

2DLIB

Conversion program

COLLABORATORS

	<i>TITLE :</i> 2DLIB		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Conversion program	February 2, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	2DLIB	1
1.1	Overview of 2DLIB	1
1.2	2DLIB	1
1.3	2DLIB	1
1.4	2DLIB	2
1.5	2DLIB	2
1.6	2DLIB	2
1.7	2DLIB	3
1.8	2DLIB	3
1.9	2DLIB	3
1.10	2DLIB	3
1.11	2DLIB	4
1.12	2DLIB	4
1.13	2DLIB	4
1.14	2DLIB	5
1.15	2DLIB	5
1.16	2DLIB	5
1.17	2DLIB	5
1.18	2DLIB	6

Chapter 1

2DLIB

1.1 Overview of 2DLIB

Overview

An Acid Software Library

Converted to AmigaGuide by

Red When Excited Ltd

Used with the permission of Acid Software

1.2 2DLIB

Statement: Circle

Modes :

Syntax : Circle x,y,rx[,ry],color

Circle will draw an open circle onto the currently used bitmap. X and Y specify the mid point of the circle. The Radius parameter specifies the radius of the circle. If a Y Radius parameter is supplied, then an ellipse may be drawn.

A Colour parameter of -1 will cause an 'inverted' circle to be drawn.

1.3 2DLIB

Statement: Circlef

Modes :

Syntax : Circlef x,y,rx[,ry],color

Circlef will draw a filled circle onto the currently used bitmap. X and Y specify the mid point of the circle - Colour, the colour in which to draw the circle. The Radius parameter specifies the radius of the circle. If a Y Radius parameter is supplied, then an ellipse may be drawn.

A Colour parameter of -1 will cause an 'inverted' circle to be drawn.

1.4 2DLIB

Statement: Box

Modes :

Syntax : Box x1,y1,x2,y2,color

The Box command draw a rectangular outline onto the currently used bitmap. X1, Y1, X2 and Y2 specify two corners of the box to be drawn. Colour refers to the colour to draw the box in.

A Colour parameter of -1 will cause an 'inverted' box to be drawn.

1.5 2DLIB

Statement: Boxf

Modes :

Syntax : Boxf x1,y1,x2,y2,color

Boxf draws a solid rectangular shape on the currently used bitmap. X1,Y1,X2 and Y2 refer to two corners of the box. Colour specifies the colour to draw the box in.

A Colour parameter of -1 will cause the rectangular area to be 'inverted'.

1.6 2DLIB

Statement: Line

Modes :

Syntax : Line [x1,y1,]x2,y2,color

The Line command draws a line connecting two pixels onto the currently used bitmap. The X and Y parameters specify the pixels to be joined, and Colour specifies the colour to draw the line in.

If X1 and Y1 are omitted, the end points (X2,Y2) of the last line drawn will

be used.

A Colour parameter of -1 will cause an 'inverted' line to be drawn.

1.7 2DLIB

Statement: FreeFill

Modes :

Syntax : FreeFill frees memory allocated for 2d fill routines

FreeFill will deallocate the memory that Blitz 2 uses to execute the commands Circlef, FloodFill, ReMap and Boxf.

Blitz 2 uses a single monochrome bitmap the size of the bitmap being drawn to do it's filled routines, by using the FreeFill command this BitMap can be 'freed' up if no more filled commands are to be executed.

1.8 2DLIB

Statement: AllocFill

Modes :

Syntax : AllocFill for internal use only (polylib.obj)

1.9 2DLIB

Statement: ReMap

Modes :

Syntax : ReMap colour# to replace,destination colour# [,BitMap destintion

ReMap is used to change all the pixels on a BitMap in one colour to another colour. The optional BitMap parameter will copy all the pixels in Colour#0 to their new colour on the new bitmap.

1.10 2DLIB

Statement: FloodFill

Modes :

Syntax : FloodFill x,y,colour [,border colour]

FloodFill will 'colour in' a region of the screen starting at the coordinates X,Y.

The first mode will fill all the region that is currently the colour at the coordinates X,Y with the colour specified by Colour.

The second mode will fill a region starting at X,Y and surrounded by the BorderColour with Colour.

1.11 2DLIB

Statement: Poly

Modes :
Syntax : Poly numpts,*coords.w,color

Poly is a bitmap based commands such as Box and Line. It draws a polygon using coordinates from an array or newtype of words.

1.12 2DLIB

Statement: Polyf

Modes :
Syntax : Polyf numpts,*coords.w,color[,color2]

Same as Poly except Polyf draws filled polygons and has an optional parameter color2, if used this colour will be used if the coordinates are listed in anti-clockwise order, useful for 3D type applications. If color2=-1 then the polygon is not drawn if the verticies are listed in anti-clockwise order.

1.13 2DLIB

Statement: BitPlanesBitMap

Modes :
Syntax : BitPlanesBitMap srcbitmap,destbitmap,planepick

BitPlanesBitMap creates a 'dummy' bitmap from the SrcBitMap with only the bitplanes specified by the PlanePick mask. This is useful for shadow effects etc. where blitting speed can be speed up because of the fewer bitplanes involved

1.14 2DLIB

Statement: ClipBlit

Modes :

Syntax : ClipBlit Shape#,X,Y

ClipBlit is the same as the Blit command except ClipBlit will clip the shape to the inside of the used bitmap, all blit commands in Blitz2 are due to be expanded with this feature.

1.15 2DLIB

Statement: ClipBlitMode

Modes :

Syntax : ClipBlitMode BPLCON0

Same as BlitMode except applies to the ClipBlit command. Another oversight now fixed.

1.16 2DLIB

Statement: BitMapWindow

Modes :

Syntax : BitMapWindow srcbitmap,destbitmap,x,y,w,h

BitMapWindow creates a dummy bitmap inside another bitmap. Both x and w parameters are rounded to the nearest 16 pixel boundary. Any rendering, printing and blitting to the new bitmap will be clipped inside the area used.

1.17 2DLIB

Statement: BitMapOrigin

Modes :

Syntax : BitMapOrigin BitMap#,x,y

BitMapOrigin allows the programmer to relocate the origin (0,0) of the bitmap used by the drawing commands line, poly, box and circle.

1.18 2DLIB

2DLIB

Overview

Command Index

AllocFill

BitMapOrigin

BitMapWindow

BitPlanesBitMap

Box

Boxf

Circle

Circlef

ClipBlit

ClipBlitMode

FloodFill

FreeFill

Line

Poly

Polyf

ReMap