LinePic

COLLABORATORS

	TITLE : LinePic		
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WRITTEN BY		April 15, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

LinePic

1.1   Contents of this guide

LinePic - A Blitz Basic 2 example

by TheOwl in 1997

Information about this archive and it's contents.

Requirements of this archive's contents.

What the... ...heck does THIS weird command mean?

Problems to solve

Greets And Thanks to some fantastic people.

The Author of this archive.

Projects and plans

LEGAL MUMBO JUMBO

FROM NOW ON ARCHIVE MEANS LhA ARCHIVE 'LinePic.lha'

THE ARCHIVE MUST BE DISTRIBUTED IN IT'S ORIGINAL FORM, AND NO FILES MAY BE

ADDED TO IT OR TAKEN FROM IT, ALTHOUGH YOU CAN USE THE SOURCE IN EVERY WAY YOU WANT.

I CAN'T BE HELD RESPONSIBLE FOR ANY DAMAGE THIS ARCHIVE OR IT'S CONTENTS

MAY PRODUCE. THE ARCHIVE IS Copyright (C) 1997 Jani Kärkkäinen.

1.2   What this archive's contents require

To read this guide file properly, you'll need a program that reads Amigaguide files,

like Multiview or Amigaguide.

To compile and read the BB2 tokenised source you'll need Blitz Basic.

To read the ASCII version of the BB2 source you'll need a text viewer capable of

reading normal text files, like More, MuchMore or PPMore.

To execute the compiled version of the source you'll need an OCS+ machine, like A500, A1200 or A3000

To email to the author you'll need a good EMailing-software, like YAM.

To get more info about BlitzBasic2 and to meet some other BB2 fans/coders, you'll need

to join the Blitz2-mailinglist at blitz-list@netsoc.ucd.ie by sending a message to blitz-list@

netsoc.ucd.ie with subject SUBSCRIBE.

Hmm... I think that's all that's required....;)))))

1.3   About the author and how to contact him

I'm 15 years old boy (and only that; I still don't think I have "grown" in any way;),

and I live in Imatra, Finland. Finland resides in Scandinavia, in the Northern Europe.

My Amiga setup is A1200, 030/50, 2 Mb/16 Mb RAM,MikroniK Z2 tower, Delfina DSP sound card, Acer 8x CD-ROM,

second disk drive, X-Link 33.6 modem, Amiga M1438S monitor, Wizard 560 DPI mouse and

Quantum BigFoot 2.5 Gb Harddrive.

If you want to contact me for programming advice (maybe bothways), project suggestions, or anything, write to:

email: jani.karkkainen@mbnet.fi

snail: Jani Kärkkäinen

Kaisankuja 2-4 as B9

55100 Imatra

Finland

I think that's about it really... oh, I'm looking for an e-mail exchanger... if it

really means what I think it means (Sending mail to each other? Like an email penpal?).

1.4   Information on this archive

I tought I'd release this little example to the public. There were two

main reasons to do so:

1. To help some beginners

2. To get some help from other Blitz coders.;)

As you may have noticed this Archive is directed to Blitz2 programmers, although

you can still read the ascii version of the source and execute the compiled even if you don't have Blitz2...

it's your own choice

1.5   How to use the archives contents

1.6   How does this work?

Well, it first initializes the screens and bitmaps, and things that have something

to do with visual, and then it creates a dummy (black) palette,and after that it will

init the sound, and then it goes to the main code. The main code loops checking every time

if the x,y or Joyb() values are the ones requested, if they are, then it acts as appropriate.

If the rows (y) are not the biggest+1(257), it then goes and draws all the grafix needed

to a spare bitmap. After it has drawn it, it marks a flag and returns. Then it checks if

the flag is marked, and if it is, goes and swapsbitmaps with one and the other and in the

middle showing the finished one. it waits for a Vertical Blank, and then it starts modifying

the other bitmap and returns. When all the graphics are drawn or mouse is pushed, it stops

the loop and waits for a mouse button or approximately 10 seconds and beeps every second

indicating that the program still runs (it's amazing isn't it? My program and it works!!!;).

That's about. In the source the workings are described much sharply, this is just a brief

overview how the program/example works.

Contents of this guide

1.7   Greets and thanks go to...

Thanks and greets go to (in random order(well, almost)):

Thomas Biskup

For the greatest game ever made, ADOM.

Jochen Terstiege

For the Amiga version of the game mentioned above.

Joni Lehto

For being a good SysOp

Juha Hämäläinen

Without him I think I wouldn't have even seen an Amiga

All the blitz-list guys

All the knowledge to program came from here (not exactly, but...;)

The Coca-Cola Company and Paulig

Without these companies' products I wouldn't have been able to surf

in the 'net all the night

Acid Software

Blitz2 is the best language ever made!

Scuba

I hope you don't mind me using your picture in this. But if you do,

I can still get some other pics to use in the future versions of this GFX

example, but make sure you inform me it too;)

Anthony Sherrat

Keep working on Monty the Wolf, it looks and plays very good...

Have to register...;)

Paul Burkey

WOW! I think you're some kind of a MacGyver of Blitzers... Foundation

promises a lot, and I believe it keeps 'em, won't it?

And of course the greets and the thanks go to everyone I have forgot...

Contents of this guide

1.8   Some problems where I need your help

Well, I have mainly two problems:

1. How to get it faster?

Or is this the fastest method? At least I don't think so...

2. How to make the pointer disappear?

I've tried making a dummy window in the displayed screen and

changing the pointer and making a window in the WB and changing the pointer,

but I didn't get neither of 'em to work.

And there's one "minor" problem: the size of the excutable. I know this is because

of Blitz, but how could I make it smaller? I'd appreciate it if you'd send me help

about these things, among many others, to me .

Contents of this guide

1.9   Future projects and plans

I'm going make some improvements to the code, which include:

* Flexible picture loader

This is easy to do...

* Requester to load a pic

This is also easy to do

And these are my (future/present) projects:

A Game

Don't really know yet what kind of a game, you could send me some

suggestions...

An Adventure Game/System

Well, this is only my dream, don't really think I can never do something like this,

but I'm working on it!

If have some suggestions, please send the to me .

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