

IOPEditor

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Chapter 1

IOPEditor

1.1 IOPEditor.Guide

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1.2 IOPEditor.Guide/WhatIs

What is IOPEditor ?

The Imagine Object Path Editor allows you to do the following to a single or batch of TDDD object files:-

- * Amend the paths of Brushes and Textures assigned to the Object.
- * Change the Filenames of Brushes and Textures.**
- * Change the file extensions of all brushes or all textures.
- * Remove a texture or brush from the object.
- * Truncate Imagine Subdirectory paths i.e. Imagine:Objects would become Objects.
- * Change the filename of a Texture based on a list of default textures.
- * Change the Brush/Texture path based on a list of directories.
- * Print a list of the textures and brushes for an object.
- * Change the paths of objects and Effects in a stage project file.
- * Change the filenames of objects and Effects in a stage project file.**

The program should work for all objects saved from version 2 of Imagine and upwards (DOS and Amiga) and Imagine for Windows. This program will also load in objects created with v1.3.4 of Imagine for Windows, the new TDDD format, however Imagine for Amiga up to version 5 will not load these objects (you will just get an axis appear).

** Changing the filenames of Textures and Effects could result in unexpected results, this is because the actual texture & Effects data is left intact. You should only change the filename of a texture or Effect if you are converting from one platform to another where the filenames are different.

It you need to use a different texture or effect do it in Imagine.

1.3 IOPEditor.Guide/Restrictions

Restrictions

You can only change the path, filename and description of a brush or texture. You cannot change any of the other attributes. In order to change attributes you must go into Imagine and use the attribute requester.

You cannot change the version of an object file. An object loaded as a 3.x

object will be saved as a 3.x object. If you want to convert the version up, load the object into Imagine and resave it. The Object will always be saved in the version of the program being used. You cannot downgrade a version as information would be lost.

Recently with v1.3.4 of Imagine for Windows there have been some amendments to the TDDD format which means that objects saved from that version of Imagine will not load into previous versions i.e. Amiga up to v5 and any PC version prior to v1.3.4 of IFW. This program will still allow you to see and edit the textures but you will not be able to load the file in Imagine.

Note: Because of changes between versions of Imagine. Imagine 3 (for instance) will not recognise brushes and textures assigned to an Imagine for Windows object.

1.4 IOPEditor.Guide/Why

Why write this program?

The program was written to save me a lot of time and effort when transferring Imagine Object files about. Having both a PC and an Amiga I wanted to be able to copy object files from one to the other without spending hours in the Attribute requester changing paths. It could also be very labourious identifying which parts of the object had textures or brushes, complicated objects could have 100 or more textures and brushes, all of which had to be individually changed in the Attribute editor. As most of the brushes or textures are almost always in the same directory I wanted a way of globally changing the paths. I couldn't find a program that already did this at the time so I decided to write one myself. Here it is.

1.5 IOPEditor.Guide/How

How to Use it

Once the program is loaded you can process object files in two ways, individually or as a batch of files. Select the

Batch Page

to process

more than one file.

To amend individual files click on the Load button or select load from the file menu, and select the TDDD(Object) File you wish to open using the open file requester. If the TDDD File contains brushes or textures then you will be able to edit the information in two ways.

1. On the

Summary Page

you can change a common path used by one or more textures or brushes.

2. Change individual paths and filenames of Brushes and Textures on the

Details Page

.

It is also possible to change just the filename suffix of brushes or textures. Go to the

Options Page

, select the new file suffix and click on

Update Now

button. The new filenames will be shown on the

Details Page

.

Once changes have been made the object can be resaved either by clicking on the

Save Button

(Keep same filename & directory), or selecting save as off the file menu to save the file under a different name.

Note: If Set on Load is checked for either the

Default directory list

or

Texture List

then the default new path or filename will be selected from these lists if they exist.

1.6 IOPEditor.Guide/MainButtons

Main Window Buttons

Load

- Load TDDD Object details into memory. You are presented with a standard open file dialog. The requester will initially open in the directory specified by the Object directory on the Options Page and subsequently wherever the last object file was loaded from or saved to, unless the Object file path is changed.

Save

- Save amended details as a new TDDD Object file. The file is ↔ saved

under the original name, therefore the original object file is renamed first, with either a .bak extension or a sequence number if the file exists (eg file.bak or file.000,file.001 etc..). If you wish to save the file under another name use the Save As option from the File Menu. This will bring up a save file dialog.

WARNING: DO NOT overwrite your original file unless you have a backup, things can still go wrong during a save e.g. disk full, disk corruption or any other unforeseen problem which could result in the loss of the file.

Note: If you have

Reload after Save
checked on the
Options Page
then once

saved the file will be reloaded and the details will be updated on screen.

Print List

- Click on this button to print off a list of the Brushes and Textures in the order displayed in the details list box. The output is in the format shown in the example below:-

Texture and Brush Path List for attacksh.obj

Part	FileName	Type	Path / Directory
PART.1	hulledge.col	Brush	projects\brushmap
PART.1	hullmap.drt	Brush	projects\brushmap

This print is useful if you want to change some other attributes or amend the texture details etc.. Rather than selecting each part in turn in Imagine to find the correct one you can look up the part name on the print and use the 'Find by Name' or 'Find Requester' to select the part in the Detail Editor.

Help

- Displays Amiga Guide Help information on the current page/ ↔ operation.

About

- Displays an Information Screen.

Exit

- Exit the program. Any unsaved changes will be lost.

These options can also be selected from the menu.

1.7 IOPEditor.Guide/Summary

Summary Page

This page shows all the different paths used in the object file. Changing

one of these paths will affect the path of all the textures and brushes that use that path. Amending a path here then pressing Update will display the changes on the

Details Page

allowing for more control over individual

Textures or brushes.

Note: If Set on Load is checked on the

Directory Defaults Page

and the selected directory appears in the list then the New Path ←

listed will

default to the new directory from the default list.

Paths List Box

This lists all the unique paths (file locations) of the brushes and textures assigned to the Object. Click on one of the paths to amend it. Changes are made in the New Path box underneath the list. Typically there will only be two entries, one for the brushes and one for the textures. However on occasions there may be more, for example if the textures are divided into subdirectories such as the Essence textures. The list is case insensitive so for example if two brushes were located in the same directory but one had been typed in lowercase the other in uppercase there would still only be one directory listed. The directories listed will not necessarily be valid directories on the computer running this program but this should allow files to be transferred across computer platforms, most notably Amiga and PC. The existing paths will not be validated, only the new path will be validated and then only if the user requests it as an option. This means that you should be able to load in object files created on the PC and then change the paths to point to directories on an Amiga and vice versa.

Note: If the object uses PC procedural textures an equivalent Amiga texture will have to be selected, the PC textures will not run on an Amiga. Texture Names can be updated automatically on load by setting up an entry on the

Texture Filenames Page

page, or individually on the

Details Page

.

New Path Edit Box

New path of Brush/Texture. Initially it is set to the old path from the TDDD file unless Set on Load is checked on the

Options Page

, in which case a

default directory is used if it exists from the

Directory Defaults List

.

Enter the new directory where the textures and brushes with the selected path now sit. If directory validation is set the program checks that the entered directory exists. File validation has no effect here as the directory may apply to more than one texture or brush.

Note: Imagine allows parts of directories to be entered if they are subdirectories off the Imagine program directory. Make sure the Imagine

Directory has been set up on the
Options Page
if Dir validation is
required. Setting the Truncate Imagine Sub-directories option will remove the
Imagine program directory part of the path if possible.

Select Path

This is used in conjunction with the New Path Edit Box. It allows you to
select a directory from a list. This will ensure a valid directory and may be
quicker than simply typing in the new path. If Truncate Imagine
Sub-directories is checked and there is an entry for the Imagine Directory
then the returned value will just contain the subdirectory part of the path.

Reset Path

Resets the New Path name back to what it was originally in the file (Same as
listed in the path list). This is only enabled if the new path does not match
the old path.

Update Details

When changes are made on the summary page only summary information is
amended. To see the changes to individual brushes and textures on the Details
Page you will need to select this button first to update the memory. The
update procedure is also called when Save has been selected.

Deleting a texture/brush/object/effect

You can delete an item from the list by first selecting it then hitting the
delete (del) button. The item will be removed from the list. Note that the
delete button will not work if a text edit is selected so press the delete
button immediately after selecting the item off the list.

1.8 IOPEditor.Guide/Details

Details Page

For Objects this page lists all the parts that have a texture or brush
assigned to them, for Stage files it lists the objects and effects. Here
you change the individual path and/or filename of a texture,brush,object
or effect.

Details List Box

For object files this lists all the brushes and textures recognised by the

program from the selected file. It lists the object part name and the brush/texture that is assigned to it.

For stage/Project files this lists the object name or effect and filename. Object will have the state in brackets after the name if there is one.

The path of the selected brush/texture is displayed in a non-editable text box at the bottom of the list. Clicking on of the name buttons above a column will sort the display according to column contents. For large numbers of brushes/textures and slower computers the sort may take a while. The default is no sort, the list is displayed in the order the brushes/textures appear in the file. The sort order does not affect the order in which the textures/brushes/objects etc are saved back into the file.

Note: You are currently limited to 400 brushes/textures per object.

Click on a row to edit a path or filename. The old path will be listed below the list dialog box. The new path and filename will be displayed in Edit boxes at the bottom of the page.

New Path Edit Box

New path of Brush/Texture. Enter the new directory where the textures and brushes with the selected path now sit. If directory validation is set the program checks that the entered directory exists. If File validation is also set then the program will check that the brush or texture file exists in the specified directory. If it does not then a error message is displayed. File validation can only be set if Directory validation is also set.

New Path Button

This is used in conjunction with the New Path Edit Box. It allows you to select a directory from a list. This will ensure a valid directory and may be quicker than simply typing in the new path. (Functions the same as Select Path on Summary Page)

New FileName Edit Box

New Brush/Texture name. Enter the new texture or brush filename.

Note: Only the filename is changed by this program, the settings are not changed, if you change the texture name to a different texture the results may be unpredictable.

New FileName Button

This is used in conjunction with the New FileName Edit Box. It allows you to select the filename from a dialogue box. This will ensure a valid filename. If Validate Directories is checked then the New Path will also be updated to reflect the location of the selected file.

IMPORTANT: Amiga Imagine up to version 5 requires that the texture file suffix of .itx is not included in the filename stored in a TDDD file. Because this may change in future versions I have included an option

on the

Options Page

to Remove Texture Suffix. If this is checked

then the suffix of a texture will be removed when selected. This should be left checked by default for the Amiga.

Short Description

If the file you load supports Short descriptions of textures and brushes then this edit box will be enabled. You can type up to 17 characters. This program is unable to get the default texture description from the texture file (yet), so if a new texture filename is selected you may have to enter a new description here.

Reset File

Resets the brush/texture filename back to what it was originally in the file. This is only enabled if the new filename does not match the old filename.

Reset Path

Resets the path name back to what it was originally in the file. This is only enabled if the new path does not match the old path.

Reset Description

Resets texture/brush description to it's original setting. This is only enabled if the Description has changed and the TDDD version supports a texture description.

1.9 IOPEditor.Guide/Options

Options Page

Imagine Directory

This is the location of the Imagine program. This needs to be set for the truncate Imagine sub-directories option to be used. Either type the directory path in the edit box or use the Imagine Directory Button to select it from a directory requester.

Note: If you're converting files to be used on an Amiga set this to the Amiga Imagine Path usually Imagine:

Default Object Directory

Initial Directory that IOPEditor looks in when loading an Object File. This is only looked at on the initial loading of the program or when this option is changed.

File Name Suffix

This group of options allows you to change the file suffixes of textures or brushes. For example you could change all the texture suffixes to .itx as used in Imagine For Windows. Select the new suffix from the drop down lists. If the suffix you require does not appear in the list then select 'as specified' from the list, the edit box will be enabled into which you can type the new file suffix. If you want to change the texture suffix but not the brush suffix, make sure the brush option is set to 'as is', the 'as is' option will leave the file suffix unchanged. Click on the 'Update Now' button to update the currently loaded Object. If no object is loaded then the 'Update Now' button will be disabled.

Note: This setting has no effect when a single object is initially loaded, you need to use the 'Update Now' button to change the suffixes when operating on a single object file. When operating on a batch of files you can use these file suffix settings by checking the Update File Extensions button on the
Batch Page

Directory List - Set on Load

Check this option if you want the program to change the directories to those in the directory defaults list as soon as the object is loaded. The New Directory on the
Details Page
will then show the changed directory if the old one was present in the list.

Texture List - Set on Load

Check this option if you want the program to change the texture filenames to those in the list as soon as the object is loaded.

Texture List - Update Texture Description

Later versions of Imagine support a short texture description (up to 17 characters) . If this is checked and the object file being updated supports this then the program will also update the description. This is here in case you wish to keep the original descriptions rather than the default ones in the directory list.

Texture List - Remove Texture/Effects Suffix

This option is required for the Amiga version of Imagine up to version 5. Although The texture file has to have an itx suffix, Imagine does not like the suffix stored in the TDDD object file. Checking this option will tell IOPEditor to remove the itx extension.

Validate Files

This option is only selectable when Validate Directories is checked. Check

this option if you want to be sure the file (Brush or Texture) exists when typing in a new filename.

Validate Directories

Check this to ensure that any new directory that is selected exists on the computer. If this option is checked then selecting a new file on the Detail Page will also update the directory path to that file.

Computer

This specifies the destination computer that the object will be used on. It also selects which directory separator to use, '\' for PC, '/' for Amiga. This should help with transference of object files between the two platforms.

Reload after Save

If selected then the file will be reloaded once saved, therefore updating the information on screen immediately.

Truncate Imagine Sub-directories

Imagine allows the option to store only the sub-directory part of directories which are off the Imagine program directory. This makes the object more portable as there are no drives specified in the path. If this option is selected then the directories will be truncated when the Object is saved. Directories will also be truncated which are selected through the file requesters. Note: The Imagine Directory must be set to use this option.

Save Settings on Exit

Check this if you want IOPEditor to automatically save all the current settings when the program is closed down.

Load Settings

Load new settings. Select the new settings file through the file requester.

Save Settings

Save settings. A file requester will appear, you can call the file anything you like, so a descriptive filename would be a good idea. Note: IOPEditor.cfg will always hold the initial default settings so if you want the new settings to always load at startup then save the file as IOPEditor.cfg. See

IOPEditor.cfg Settings
for details of the files contents.

1.10 IOPEditor.Guide/DirDefaults

Directory Defaults Page

On this page you can set up a list of directories which the program can use to automatically update the paths in an Object file. You set up the old directory and the directory that it'll be changed to. By saving different settings files you can have different lists of directories so that one could be used to convert Amiga directories to PC and another to do the reverse.

Directory List

This contains a list of all the directories that you want to change. Click on an entry to display the Old path and New path in the edit boxes below the list.

Old Path Button

Click on this button to select a directory from a directory requester. This will be displayed in the old path edit box.

New Path Button

Same as the Old Path Button but used to select what the old directory will be replaced by.

Add/Change Button

This will add a new entry or change the currently selected entry in the list with the directories entered in the old/new path edit boxes.

Delete Button

Deletes the selected entry from the list. Only enabled if an entry has been selected.

Clear List Button

Removes all entries in the list

Update Now Button

If a file is loaded then selecting this button will update the New Directory settings from the directories in this list.

Note: These directories are stored in the configuration file so if you want to keep the settings remember to

Save Settings
on the option page.

You can also add directories directly to the configuration files with any text editor.

1.11 IOPEditor.Guide/Textures

Texture Filenames Page

Contains a list of texture filenames which can be used to update the texture filenames in the Object file. Each entry from the list consists of the old texture filename, new texture filename, texture description (up to 17 characters) and an optional texture path. This can be used to change the texture filename where the actual name of the file has changed between versions of Imagine.

Texture List

This lists the textures you want to change. Click on one to display the data for that texture in the edit boxes.

Old/New Texture

Click on the button to select a the texture using the file requester. Alternatively enter the value directly into the edit box.

Description

The Texture's short description up to 17 characters. This will only affect textures that support the Description and Update Texture Description on the

Options Page
must be checked.

Texture Path

This is an optional entry. It is there in case a texture on one system you are transferring from is stored in a non-standard location on the destination computer. You may also use it as an alternative to the directory settings on the

Directory Defaults Page

.

Add/Change Button

Will Add the texture details to the list or amend the selected one.

Clear List Button

Removes all entries in the list

Delete Button

Delete an entry from the list.

Update Now Button

Updates the currently loaded object with the new texture settings from this list.

1.12 IOPEditor.Guide/Batch

Batch Processing

This allows more than one object file to be processed at a time. The options dictate what processes will be run on each file.

Change File Suffix

Check this option if you want to change the file suffix of brushes and textures. Set what you want to change the suffix to on the
Options Page

Note that the textures on the
Texture Filenames Page
are amended first

during processing and then the suffixes. Therefore if the texture list is being used it's probably not a good idea to update the texture suffix as well.

Note: Remove Texture Suffix on the Options Page has no effect when processing a batch. To remove the .itx suffix from Textures during a batch process, check this box then change the texture suffix on the option page to none.

Update Directories from list

Amend the texture and brush paths from the
Directory defaults list

Obviously there must be some directory defaults set up.

Update Textures from list

Update the texture filenames using the texture list.

Generate Log File

Logs all changes made to the files and writes them to a file BATCH.LOG. This is saved in the program directory.

Prompt for Dir/Textures NOT on List

If a directory or texture in the TDDD file is not found one of the lists then checking this option will force the program to prompt for an alternative which will then be added to the appropriate list. There is also a cycle gadget with two options, 'Only if Dir/Texture does not exist' and 'All Directories & Textures'. Select the first if the program should not prompt for alternative settings when the original path or texture exists, select the second to prompt all the time.

Save in Original Directory

Selecting this will cause the files to be saved back in their original directory (where they were loaded from). The original files will be backed up with the suffix .bak or a sequence number .000, .001 etc.

Save Directory

If Save in Original Directory is not checked then you can select a directory where all the amended files will be saved. Use the button to select from a directory requester or type the directory directly into the edit box.


Files Listbox

Lists all the files that are to be processed and their status afterwards.

The only other options that you may need to change which do not appear on this page are the

- computer type
(PC or Amiga),
- Imagine Directory
- and

- Truncate Imagine Sub-Directories
which can be found on the
Options Page

Once all the options are set it is a simple case of selecting the  files to

convert using the Select Object Files button and then hitting the process button.

Process Button

Starts processing.

Select Object Files / Add More Object Files Button

Click on this button to select the object files to process. A standard file requester will appear. You can select more than one file in the requester by holding down the shift key and highlighting the files. You can also select files from different directories by clicking on this button more than once. All the selected files will appear in the list, when you want to process them just press the Process button.

1.13 IOPEditor.Guide/stage

Project Files - Staging

As well as standard TDDD object files this program can also load staging files (or project files). On the Amiga (at least to version 5.0) Imagine names these files staging which can be found in the project directories, which end with a .imp extension. Once loaded the detail list will show both objects and effects which can be changed in the same way as the

object files. The state of an object will be shown in brackets after the object name.

The same rule with file extensions on textures also applies to effects. Imagine (as of version 5) does not like the .ifx file extension stored in the staging file. Checking the Remove Texture/Effects Suffix on the

Options Page
will tell this program to remove the .ifx suffix.

1.14 IOPEditor.Guide/cfg

IOPEditor.cfg Settings

By default IOPEditor loads up all it's settings from the file IOPEditor.cfg located in the IOPEditor directory. However you can save different settings files. This could allow you to have one file which contains the information to convert files from say the Amiga to the PC and another to do the reverse. The settings files are text based and contain the following commands which can be changed with a standard text editor. You can also set them from within IOPEditor.

[IOPE]

This must appear before all the options to indicate a valid settings file

Computer= (PC or Amiga, Default Amiga)
Target computer type. This determines which directory separator to use.

Validate Directory= (yes or no)
Check that any directories/paths entered exist.

Validate Files= (yes or no)
Check that any file entered exists. If this is set to yes then Validate Directory must also be set to yes.

Reload After Save= (yes or no)
Set this if you want the changed object to be Reload once saved

Use Default Directories= (yes or no)
Update the Directories from the default list when the object is loaded.

Use Short Directory= (yes or no)
Truncate Imagine Subdirectories

Use Default Textures= (yes or no)
Update Texture names from list

Update Texture Descriptions= (yes or no)
Change the texture description from list, you may not want to use the default description.

Save Settings= (yes or no)

Save the option settings when the program is exited.

Generate Log=(yes or no)

Produce a log of changes during batch processing. The log file is named Batch.log

Create Backups= (yes or no) - Not currently used by Amiga.

Make backups of your files when doing a batch conversion.

(Batch) Use Default Directories= (yes or no)

Update Directories from list during batch conversion.

(Batch) Use Default Textures= (yes or no)

Update Textures from list during batch conversion.

Prompt for new Textures/Directory= (yes or no)

If you are converting using either the list of textures or directories then setting this option to yes will prompt the user to input new values if the object file contains textures or directories not in the list. These new values will then be added to the list.

Prompt if Directory Exists= (yes or no)

This works in conjunction with the option above. If set then the user will still be prompted for a new directory not on the list even if the original directory exists. If set to no then the user will not be prompted if the original directory exists.

Texture Suffix Selection=

String containing the new texture suffix (See pull down list for options eg as is , itx etc)

Brush Suffix Selection=

String containing the new brush suffix (See pull down list for options eg as is , tif etc)

Texture Suffix=

Texture suffix entered by user if not found in standard list

Brush Suffix=

Brush suffix entered by user if not found in standard list

Imagine Directory=

String containing Imagine Program location eg Imagine:

Load Directory=

String containing initial directory to load object files from.

Save Directory=

Default Directory where files will be saved during batch conversion

Font=

This allows you to change what font the program uses. This can only be changed by editing this file. The parameters are fontname, size and font attribute (bold or normal).

example:=

Font=XEN.font,11,bold

I have found that if you select bold then only the non-editable strings will be in bold. The List-view entries and contents of edit boxes keep the normal attributes.

Note: You must select a font that fits on the screen, the GUI is not sizeable. A fixed-width (mono-spaced) font is recommended to avoid line-up problems in the detail list-view.

[Default Directory List]

Indicates the start of a list of directories. Each line consists of the old directory and the new directory separated by a comma.

example:-

```
C:\IMAGINE\Objects,Imagine:Objects
```

[Textures]

Indicates the start of a list of textures. Each Line consists of the old texture, new texture, texture description and optional texture directory. The texture description can be no longer than 17 characters.

example:-

```
RdDthStr,rddthst.itx,Radial Space Tile,textures
```

The texture directory is only required if for some reason the texture is stored in a different directory than you might expect. An example I have found is that some of the Essence textures on the PC are stored in different subdirectories to those on the Amiga (at least they are on my system).

1.15 IOPEditor.Guide/Other

Other Information

Comments,bug reports,suggestions can be emailed to me at the following address:-

Darran@Braindead.demon.co.uk (Darran Williams)

Please note that there is also a Windows 95 version of this program which can also be downloaded from my Imagine web site at:-

<http://ourworld.compuserve.com/homepages/Dazzer/Imagine.htm>

I have also written a program to create spiral paths for Imagine (Spirals) which can also be downloaded from the web page above.

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1.16 IOPEditor.Guide/Distribution

Distribution

This program is PUBLIC DOMAIN. You may freely distribute this program as long as the following files are distributed with it.

```
HDInstall
HDInstall.info
IOPEditor                (Program File)
IOPEditor.info
IOPEditor.Guide         (Program Help File)
IOPEditor.Guide.info
IOPEditor.cfg           (Default Settings File)
IOPEditor.cfg.info
ReadMelst.txt
ReadMelst.txt.info
```

MagicWB

```
    IOPEditor.info
    IOPEditor.Guide.info
    ReadMelst.txt.info
```

Settings

```
    AmigaToPC.Settings    (Settings for converting Amiga object files to PC)
    PCToAmiga.Settings    (Settings for converting PC objects file to Amiga)
    My.Settings           (My default settings with XEN font setup)
```

1.17 IOPEditor.Guide/Disclaimer

Disclaimer

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