

# **IFFMAKELIB**

Conversion program

**COLLABORATORS**

	<i>TITLE :</i> IFFMAKELIB		
<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

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## Chapter 1

# IFFMAKELIB

### 1.1 Overview of IFFMAKELIB

Overview

An Acid Software Library

Converted to AmigaGuide by

Red When Excited Ltd

Used with the permission of Acid Software

### 1.2 IFFMAKELIB

Statement: SaveBitmap

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Modes :

Syntax : SaveBitmap BitMap#,Filename\$[,Palette#]

SaveBitMap allows you to save a bitmap to disk in ILBM IFF format. An optional palette may also be saved with the IFF.

### 1.3 IFFMAKELIB

Statement: SaveScreen

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Modes :

Syntax : SaveScreen Screen#,Filename\$

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SaveScreen will save a screen to disk as an IFF ILBM file. The screen you wish to save is specified by the Screen#, and the name of the file you to create is specified by Filename\$.

## 1.4 IFFMAKELIB

Statement: SaveShape

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Modes :

Syntax : SaveShape Shape#,Filename\$[,Palette#]

SaveShape will create an ILBM IFF file based on the specified shape object. If you want the file to contain colour information, you should also specify a palette object using the Palette# parameter.

## 1.5 IFFMAKELIB

Statement: SavePalette

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Modes :

Syntax : SavePalette Palette#,Filename\$

Creates a standard IFF "CMAP" file using the given Palette's colors.

## 1.6 IFFMAKELIB

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| IFFMAKELIB |

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Overview

Command Index

SaveBitmap

SavePalette

SaveScreen

SaveShape

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