edit Image -- Neg/Pos

Fill the whole imagearea using the Complement-mode. ←
Choosing halftone
colours or templates will result in some interesting processes.

Color

Templates

Undo

1.15 Edit Image -- UNDO

Undo is always accessable by the RIGHT mousebutton!
(No menues in editing mode!)

1.16 DrawTools -- Free

Draw free lines or just points using the color chosen from the ←
palette by
pressing the left mousebutton and moving.

                              Pensize

                              Color

                              Templates

                              Undo

1.17   DrawTools -- Line

                    Draw straight lines by positioning the pointer on the starting ←
                         point, press
the left mousebutton and move the mouse to the end of the new line.
Release the left mousebutton to use the color chosen from the palette or
release and click the right one to get a result in "COMPLEMENT" mode.

                              Pensize

                              Color

                              Templates

                              Undo

1.18   DrawTools -- Rect

                    Draw rectangles by positioning the pointer on the starting ←
                         corner, press
the left mousebutton and move the mouse to the opposite corner. Release
the left mousebutton to use the color chosen from the palette or release
and click the right one to get a result in "COMPLEMENT" mode.

                              Pensize

                              Color

                              Templates

                              Undo

1.19   DrawTools -- Circle

                    Draw circles by positioning the pointer on the centerpoint, ←
                         press the left
mousebutton and move the mouse to the left or right to adjust the radius.

```
Release  the  left  mousebutton to use the color chosen from the palette or
release and click the right one to get a result in "COMPLEMENT" mode.
```

```
                    Color

                    Undo
```

1.20 DrawTools -- Fill

```
                    Fill  closed  areas using the color chosen from the palette by  ←
                    pressing
the left mousebutton.
```

```
                    Pensize

                    Color

                    Templates

                    Undo
```

1.21 DrawTools -- Text

```
                    When  first used, this gadget opens the fontrequester.  The  ←
                    chosen font
will  be  used  to  render  your  string.  Different  styles  (bold,
italic,...) are supported.  Edit the text in the string gadget below.

Place  it by moving the pointer in the showfield while keeping the left
mousebutton  pressed.  Release  the  left mousebutton to use the color
chosen  from  the  palette  or release and click the right one to get a
result in "COMPLEMENT" mode.
```

```
                    Color

                    SetFont

                    String

                    Undo
```

1.22 DrawTools -- Brush

Cut out a rectangle from inside the showfield by positioning the pointer on
the starting corner, press the left mousebutton and move the mouse to the
opposite corner.   Place it by moving the pointer in the showfield while
keeping the left mousebutton pressed. Release the left mousebutton to use
the color chosen from the palette or release and click the right one to get
a result in "COMPLEMENT" mode.

1.23   Text -- SetFont

                                                     (shortcut "F")

Only active in "Text" mode.   This gadget opens the fontrequester. The
chosen font will be used to render your string.   Different styles
(bold,italic,...) are supported.

              Color

              String

              Undo

1.24   Text -- String gadget

                                      Enter your text here (64 chars max)

              Color

              SetFont

              Undo

1.25   Edit Image -- Magnify

                              Slider to choose the magnification-factor.

              x/y-sliders

1.26   Edit Image -- x/y-sliders

They will reflect and move the magnified area. Movement can be ←
controlled
by the cursor-keys also.

Magnifyer

1.27 Edit Image -- Swap

(shortcut "J")

You can always swap the images.

1.28 Edit Image -- OKAY

(shortcut "O")

Keep it like it is and return from editing mode.

1.29 Gadgets -- Save IFF Brush

(shortcut "B")

The image shown in the left field of the window will be saved in the IFF
brush format, so you can edit it with dpa*nt or whatever you like. An
ASL-filerequester will pop up. The suffix '.iff' is used as the default
search pattern and attached to the actual projectname to build the
suggested savename.   The used path will be kept in memory for later
save-brush-calls.

NOTE:

You may reload that brush into IconAuthor. To get the correct result,
adjust contrast and brightness to zero. Now playing with these values
results in new color combinations. Changing the size will produce
different rasters.

1.30 Gadgets -- Save Icon File

(shortcut "S")

The image shown in the left field of the window will be saved as an icon.
When saving an Icon the window will look like this:"

_____
| |
Icon Type

```
                   Icon Style
                   |                       |
   |                               |   o Disk              o Complement
   |                               |   o Drawer            o Highlight
   |     here is the icon          |   o Tool             o Backfill
   |                               |   o Project
   |                               |   o Garbage
   |                               |
   |_____|
               Stack Size

               Default Tool

               Save

               Go Back
                 NOTE:      The right mousebutton simulates a selection of the  ←
                      icon!
```

1.31   Save As Icon -- Icon Type

```
                    Select one of the following:

                          "DISK    "
                          "DRAWER  "
                          "TOOL    "
                          "PROJECT"
                          "GARBAGE"
```

1.32   Save As Icon -- Icon Style

```
                          Select one of the following:
                   "COMPLEMENT"
                   "HIGH IMAGE"
                   "BACKFILLED"


          Swap
```

1.33   Save As Icon -- Default Tool

```
              Enter the path to your tool here.
```

1.34   Save As Icon -- Stack

```
                    Select one of the following:

                              " 1024"
                              " 2048"
                              " 4096"
                              " 9182"
                              "18364"
                              "32768"
```

1.35   Save As Icon -- Go Back

```
                         (shortcut "B")

                       Ooops, forget it!
```

1.36   Save As Icon -- Save

```
                          (shortcut "S")
```

An ASL-filerequester will pop up. The suffix '.info' is used as the default search pattern and attached to the actual projectname to build the suggested savename. The used path will be kept in memory for later save-icon-calls.

1.37   Gadgets -- Save Image Data

```
                           (shortcut "I")
```

The image shown in the left field of the window will be saved as an ASCII-file containing imagedata in a form usable to include it in your C-programcode. It also contains a small "main()" function to check things immediately. An ASL- filerequester will pop up. The suffix '.c' is used as the default search pattern and attached to the associated picturefilename as the suggested name to save it as. The used path will be kept in memory for later save-data-calls.

1.38   Gadgets -- Q U I T

```
                       Thanxs for using it.
```

1.39   Gadgets -- x/y slider

Use these to control size parameters – to resize if the image is ←
not locked,
or to define the borderlines if image is
locked.
Use cursor keys to shortcut.

1.40 The Menues

The menues are exactly the same as in Commodores IconEdit2.0. ←
But U will
soon notice some enhanced functions, corresponding with those U can reach
by the gadgets.

So only the differences are described here.

Images

Extras

Settings

1.41 Menues -- Settings

Special Enhancements and changes are added to the "Settings" ←
menu.

Use Grid

Save Settings

1.42 Menues -- Images/Use Template

U can choose one of 12 templates, that will fill the marked area in the
showfield. A bevelborder will be added.

1.43 Menues -- Extras/AutoTopleft

This will center the image in its smallest boundaries.

1.44   Menues -- Settings/Use Grid?

                              No function yet

1.45   Menues -- Settings/Save Settings

              The preferences are saved as tooltypes of the IconAuthor.info ←
                  iconfile. If
no Icon exists, a new one is created when Save is selected.

A new window will pop up, letting U edit all preferences comfortly.
The paths may be selected using the asl-requester by selecting the button
at the left side of the string-gadgets.
                              _   _____

            clipunit
        [_]
         palette
        [_____]
            noicons

                xmag
        [_]
         showclip
        [_____]
            nogrid

                ymag
        [_]
         hypertext
        [_____]
                src

            leftedge
        [_]
         icondrawer
        [_____]

            topedge
        [_]
         ilbmdrawer
        [_____]
          Default

         frleftedge
        [_]
         srcdrawer
        [_____]
          Last Saved

         frtopedge
        [_]
         clipdrawer
        [_____]

```
        Save

        frwidth
   [_]
    altdrawer
   [_____]
        Use

       frheight
   [_]
    projname
   [_____]
       Cancel
```

1.46 Settings -- Gadgets

```
There are also some whatUthinkiswhatUget-gadgets:

        Default     (shortcut "D")
        Last Saved  (shortcut "L")
        Save        (shortcut "S")
        Use         (shortcut "U")
        Cancel      (shortcut "C")
```

1.47 Settings -- Clip Unit

```
   # of clip used by the clipboard functions
```

1.48 Settings -- Xmag/Ymag

```
          # no function yet
```

1.49 Settings -- Window Positioning

```
Left/Topedge          # place the mainwindow

FrLeftEdge/FrTopedge  # place the aslrequester

FrWidth/FrHeight      # size the aslrequester
```

1.50 Settings -- External Commands

```
                                    Palette  --  path to command to use palette- ←
                              requester

              ShowClip  --  path to command to display clipboard-brush

              HyperText --  path to command to display help texts
                            will be called like this:
                            "hyper iconauthor.hyper/gadgets"
                            when pressing the
            help
             key
```

1.51   Settings -- Default Paths

```
              IconDrawer  --  default path to load icons

              IlbmDrawer  --  default path to save iff-brushes

              SrcDrawer   --  default path to save c-data-files

              ClipDrawer  --  default path to load iff-pictures

              AltDrawer   --  default path to save icons

              Projname    --  path to the default image to load,
                              don't add ".info" for icons,
                              iff-pictures are possible here too
```

1.52   Settings -- Flags

```
 NoIcons  --  they  will  not be added to c-code or iff-brushes when saveing
              them

 NoGrid   --  no function yet

 Src      --  enable source-creation
```

1.53   Gadgets -- Lock

```
                                            (shortcut "k")


 The  shown  image  may  be  in  two  very different  states controlled and
 displayed  by the "Lock" gadget above the image.  If the state is "Locked",
 U  can't  use  the  sliders  to  process the image.  Instead there are some
 statistics  shown about the actual project and the
              x/y-sliders
               will control
 the edges of the image used for savings and if U swap to the other image.
```

If the state of the image is not "Locked", U may process the image. If the
original cut of an iff- picture is still in memory, this is the source of
the process, else the image is copied to the clipboard and U can choose a
cut of it on the
                ImageScreen.

1.54   The ImageScreen

When you selected a picture to load, it will be shown on a new screen,
which modes are set according to the pictures viewmodes. The image is
centered if possible.

Now wait a second. Clicking the right mousebutton or pressing "return",
"esc" or "enter" brings you back to the WorkBench immediately. But moving
with the left mousebutton pressed you can define a rectangular area that
will be used for the image-processing. Again this cutted area will be
shown centered on the ImageScreen and again you may define it more exactly
if necessary ... and so on ... until you go back to the WorkBench.

If you don't cut anything, the original size of the loaded picture/brush
will be base of resizing.

1.55   The ShowField

                When you're returned to the IconAuthor window, you'll find the ←
                size-sliders
and the associated borderlines in the showfield changed to present the
pictures x:y aspects.   If the picture/cutout is bigger than 256x128, the
maximum size possible is adjusted; if it fits, the original size is set.

The size you adjust using the sliders (or the cursor- keys) will be
rerendered as soon as you release the slider. After changing the image in
Edit-Picture-mode the size of the image to save is selected by these
sliders.   Only symetric sizing is possible here – define unreachable parts
on the
                ImageScreen.
                The selected part of the picture does not include
the borderlines, it's exactly between them.

                Lock

                Extras

1.56   Author & Credits

```
        Koessi © 12.91-8.92

        phone germany 02192 7630

        thanx to ...

        Matt Dillon     - done this with DICE only - have fun!
        Olaf Barthel    - found help in your 'loadimage.c'
        Dave Schreiber  - found help in your '2view.c'
        Fred Fish       - for the Library

        ... and all authors of nonorlesscommercial Am*ga software.
```

1.57 Interactive Helpsytem

```
              In the
           'Save Settings'
            menu or in the
   tooltypes U can define

   HYPERTEXT -- path to command to display help texts
                will be called like this:
                "hyper iconauthor.hyper/gadgets"
                when pressing the "Help" key
```