RetinaFLImation

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	TITLE : RetinaFLImation		
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REVISION HISTORY			
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Retina FLImation

By: Mark Ritter

Version: 1.0 Released: 26.11.95

A Swiss Army Knife Utility

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1.2   Introduction

Retina FLImation is a program that plays FLI/FLC animation on the Retina display board. Since it is written for one display board, all functions are utilized to get the most from the Retina display board.

The program has all the basic features, such as loops, but also has some features not found in other FLI programs. Retina FLImation can display any size animation and display it on any size screen.

Retina FLImation is file requester driven from the Workbench or Shell. ToolTypes and command line arguments allow you to tailor the operation to your preferences.

Retina FLImation was written to replace all other FLI players, and it does so quite easily:

Retina FLImation Others

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Has a user interface Yes No

Has a Skip and Abort Yes No

and progress gauges

Can select multiple Yes No

animations to play

True dedication to Yes Some

one display board

Image centering Yes No

Save path of last image Yes No

to start there next time

Several useless No Yes

command line arguments

1.3   System Requirements

This program requires at least version V39 of the operating system software. This is to take advantage of the new commands and new tags. It is now easy enough to update your system so it should not pose a problem.

This program requires less than 512K of RAM, therefore it should operate on all systems.

To use the full potential, a harddrive is recommended but not required.

1.4   Using Retina FLImation

Starting Retina FLImation

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1.5   Starting Retina FLImation

This program may be started from the Workbench or the Shell window.

This program will detach from the Shell so you need not use Run or any other variant. There are a few command line arguments you may use when loading:

FILE/K

Animations(s) to play. You specify wildcards in the path.

ex: RetinaFLImation FILE FLI/#? to display all animations in that directory.

ex: RetinaFLImation FILE Anims/(#?.FLI|#?.FLC) to display all FLI and FLC animations in that directory.

LOOPS/K

Number of times to show the selected animations.

-1 for a continuous loop. Forever.

Will override the saved preferences.

ICONIFY/S

Start in iconified mode.

ICON_X/K

X coordinate for AppIcon.

ICON_Y/K

Y coordinate for AppIcon.

PUBSCREEN/K

Name of public screen to open the interface on.

LANGUAGE/K

Preferred locale strings language.

Language must be all lower case.

UI/K

Open or keep the user interface closed.

UI=TRUE or UI=FALSE.

Will override the saved preferences.

DONOTDETACH/S

Do not detach from the Shell.

The arguments are not case sensitive and may be mixed in any order.

ex: RetinaFLImation FILE FLI/Dog.FLI LOOPS 5 UI=FALSE

Only one copy may be run at one time. You will be notified if more than one copy is attempted to be executed.

1.6 Menu Strip

Load Preferences

This will load the previously saved settings.

Save Preferences

This will save the current settings.

Iconify

Iconify the program and place an AppIcon on the default public screen.

About...

Will open a large requester with some pertinent information about the program.

Quit

Will terminate Universal Translator.

1.7   User Interface

Animations To View

List of animations to play.

Top

Move current entry to top of list.

Up

Move current entry up one position.

Down

Move current entry down one position.

Bottom

Move current entry to bottom of list.

Sort

Alphabetize list A to Z.

Add

Add one or more images to list.

Remove

Remove current entry from list.

Clear

Clear entire image list.

Forever

If checked, will loop forever,

Loops

Number of times to loop images.

View

Begin to play animations.

Requester

Close user interface and use file requester.

Quit

Terminate program.

1.8   Progress Window

Skip

Skip currently playing animation.

Abort

Abort play of animations.

1.9 GadTools

Thanks to Olaf `Olsen' Barthel, author of gtlayout.library. It is by far the best user interface package.

The user interface is totally font and screen mode sensitive. All gadgets and the window will automatically adjust to match your preferences.

The latest features are utilized to get the most from the operating system and to make the program the best of it's kind.

1.10 Locale Support

This is program is totally localized to allow support for foreign languages. A catalog may not be available for your language at this time, but one will hopefully be available soon.

If you are willing to translate the strings to another language, please let me know. If you do offer, a perfect translation of all strings will be expected. It is all or nothing. I will also be seeking your assistance for future versions that have new strings.

1.11 Operation Notes

Press the Help key for AmigaGuide help.

Retina FLImation will save the last path an image was displayed from and will start there the next time it is executed.

If started from Workbench, it will NOT parse a list of image icons. This is due to the fact that having an icon for every image is a waste of hardrive space and directory scanning time. The program also uses the latest version of argument parsing for the Shell, so code for icons would be old and redundant. You will have to use the file requester or use wildcards to scan the entire directory.

1.12 Hints And Tips

When using the file requester, you can enter a pattern in the filename gadget and CLICK the positive gadget to scan the entire directory. Pressing ENTER will not work.

If you use this program in conjunction with directory programs like Directory Opus, you will have to specify PUBSCREEN=DOPUS.1 in the command line. DONOTDETACH is optional if you don't want it to multi-task with Directory Opus.

1.13 Reporting Bugs

I try to make sure all new additions or changes work correctly before releasing a new version, but, something might get by. If you encounter a bug or a problem with hardware or other programs, please let me know. Do not assume it will be fixed in the next version because if no one tells me, I may not find it.

Please be very specific about what the bug does, when it does it, how you found it, and how I can re-create it to test it. Also let me know what your system consists of: Kickstart version, hard-drives, memory expansion, accelerator card, chip set (original, ECS, AGA), etc.

If you find a program that is not compatible with this program, please send it to me on a disk or via electronic mail.

Thanks to Christopher A. Gaul for beta testing and several ideas for this program.

Programmer: A red-eyed mammal capable of conversing with inanimate objects.

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FIDO: 1:232/6.0

InterNet:

1.14   Incompatibilities

Icons can not be displayed yet.

1.15   Distribution And Legal Notices

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1.16   Program History

Version 1.0 Completed: 26.11.95

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- Preliminary construction.

- Rewrote FLI animation routines to bring the code up to my standards and to

clean it up BIG time.

- Added ARGUMENT_LOOPS to specify nimber of loops, or -1 for Forever.

- Everything is a go EXCEPT that CTRL+C will abort the entire program, but only

during the playing of an animation. I don't know why.

- Changed the using of amigalib.lib DOS commands open, read, lseek, and close to

DOS library commands Open, Read, Seek, and Close. This fixed the CTRL+C

problem.

- Added Requester gadget. Just use file requester to pick and play animations.

- Added ProgressWindow to display progress and allow skipping or aborting of
animations.
- Will now start playing animations where the listview highlight bar is instead
of always the first node.
- Wrote AmigaGuide.
- Public release.