UConvNG_E

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Contents

Chapter 1

UConvNG_E

1.1   Ultraconv 2.0 New Generation - English documentation

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        *      *    ***                                                   *       *     ***
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         ****      ***    ***    *     *     *       *****   *   ***       *       *      ***
```

... the New Generation version of THE graphics and animation-converter for the ←
    AMIGA ® ...

                              About the program

        Introduction

        Disclaimer~&~Distribution

        History

        Registration

        Update~from~1.x~->~2.0

        Future
                                                     About the author

        The~author

        Thanx
                                            How to use UConv NG

        Requirements

        Usage

```
                          Tutorials

                          The~ARexx-Port

                          FAQs
```

1.2 Introduction

```
 Introduction
   Ultraconv isn't only a converter.. it's also an effect generator.
   It features more than 72 animated and pre-defined effects, that are
   freely configurable and expandable. You can do light-effects of any
   kind (flashes, light sources, fireworks, square light sources..).

   UConv is also predestinated for the creation of web-pages. You can
   create GIFs of all kinds(also GIF-ANIMs!!) with a free "plugin".
   The creation of HTML-Maps is another great feature for all www-freaks.

   UConv also does a lot of other animation-formats like QT, AVI, MPEG, FLI
   IFF-ANIM, XFA and Transferanims(those little anims in the top right corner
   of your browser).

   If you do series of pics with programs like Maxon Cinema 4D, you also can
   join these single-pics to any animation-format or convert it to another
   picture format(ILBM, JPEG, BMP, PCX, PNG, TIFF, PPM, AMIGA-ICON, ASCII..)

   But a REAL NEW feature is the ANIM-Publisher whichs allows you to fully
   animate the sizes, positions and transparencys or colors of up to 100 light-,
   text, effectbox or anim-/picture-objects !!! UConv is the only program on AMIGA ←
       or on any
   other machine, that can do this!

   Loaders and savers, filters, anim-f/x etc. can be easily added to the program,
   because of its open architecture.. so it's really worth registering!

   Enjoy it!
```

1.3 Disclaimer

```
 Distribution
  Ultraconv may be distributed, as long as the contents of the whole archive
  is NOT changed and is only completly distributed. Registered versions MAY NOT
  be distributed, lended or sold in any way. Only ONE safety copy may be made,
  which may not be given or lended to anyone.

 Disclaimer
  This is the disclaimer of Ultraconv. If you don't agree with it, then don't
  use the program (and all its subprograms).

  The author (Felix Schwarz) can not be held or made responsible for any loss
  of data, system crashes or any other damages resulting through using or not
  using this program (and all its subprograms). You use it at your own risk!
```

The author reserves the right to not develop any future versions of Ultraconv
(or any subprogram), whether the user is registered or not registered.

The author reserves the right to not accept keyfiles in future (major updated)
versions, when it is no more possible to do so due to licences or when a keyfile
was piraced..

The author can also not be responsible for "injuring" any copyright or trade-
mark, although he tries not to do so. All trademarks belong to their owners.

1.4 History

```
History Pages

Ultraconv 1.2
The first version on Aminet.
Features:
 - animation support
 - invert/scale/rotate
 - the operator "Shear"
 - Registerform
 - two-languages (now also English!)
 - ANIMx/FLI/Datatype/Anim5/Anim7L/Anim7S
 - Input-lines for files

Ultraconv 1.4
 Major update. Many new features:
 - freely configurable filters
     - Emboss
     - Edge-Detect
     - Flip-left
     - Flip-top
     - Frequency
     - Intensity
     - Show pic
     - Show fast
     - Oil-paint
     - etc.
 - Macros
 - Mix Anims-"operator"
 - Lighten-operator
 - Darken-Operator
 - Logo-Operator
 - Enlargement of Scale-operator
 - Enlargement of Dithering-operator
 - MPEG-load
 - JPEG-load/save
 - TIFF-load/save
 - PNG-load/save
 - ILBM-DEEP-load/save
 - Halfautomatical formatidentification
 - Module-functions (Play, Stop)
 - More inforequests
 - ASL-filerequester
```

- "Help"
- English documentation
- Variables
- Now max. 100.000 pictures convertable at one time.
- bug-fixes
- Faster performing of scaling..
- The key of V1.2 is still useable
- Registerform now in main-program

Ultraconv 1.5
 new features:
- UCat
    - the first real animdbase
    - up to 500 entries per catalog with 1 MB!!
    - WB and AGA - modes
    - knows about 13 formats(also MPEG!!)

- one configurable saver
- better register-form
- direct choice of the formats
- scanning for other pics
- enhanced preferences
- controlpanel for previewanims
- 3D-glasses support
- faster preview!

Ultraconv 1.6 + UCat 1.01
- Ultraconv 1.6:
    - Preview for filters
    - convert complete directories
    - wave-effects
    - autimatical reduction of colors for the formats
    - new logo ;-)
    - now gfx-card compatible
    - bug-fix for prefs
    - more predefined settings for own format
    - requester for numbers now also at filters
    - new Anim-f/x
    - Fast 256 - colorreductionmode
    - Registration is now also possible via password
    - Stretch/Pixelise/FON/Sinus/Cosinus/Tangens/Funky - Effects
    - special editors for Filters and Anim-F/X

- Ultracat 1.01:
    - Bugfixes
    - nicer requesters

Ultraconv 2.0
 The next generation converter. It took over one year of hard work
 to bring out this nearly completly rewritten version.
- completly overworked fontsensitive GadTools GUI
- new, powerful driver-concept for loaders and savers
- previews for Anim-F/X
- better popup-menus
- Anim-Publisher (Light-F/X, text-objects, anim/pic-objects, F/X-Boxes)
- Speedup by up to 1300% through rewriting ALL filters.
- faster histogramm (20000% speedup)

– full, prepared GIF/GIF-ANIM support
– HTML-Map-builder for HTML-pages
– ARexx-Port
– AppPlugin by Sascha ´enigma´ Reissner
– many new effects
– new formats
  – loading
    · AnimBrush
    · AVI (licenced)
    · LJPG
    · QT (licenced)
    · Titler (simple 2 color titler as loader!)
    · TransferAnim (AWeb, IBrowse, Voyager)
    · XFA

  – saving
    · GIF
    · Amiga-Icon
    · ASCII (useful for signatures, guides, ..)
    · LJPG
    · MPEG (YEAH!!)
    · TranferAnim (Voyager, IBrowse, couldn't test with AWeb)
    · XFA

1.5 Requirements - What you need to run UConv ..

Requirments
 To run UConv properly, you should have the following hard-/software:
  Software
   · OS 3.x - might run on 2.x, but not tested yet..

  Hardware
   · at least 10 MB of HD for small animations, better more..
   · 6 MB of total ram (Fast and Chip) should be enough for all
     things you want to do. Should work with 3 MB also..
   · a resolution greater than 640x256 would be good.. developed on 640x480

1.6 Registration

Registration
 If you register for Ultraconv, you can use a lot of extra-features:
  – Anim-Publisher
  – ALL 72 filters and Anim-F/X
  – ALL loaders and savers (MPEG, AVI, QT, FLI, GIF, PNG, JPEG, TIFF, PCX, Amiga- ←
    Icon
                              Browser/Transfer-Anims, XFA, ASCII, PPM, etc.)
  – Map-Editor
  – many more features!
  – Key-file can be used in future versions, as long as it isn't a myjor update!
  – Free updates via WWW!

 Simply start~the~registration-program and it tells you the correct prizes,

```
that are already including all packaging and other costs.
If you choose Euro-Cheque, please don't use anything else (like money-orders),
as I can't exchange/cash them. You can also online-order
under:
 http://www.amigaworld.com/support/uconv/

Thank you!
```

1.7 Update from 1.x to 2.0

```
How to update from Ultraconv V1.x to UConv V2.0 NG
  All registered users, that ordered UConv before 2.0-release
  get a free update, if they have WWW-access and have given (or will
  give) me their Email-Adress. All others will get it against their
  adress and an empty, re-adressed envelope with 4 US$ and two (error-
  free) disks inside!

  All, who have ordered V1.6 since 2.0-release have to pay 13 US$ for an
  update. Just fill out the new registration-form and choose "update".
```

1.8 Future

```
Future
  I plan future versions of UConv for
   - AMIGA
     Of course there'll always be an AMIGA-version for 68k.

   - A\Box
     I plan to buy an A\Box. The GUI will run in the emulation(doesn't
     need much power) and all the other programs run on the "A\Box-OS",
     so you'll get the maximum speed! (I hope the A\Box-architecture
     allows this, otherwise I'll have to rewrite the GUI)

   - PowerUP
     If enough people register, I'll be able to buy a PowerUP-Card and then
     recompile UConv for PowerUP!

  You see, I have concrete plans with UConv, so you'll 99,99 per cently see new
  versions.
```

1.9 ;----------

1.10 The author

```
The author
 Well, that's me.. I began coding on an ZX Spectrum, then
 on a Sinclair QL, Amiga 2000, Amiga 1200 and soon (as I hope
 they'll release it soon) A\Box (I'm a registered developer!).
 If you wanna know more, contact me ..
```

```
You can contact me via:
 Email
  bs168@fen.baynet.de  <-- prefer this adress
  bs168@amigaworld.com
  madmouse@toxic.franken.de

 Homepage
  http://www.amigaworld.com/support/uconv/
  Official Ultraconv-Homepage providing plugins,
  updates, online-order-form and homepages of my
  other programs..

 Snail-Mail
  Felix Schwarz
  Am Gründla 3
  D-91074 Herzogenaurach
  GERMANY
```

1.11 Thanx

```
Thanx & Greetings go to..
 Sascha Reissner   - for creation of AppPlugin and Support-Box
 Michele Puccini   - creator of xfa.library and nice examples..
 Thore Böckelmann - for AVI and QT loader!
 Phase 5           - for PowerUP and upcoming A\Box!
 Bodo Thevissen    - for the free homepage space!!
 M. C. Battilana   - for support of ANIM>GIFANIM!
 Maxon             - for a great developer environment(Maxon C++)!
 Gateway 2000      - for buying Amiga, so others can licence Amiga Technology :-)
 all beta-testers - for testing and bug-reporting
 all reg. users   - for having made the development of this NG-version possible!
 all my friends   - hello! :-)
 you              - for using UConv
```

1.12 ;---------

1.13 Usage of UConv 2.0NG

```
                  Usage
 Here's the reference part for UConv 2.0NG.
 Input-Panel
  ·
              Format-Cycle~and~popup
                       ·
              First~picture
                       ·
              Last~picture
                       ·
              Files/Dir-conversion
                       ·
```

Rules~for~filenames
Operators
·
Scale
·
Rotate
·
Dithering
·
Filter
·
Anim-F/X
·
Anim-Publisher
Output
·
Format-Cycle~and~popup
·
First~picture
·
32/256/HAM6/HAM8-Cycle
·
Options
·
Map
Miscellaneous
·
Help
·
Free~HD-buffer!
·
UltraPlayer
·
Preferences
·
Filter-Editor
·
Anim-F/X-Editor
·
The~Rexx-menu
Pull-Down-Menus
·
Load
·
Save~(as)
·
Iconify
·
Enter~password
·
Print~registerform

1.14 Format-cycle and popup

```
Input-Format Cycle and popup
  You can choose the format of the file(s), you want to convert
  here. Normally UConv detects this automatically, but for example
  BrowserAnim and ILBM have the same format, but have different
  functions.
```

1.15 First input picture

```
First picture
 If you press this button a requester will pop up. You can choose the
 file, you want to convert, here, if you want to convert a single picture.

 If you want to convert a series of pictures, choose the first frame here,
 (e.g. MyPic.001). UConv automatically finds the last frame(you can change
 the last frame with Last picture, if you want).

 If you want to convert a complete dir of pictures or animations, you have
 to change the file/dirs-cycle to dirs and select the dir containing the
 files here.

Last picture
 If you want to do a single-file-conversion, you have to choose the same file
 as at First picture here.

 If you want to convert a complete directory, choose the same dir as at First
 picture.

 If you want to convert a series of pictures, enter the name of the last picture
 of the series here.

Rules for file-names
 If you want to convert a series of pictures, you have to follow the following
 rules:
  1. the filenames must consist of a name, a point and the number (name.number,
     e.g.: MyFile.001)
  2. the files must be all of the same format
  3. the files must exist (UConv can`t yet wait for the creation of pictures)

Files/Dir-conversion
 UConv supports two ways of conversion, the file and the directory mode.
 The file-mode should be chosen, when converting excactly the file(s) you
 enter(single, series of pics). Rules for the names see above.
 When you want to convert complete directories of files with UConv, choose
 the dir-mode. Then choose the dir with the pics at "first" and "last picture"- ↵
    input
 and the dir you want them outputed at output-"first pictures". UConv  ↵
    automatically
 identifies the format of the files in a dir.
```

1.16 Scale pictures

```
Scale
 If the check-box is checked, every picture/frame will be scaled to
 a given size. This can be done three(to be excact six ways):
 - size in pixels
    Scales the picture/frame to a size in pixel (Width/Height).
    If you want to scale a picture to 320 256, then enter
    1. Size in pixels
    2. Width:  320
    3. Height: 256

 - By factor
    Scales the picture/frame to a size multiplied by the factor
    you enter in the two fields. E.g. if you want to change the
    size from 320 256 to 960 512 enter:
    1. By factor
    2. Width:  3
    3. Height: 2

 - Procentual
    Scales the picture/frame to a size that is a per cently part
    of the original size. E.g. if you want to change the
    size from 320 256 to 960 512 enter:
    1. Procentual
    2. Width:  300
    3. Height: 200

 - if you check the "Right size ratio"-checkbox, UConv will scale
   the picture/frame to a size, that is relative to the original size,
   so that it'll look like the original.
```

1.17 Rotate

```
Rotate
 If this checkbox is checked, UConv will rotate all pictures/frames
 by the degrees entered. You can only rotate between -179 and 179 or
 excactly 180 or 270 degrees.
```

1.18 Dithering

```
Dithering
 If this checkbox is checked, UConv reduces the number of colors
 to the one in the gadget. UConv uses Floyd-Steinberg-reduction.
```

1.19 Filter

```
Filters
 This is one the many mighty parts of UConv. You can choose
 a lot of different filters here.
 To activate a filter, click on it in the "Filter"-list, so that
```

it appears in the right one. If there are any options, you
can set them now and here(except with "Replace Color").

If you want to deactivate a filter, click on the entry in the
"Chosen"-list and then click on "Delete".

Changing the options of a filter can be done by clicking on the
name of it in the "Chosen"-list and then click on "Change".

As you can choose filters in any following, you can move an entry by clicking on ←
    its
entry in the "Chosen"-list, on "Move" and then click on the new position.

Activating all filters can be done by clicking on "All". If you
want to deactivate all activated filters, click on "None".

Ultraconv also offers a preview function to you. Click on "Preview"
to do a colored preview in a window. If the preview is too small for
you, click on the popup-menu("<") and choose one of the three preview
sizes (1=small 2=medium 3=big). You can also set them as default in the
tooltypes of Ultraconv (e.g.PREVSIZE=2).

1.20 Animated effects

Anim-F/X
 Filters normally always do the same - Anim F/X are animated effects
 and change during animation. E.g. you can do simple or very effectful
 fades, xors(inverse->normal), transparency effects, wish effects and
 many more animated versions of the filters.

 Animated effects work like Filters:
 Clicking on an Anim-F/X in the "Anim-F/X"-list will activate an Anim-F/X
 and it will appear in the "Chosen"-list. Some effects have options, so
 you can set them.

 Deactivating an effect can be done by clicking on the entry in the "Chosen"-
 list and then on "Delete".

 Options can be changed by clicking on the entry you want to change in "Chosen"-
 list and then on "Change".

 Moving an entry can be done by clicking on the entry, you want to move, in the
 "Chosen"-list and click on "Move" then. Now we select the new position and UConv
 moves the entry.

 "All" activates all effects.
 "None" deactivates all effects.

 To get an Anim-F/X to do what you want, you can click on "Preview" to get a ←
    small
 preview in a window. Clicking on "<" changes the size of the preview. Finally ←
    the
 position of the animation you want to see the effect on can be entered by a ←
    percent-

number in "Preview %".

1.21   The Anim-Publisher

                          The Anim-Publisher
The basic idea of the Anim-Publisher is the idea of bringing the
power of DTP to animations and single pictures with other objects.
Anim-Publisher allows you to put up to 100 animations, pictures,
text-objects, light f/x and effect-boxes on ONE screen!! But that's
not all: You can change the size, the position and the transparency
10 times(in so called keyframes) an animation per object!! Ok,
let's begin with the reference-part of the Anim-Publisher:

When you start the Anim-Publisher, three windows will open:
 - Anim-Publisher
   That's the place, we'll see a WYSIWYG-like-preview with standard-
   gfx (so it's not completly WYSIWYG..) and we'll be able to design
   and modify our anim. When you change or draw anything, then it's
   here! This window simbolizes the anim or picture, you've entered
   as input. All objects are placed over it!

 - Object-Tools
   This is the window, that controls everything in Anim-Publisher:
   You get the options-window from here, you add and delete objects
   and you can do a preview.

 - Objects-Menu
   When you have added some objects, you'll see a short(one-line)
   description of all your objects here. The one, that is active
   at the moment is "highlighted". You can activate an object by
   clicking on its entry.

Next part is the description of the functions and features of all
the buttons in these window:
 - Object-Tools
   · Add
     You can add four types of objects to the list of objects,
     but all must be added the same way: You must "draw" them
     in the "Anim-Publisher" as like as you'd draw a circle or
     boxes in DPaint or PPaint.
     - Light-Source
       This is the famous and also cool light-source part of UConv.

     - Anim/Pic
       You can add an animation or a picture this way.

     - Textobject
       Adds an text-object, that contains a texture.

     - F/X-Box
       This adds an F/X-box.

   · Options
     - Options
       There are some standard-buttons and some buttons, that change with the

kind of object. The standard-buttons are:
- Change position
  After clicking on this button, you can drag around the object in the ←
     current
  (of 10 fixed) keyframe (indicated in "the box containing a number) in ←
     the
  Anim-Publisher in realtime. The left mouse-button must be pressed ←
     during
  changing size.

- Change size
  After clicking on this button, you can change the size of the object in ←
      the
  current keyframe in the Anim-Publisher.

- /\ (arrow up)
  As objects are organized in layers quite similiar to windows, you can ←
     move
  down an object one layer with this gadget - it gets nearer and nearer ←
     to
  the background.

- \/ (arrow down)
  As objects are organized in layers quite similiar to windows, you can ←
     move
  up an object one layer with this gadget - it gets nearer and nearer to ←
      top.

- D (like delete)
  Deletes the currently used object.

- < (arrow left)
  Sets down the current keyframe by one.

- > (arrow right)
  Sets up the current keyframe by one.

- \// (checkmark)
  This field is REALLY important for your conversion-results.
  If it is checked, the settings of this keyframe for the active object
  are used for conversion, otherwise they are overread.. but they do
  still exist!! So if you check it again later on, you'll have your
  old settings.

- |0| (box containing a number)
  The number is the number of the current keyframe: 0 is the first
  frame, 10 is the last frame.

- Trans (not at light-source and F/X-box!)
  You can set the transparency of the current object here. A worth
  of 0 means, that you can fully see the object, 100 means, you can't
  see the object anymore.

The others are all object-specifycally:
- Light-source
  You can click on Light-options to get more detail-options:
  - Red   \

```
                    - Green  +- Sets the color of the light-source
                    - Blue  /
                    - Intensity
                      Sets the intensity of the light-source.

                    - Don't lighten black
                      Avoids, that black background of a picture is lightened. It
                      must be 1oo% black: R=0 G=0 B=0

                    - Typ
                      Try out these types to get their effectivity for your uses.

                - Textobject
                    - Texture + "<"
                      You can choose the texture for the text in this field or
                      select it from a standard-ASL-filerequester by clicking on
                      the popup-gadget "<".

                    - Format + "<"
                      Normally contains the right input-format. But if you want,
                      you can change it here via normal cycle-gadget or via
                      popup-menu "<"..

                    - Text + "<"
                      Type the text, that should be displayed, in this field and
                      choose the font out of the requester by clicking on "<"

                    - Font
                      You can change the font-size here.

                - Anim/Pic
                    Similiar to text-object..

                - F/X-Box
                    - F/X + "<"
                      You can choose the effect, you want to use on this area here by
                      clicking on the popup-gadget "<".

                    - Options
                      Click on this icon to change the options for the chosen filter,
                      if there exist any.

            - Delete
              Kills all data of the currently active object

            - 0..10
              Jumps to the keyframe

            - Preview
              Does a preview of 100 pics of the run of the animation -
              in realtime!

       Did you understand all this and do you already know, how to create an own
       project ? No, then read through the
                      tutorial~for~Anim-Publisher
                          .
```

1.22   Output part

```
                 Output Cycle and popup
 You can choose, which format you want to save your pics/frames in,
 here. If you choose ANIM5, ANIM7L or ANIM7S, you can optionally
 choose the amount of colors of the IFF-ANIM saved in a cycle-gadget
 (32,256,HAM6,HAM8) and the frame-rate via "
                 Options
                 ".

First picture
 Pressing this button brings up a filerequester, where you can choose
 the filename for the file(s) that will be saved. If you save a single
 file, it will have excactly this name. A series of pictures will cause
 Ultraconv to add a point of numbers and some decimals (normally the same
 number, that the input had).

Options
 The action done by this gadget depends on the setted output file. There are
 the following option-windows:
  - ANIM5/ANIM7S/ANIM7L
     You can enter the number of frames per second for the animation here.

  - JPEG
     JPEG Quality can be set here. The standard worth can be set in Preferences.

  - GIF
     There's a cycle-gadget, so you can set, whether you want to save a single
     GIF-file or a GIF-animation.
     If "Interlaced" is checked, the picture will saved in a special GIF-format,
     where the picture is displayed roughly first and gets smoother and smoother
     with every second :-)
     If "Transparent(89a)" is checked, a so called GIF89a will be saved, where  ←
        one
     color can be set as transparent, what is quite useful for Web-Sites. You can
     set the R, G and B values of the transparent color or click on "<" to be  ←
        able
     to choose the location of the color, so it can be read out. Saves a lot-o  ←
        time
     in most cases.
     If you save GIF-Anims, there are two other input-fields:
     "Delay" sets the delay between two frames of the animation.
     "Loops" sets the number of loops of the animation.

  - Amiga-Icon
     "Dither icons" does smoother icons.

  - MPEG
     "Standard" does a quite good compression.
     "Best compression" gets the best compression and worst quality.
     "Best quality" gets the best quality and worst compression.

  - TransferAnim
     "Dither browseranims" does smoother and better transferanims for
     IBrowse, AWeb and Voyager.
```

1.23 Map

```
Map
 If you click on this button, the Map Editor pops up. What's
 this for ? Well, the map editor is used for the creation of
 HTML-Maps for the internet, what might be quite useful for
 graphical Web-Pages, that shall contain several links in one
 picture, but several pieces of it. The idea is to give several
 boxes different links. A <picture>.html file is automatically
 created, when you have some entries.

  Add
  Adds a box to the list of links. After this button was pressed,
  a requester will pop up. You can now draw an unfilled box in it
  as if you'd do it in PPaint or DPaint. When you press the close
  button, you accept the current settings. Now an entry will be
  added to the list and you can edit the name of the file that
  the box is a link to in the "Link"-field.

  Delete
  This deletes the currently chosen entry from the list of links.

  Right size ratio
  When this checkbox is checked, UConv will scale the coordinates to
  the FINAL size of the image, what is extremly useful, when you
  scale a 320x256 pic to a smaller or larger size. E.g when you have
  a pic 320x256 with a box 10,10 : 20,20 and the final pic is 640x512
  the box is saved as 20,20 : 40,40.

  Ok & Cancel
  If you press Ok, your settings will be used. If you press Cancel,
  all done changes have no effect.
```

1.24 Miscellaneous

```
Miscellaneous
 You can find a lot of useful things under Miscellaneous,
 that are all described here.

  Help...
   Opens up this documentation.

  Free HD-buffer!
   If your HD-buffer wasn't freed automatically, you can
   perform this by clicking on this gadget.

  Ultraplayer
   Starts the external program Ultraplayer, which can play
   the following formats:
    MPEG Stream I - cool compression :-)
    FLI  - the old PC-file-format
    XFA  - For eXtra Fast Animations
    ILBM - scrools in LowRes-resolution after one click in a NON-
           multitasking way(therefore we have PAL), useful for ILBMs
```

             created by Titler-loader and saved with ILBM-saver

  Filter-Editor
    Opens the special filter editor. Useful for installation of third party
    filters and development of those.

  Anim-F/X
    Opens the special Anim-F/X editor. Useful for installation of third party
    Anim-F/X and development of those.

1.25 Preferences

 Preferences
  You can configure UConv to your own preffered settings here.
  There are several options that can be done:

  JPEG Quality
    The JPEG compression bases on the lost of details on a picture.
    You can set the remaining quality of the original picture here.
    If you choose 100%, IFF-24 might be better :-) Use LJPG (lossless
    JPEG) for that! 0% is best compression, but worst picture quality.
    I suggest 50-75% for a good compression. Of course this is picture
    specific, so you can set the standard worth here and the individual
    that is this worth by default in the options window for JPEG.

  Compressionmethod
    ILBM is one of the most popular formats on the AMIGA, as it was
    the first real standard for gfx on AMIGA. You can save ILBMs without
    any compression, what is useful for some cheaply-produced games.
    Chosse Byterun 1 for normal compression.

  Font
    If you press "<", you can choose the font for the UConv GUI, that
    shall be used. I suggest XHelvetica.font, size 11, as this looks
    really great.

  Own screen
    If the depth or the size of your WB-screen is too small for UConv,
    you can check this button and choose an own screen for UConv by
    pressing "<".

  Window-Background
    UConv offers you four different background-modes(excactly two with
    different colors). "Dither" dithers the background of the window.
    If you want to have it filled with a color, choose a color.

  Preview-Mode
    UConv can create previews while converting by checking the "Preview"-
    checkbox. So if you don't want to make too many previews, you can
    choose the mode here:
      Saving prev.
       Only creates a preview when picture is saved

      All-prev.

```
      Cretes a preview every time the req shows another main-action.

  Colorreductionmode
    Some formats don't support more than 256 colors or even less. To
    avoid a failure, UConv calculates the number of colors in a pic
    and reduces them if needed. If you don't want UConv to do that,
    choose "None". "Floyd Steinberg" works for ALL reductions.
    "Ordered 256" and "Fast 256" work only for 256 colors. If another amount
    is needed, Floyd Steinverg is used. Ordered 256 is the fastest, so I suggest
    to use this algorithm.

  Cache-dir
    UConv doesn't use your ram for its graphics data. It uses a cache-directory
    instead. So if you don't want to use the "Work/"-directory as cache, click on
    "Choose cache-dir" to choose another.

  Save & Cancel
    Save saves the prefs. Some changes take effect immediately, some only
    after next start of UConv. Cancel cancels all changes.
```

1.26 The Rexx-menu

```
The Rexx-Menu
 As UConv has an ARexx-Port, it also has a menu, that
 shows all ARexx-Files in the Rexx/-menu of Ultraconv.
 When you click on a file, it will be started.
```

1.27 Load, Save & Iconify

```
Load
 This menu-item pops up a ASL-FileRequester, so you can
 choose a UCP-File (UCP=UltraConv Project). All previous
 entered data in UConv since last start will be lost,
 if you haven't saved them and loading was successfull.

Save
 This menu-item saves all entered data since last start
 in a chosen file.

Iconify
 If you have a small WB-screen and want to run UConv,
 but need the place, you can iconify UConv. This creates
 a so called appicon on your WB and adds an entry to your
 Tools-Menu. After choosing the Tools-menu-item or double-
 clicking on the appicon, the main-window opens up again.
```

1.28 Password and Print Registerform..

Enter password
 You can make an unregistered version of UConv by entering
 a special code here. This code is sent to you with the
 registered version!

Print registerform
 If you have decided to register, choose this menu-item.
 You now can enter your name and address and what and how
 you want to order. The final prize including all costs
 can be read in the field "Prize".

1.29 ;-------

1.30 Tutorials

                Tutorials
 You can find some tutorials and praxis-workshops for
 the most important parts of UConv, in order to get
 out how you can use the whole power. There are currently
 the following tutorials:
   Simple conversions
     ·
               Simple~conversion
                  "Extra"-features
     ·
               Filters~and~Anim-F/X
                       ·
               Anim-Publisher
                       ·
               Map-Editor

1.31 Tutorial-part: Simple conversion

Tutorial - How to do a simple conversion for a single file
Single files
 As many users of V1.x requested a tutorial for this, I'll give a good and easy
 to understand tutorial on how do a simple conversion here.

 At first you must know, what you want to convert. Let's take the 24bit-logo
 UConv-Logo coming with this package. The file is called Ultraconvlogo.brsh.
 After you have started UConv and have closed the about-requester, click on
 "First picture" in the input-panel. Now a requester pops up, asking you for
 the first input file. Click on Ultraconvlogo.brsh twice to select it. Now
 UConv starts to identify the file and identifies the file as ILBM. If you
 look down to the fields, you should now be able to read First inputpicture
 and Last inputpicture as Ultraconvlogo.brsh.

 The second thing we must do, is to choose a fileformat and a file-name
 for output. Let's choose JPEG and ram:UCLogo.jpg! Ok, so choose "JPEG"
 as output-file-format with the cycle-gadget or the popup-menu ("<").
 Then click on "First picture" in the output-panel and enter ram:UCLogo.jpg

or enter it directly in the field called "First outputpicture". If you want
to have another quality-setting than the standard, click on "Options" and
enter the new quality and click on "OK".

Now we're ready for the conversion. Click on "Convert". Now the progress
indicator pops up. After the main-window has come back, the conversion
was finished. If you have made previews while converting by checking the
"Preview"-checkbox, you have to click on "Exit" to come back to the main-
window. You should now find the JPEG-picture UCLogo.jpg on your ram-disk.
Quite easy, eh ?

Animations
 So what do you have to do, if you want to do a conversion of a complete anim ?
 Let's start with an example:
 At the starting point, we have an animation called "Amiga4ever.mpg" somewhere
 on our HD(imaginary). The first step is to select the animation like you did it
 with Ultraconvlogo.brsh in the first part of this tutorial. It will now be ←
    identified
 as "MPEG". We already have set the input-part now. But the output-part is still ←
    remaining.
 We can principially do two things with an animation:
  - Split the anim into a series of pictures
  - Convert the anim to another anim-format

 Let's go through these two possibilities now.
  - Anim > Series of pics
    In this example we want to convert the "Amiga4ever.mpg"-MPEG to a series of
    pics with the format "PCX". So we have to select "PCX" in the output-part
    of UConv, as we did it with JPEG in the first part of UConv. The name of a ←
       series
    of pictures always depends on two things: the base-name and the number.
    So if you want to split your 100-frame MPEG into
     ram:Mypics.0001
     ram:Mypics.0002
     ..
     ram:Mypics.0100
    Enter "ram:Mypics" as the name of the first output-file. UConv automatically
    adds the number and the point to the base-filename. So after clicking on
    Convert now, UConv will output these series of pictures.

  - Anim > other Anim-format
    Even more easy! We want to output an IFF-ANIM-5 animation with HAM8 in this
    example called "ram:Amiga4ever.anm". Just enter the filename as first output-
    file as done with single-pictures and choose "ANIM5" as output-format, as you ←
       did
    it with JPEG in the first part. Now you will be able to use another cycle- ←
       requester
    with the following possibilities 32, 256, Ham6, Ham8. You can choose the ←
       number
    of colors or the color system here. The frame-rate can be set in the options- ←
       window.
    Now press on Convert and start the conversion!

1.32 Tutorial - Usage of Filters and Anim-F/X

                    Tutorial - Usage of Filters and Anim-F/X
 Ultraconv isn't a simple converter. It features tons of effects.
 You can learn how to use them here.

 At first we have to devide up them in two different types:
  - Filters
    These filters don't change their status(well it's possible
    to code some stuff that does, but would be easier to do
    in Anim F/X, so why should anyone do ?) while conversion,
    so e.g. Darken by 20% stays Darken by 20% all the time!

  - Anim F/X
    F/X stands for effects, and these Anim F/X really are effects!
    They change their status and don't look the same all over the animation.
    This offers a lot of power to the you. So Anim F/X are more complex,
    than Filters normally are or can be.

 Let's realize two "projects" now: one using filters and one using
 Anim F/X:
  - Filter
    We have a cool picture and want to do an "Emboss"-effect on it. We also
    want to look it strange, so let's also do a "Wish"-effect. First step
    is to enter in- and output-picture as known from the
                 Simple-conversion
                       -
    tutorial. After we did this, we check "Filter" in the main-window, so
    filters are activated. Now we choose "Emboss" in the left part of the
    window in order to activate it, so it appears in the "Chosen"-list. Now
    we do the same with the "Wish"-effect. But this time a requester pops
    up allowing to enter a "Wish by"-value. It is the amount of pixels we
    want to wish the picture by. So lets enter 15 and press "OK". Now it
    also appears in the right list. As we want to try out, how it looks,
    we press Preview. UConv works now and after a couple of seconds it puts
    up another window containing a preview. But we can't see enough details
    in the window, so we decide to use a bigger preview. We click on "<"
    and a popup-menu appears. We choose "2" for a middle sized preview and
    "3" for a large one. Now we click on Preview again. UConv works and brings
    up the preview in a higher resolution/quality. Our picture looks too strange,
    so let's remove the "Emboss"-effect. We click on "Emboss" in the right list
    and then on "Delete" to remove it and do another preview. Well, doesn't look
    too good. So let's change the "Wish"-parameter. We do this by clicking on
    "Wish" in the Chosen-list and then clicking on "Change". Now we can
    change.. finally we have what we wanted.

  - Anim F/X
    We were just on holidays at sea and have digitised some nice sequences
    from our video casette. So we enter the correct files names in the
    in-/ouput-parts as described in the
                 Simple-conversion-tutorial
                  and
    then think about what we want to do with the video. How about an animated
    horizental wave effect and a combined "Noise grow"-effect, as we want to
    shock the people we know, as if our camera would have fallen down, hehe ;-)
    Let's begin. We check the "Anim-F/X"-checkbox and choose "Horiz wave" and
    "Noise grow" in the left list, so that they appear in the right list. You can
    deselect one by clicking on its entry in the right list and then on "Delete".

   Ok, we've done that now and want to know, how it's looking at beginning,
   middle and at the end of animation. So we enter "0" in "Preview %"
   and click on Preview to see what it looks like at beginning. After that we
   enter "50" and "100" to see the other positions.
   Preview size can be changed as known from the filters.

1.33   Tutorial - Mapeditor

                    Tutorial - The mapeditor
 If you have a picture and don't want/don't know how to
 split a picture in several parts to make links in a HTML-
 file of it or if it's simply not possible to do so, you
 should use this part of Ultraconv. It creates a complete
 HTML-file featuring a map and an <img src..> with the needed
 attributes. Nut what excactly is a map ? A map defines several
 parts of a picture as links. There are different types of
 objects: Circles, Boxes and polygons. UConv only supports boxes yet.
 But this lasts in most cases. So let's do an example:
  We want to do a map out of the included Ultraconvlogo.brsh with
  the links Space.html, UConv.html and Amiga.html.
  So let's choose it as input-file and choose any other file as
  output-file, e.g. ram:UCLogo.gif ..
  We now must click on "Map" on the Main-GUI, where we click on "Add".
  Now a window opens, including the UConv-logo. Draw a box round
  the Amiga-logo in the top left corner and then press the close-button.
  There's one entry called "MYLINK_0.HTML" now. Change it in the Link-
  field to Amiga.html. The first link was created now. If you don't like
  the current result, click on the entry twice to change it or click on
  it and on "Delete" to delete it. Let's continue. We add two other links
  by drawing a box round the UConv-text and around the black area in the
  top right area and then call them UConv.html and Space.html.
  Let's click on "Ok" now and then click on "Convert". UConv now creates
  UCLogo.gif and UConv.gif.html. To use the map with an <IMG SRC..>, we
  have to add ismap usemap="#UCLogo.gif" and include the <MAP></MAP> and
  things between it into the HTML-file. If you have your own homepage,
 I highly recommend you to use HTMLFix, which is available from
                 my~homepage
                        .
 It adds WIDTH and HEIGHT tags to the <IMG SRC..> and also debugs it.

1.34   Tutorial: The Anim-Publisher

                    Tutorial - How to use the power of Anim-Publisher
 The Anim-Publisher is and will be the mightest part of
 UConv, as it has some incredible features, that boost
 your AMiGA in new dimensions of power and you'll learn here,
 how to get this part of UConv to work as you want it to work -
 it's quite easy! This part allows you to bring up to 100 DIFFERENT
 anims, pics, lights, effects and textured texts fully animated
 on just ONE screen or animation!! You can even set transparency for
 each object - also fully animatable!!

So let's begin with some important explanations of words, that
will get quite familiar to you in this tutorial:
 Keyframe - UConv has 10 (excactly 11, when you also take the 0)
            of them at fixed positions. You can get to one of
            these positions by clicking on its number in the
            Object-Tools-window in Anim-Publisher part. 0 is
            the first frame of your animation and 10 is always
            the last frame of your animation. The Anim-Publisher
            works object-oriented and it doesn't support keyframes
            for every frame. Keyframes save data of an object like
            transparency, size and position and every other changable
            data.

 Object   - The Anim-Publisher works object oriented, so an object
            can be a light-source, a picture or animation, a text-
            object or an F/X-Box.

Ok, as we now know, what the Anim-Publisher is, let's start with a short
example: We want to paste the UConv-Logo on the UConv-logo but transparently
and in a smaller size. So what do we have to do ? We must choose the "background ←
   ",
we want to work on, first. This is the Ultraconv-Logo, so choose Ultraconvlogo. ←
   brsh
as first input. As we want the Anim-Publisher to be enabled, we have to click on ←
    the
Anim-Publisher-checkbox, so that it's checked. We now have to decide, what ←
   objects
should be placed on it. The logo is a picture, so we click on "Anim/Pic" in the
Anim-Publisher. Nothing will happen, as UConv waits for an "input" from you.
It wants you to draw a box in the empty window with the title "Anim-Publisher", ←
    so
let's do so. A new entry will appear in the Objects-Menu called "000 PIC", what
says us, that this object is object number 0 and that it is a picture-object.
Before we can go on, we first have to set some options. This can be done by ←
   clicking
on "Options" in the "Object-Tools"-window. A window will open, and we'll have to
enter the file first, so click on the "<" next to the Texture-field and let's
choose "Ultraconvlogo.brsh" from the requester. As we also want to have a
transparency-effect, we drag the "Trans"-bar until it shows 40, so we have
40 percent from the background-pic and 60 percent from our object. Ok, let's
close the Options-window and after that any other window, so we come back to
the main-GUI. We still have to choose an output-picture, so let's enter
ram:AnimPublisher_Test1.ham8 and let's choose HAM8 as output-format. That's it!
Let's click on "Convert" and have a go. (The whole project is also saved
under "Projects/AP-Tutorial-1.UCP"). The result looks cool, eh ? This was
quite simple, although I did a lot of text for it, but this had to be, as
we now have a solid basis. Let's repeat the steps:
 1. Enter "background"-pic/anim as First inputpicture
 2. Check "Anim-Publisher"
 3. Add "Anim/Pic"-object
 4. Draw it in the "Anim-Publisher"-window
 5. Choose options
 6. Enter file and transparency
 7. Close Anim-Publisher
 8. Enter output-picture in main-GUI
 9. Convert!

But that's too boring for an Amiga-User, so let's go on with a more
interesting example: Let's choose "Template.anmbrsh" as input and
"Anim-brush" as input-format (important!!). Now let's check the
scale-operator, as this anim is quite small and scale it to 320x256
given in pixels. Then let's check the Anim-Publisher and delete all already
existing objects (if there are any), what can be done by clicking on
the object and on "Delete". Now we'll add a light-source the same way
we added an "Anim/Pic"-object in the top left corner (ATTENTION: You
begin with the middle-point!). Let's choose the options. Normally
there's a "0" in the bottom, right-corner, so let's click on the arrows
next to it to get a "5" and click on "Change position". Now can real-time
drag the light-source. Position it at the bottom left corner (ATTENTION:
You can only drag, when you hold left mouse-button pressed!). Ok, then
let's go on to "10" and position it in the middle. Still at "10", we click
on "Change size" and try to get it as large as the whole screen window(the
source should still fit into the window..). If you want to see the result
of our work, close "options-window" and click on "Preview". Get back to
main-GUI and choose "ram:AnimPublisher_Test2.anm" as "First outputpicture".
Click on convert! (all steps are saved in "Projects/AP-Tutorial-2.UCP")

Well, light-sources don't look very impressive on those overscaled anims, so
you might want to try the "Single Multiply"-Rexx script, to create a series
of pictures out of the "Ultraconvlogo.brsh" and try again with several different
kinds of light-sources until you have the incredible cool effect!

If you want to have more objects, you just should add them :-) Also read through
the
                    reference-part
                     for Anim-Publisher.

1.35 ;----

1.36 The ARexx-Port

The ARexx-Port
 Ultraconv has an ARexx-Port called "UConv" which understands the
 following commands:
  REQUESTER
   Short: Pops up a requester with Title, Body and buttons.
   Syntax: REQUESTER <Title> <Buttons> <Body>
   Example: REQUESTER "UConv-request" "OK|CANCEL|Never_saw_better_hello_world!" " ←
     Hello world, hehe!"
   Descrip: The first parameter is the title of the requester. The second param. ←
     is
           the button-data. Each button-text is seperated by a "|" and the body ←
             is
           third parameter. Title and Buttons may not contain any space. This
           command returns the button pressed..

  QUIT
   Short: Simply quits UConv
   Syntax: QUIT

  ICONIFY

```
   Short:  Simply iconifies UConv
   Syntax: ICONIFY


 CONVERT
  Short:  Start conversion. No parameters yet..
  Syntax: CONVERT


 FIRSTINFILE
  Short:   Changes the first input-file
  Syntax:  FIRSTINFILE <File>
  Example: FIRSTINFILE "Ultraconvlogo.brsh"
  Descrip: Sets the file given as parameter as first file in the input panel.


 LASTINFILE
  Short:   Changes the last input-file
  Syntax:  LASTINFILE <File>
  Example: LASTINFILE "Ultraconvlogo.brsh"
  Descrip: Sets the file given as parameter as last file in the input panel.


 FIRSTOUTFILE
  Short:   Changes the first output-file
  Syntax:  FIRSTOUTFILE <File>
  Example: FIRSTOUTFILE "Ultraconvlogo.brsh"
  Descrip: Sets the file given as parameter as first file in the output panel.


 INFORMAT
  Short:   Changes the input-file-format
  Syntax:  INFORMAT <number>
  Example: INFORMAT 2
           sets BMP..
  Descrip: Sets the input-file-format to the number. Each format has a number,
           beginning with ILBM as 1, continueing with BMP as 2 and so on..
           as in the popup-menu of the input-panel.


 OUTFORMAT
  Short:   Changes the output-file-format
  Syntax:  OUTFORMAT <number>
  Example: OUTFORMAT 2
           sets HAM6..
  Descrip: Sets the output-file-format to the number. Each format has a number,
           beginning with HAM8 as 1, continueing with HAM6 as 2 and so on..
           as in the popup-menu of the output-panel.


 Calling the requesters
  You can simulate a click by using the requester-commands.
  When you give ON to it, it will be checked, otherwhise it
  will be unchecked, e.g. FILTERREQ ON pops up the filter-
  requester. The following commands do exist:
   SCALEREQ   - for the scaling-checkbox
   ROTATEREQ  - for the rotating-checkbox
   DITHERREQ  - for the dithering-checkbox
   FILTERREQ  - for the filter-checkbox
   ANIMFXREQ  - for the anim-f/x-checkbox
   ANIMPUBREQ - for the anim publisher-checkbox


 FILEDIRSREQ
  Short:   Changes the mode of conversion, files or dirs
```

```
    Syntax:  FILEDIRSREQ FILES/DIRS
    Example: FILEDIRSREQ DIRS
    Descrip: If you choose FILES, it changes the mode to files mode,
             if you enter DIRS, it changes to dirs mode ..


  MAPEDITREQ
    Short:   Opens the Map-Editor-window
    Syntax:  MAPEDITREQ
    Example: MAPEDITREQ


  SOPTIONSREQ
    Short:   Opens the Saver-Options-window
    Syntax:  SOPTIONSREQ
    Example: SOPTIONSREQ


  ASAVHO
    Short:   Sets the saving mode for Anims
    Syntax:  ASAVHO <mode>
    Example: ASAVHO 2
    Descrip: This sets the number of colors for IFF-ANIMs (ANIM5) at the
             output-panel. There are the following modes:
             Mode:         1   2    3    4
             Color-mode: 32 256 HAM6 HAM8


  FILTNUM
    Short:   Gives back the number of available filters as result
    Syntax:  FILTNUM


  ANIMFXNUM
    Short:   Gives back the number of available anim f/x as result
    Syntax:  ANIMFXNUM


  FILTNAME
    Short:   Gives back the name of a filter given by number as result
    Syntax:  FILTNAME <filtnum>
    Example: FILTNAME 1
             name=result
    Descrip: Read short.. but DON'T try to get a filter's name of a filternumber
             that is bigger than FILTNUM. Every filter has a number starting
             at 0 and ending at FILTNUM-1.


  ANIMFXNAME
    Short:   Gives back the name of an Anim F/X given by number as result
    Syntax:  ANIMFXNAME <animfxnum>
    Example: ANIMFXNAME 1
             name=result
    Descrip: Read short.. but DON'T try to get an Anim F/X's name of a animfx- ←
       number
             that is bigger than ANIMFXNUM. Every Anim-F/X has a number starting
             at 0 and ending at ANIMFXNUM-1.


  FILTCSTAT
    Short:   Changes the status of a filter-entry
    Syntax:  FILTCSTAT <filtobj> <filternum> <req>
    Example: FILTCSTAT 0 1 ""
    Descrip: This function is quite powerful. You can change the status of a
             filter-object with it. UConv offers around FILTNUM*2 filtobjs,
```

so this should be enough for most applications. You MUST begin
with a filterobj of 0 and then go on with 1.. if there should
be no filter at a filtobj, give it the filternum -1. The req is
the contents of the requester(s) in UConv, so this here can contain
text as like as numbers.

ANIMFXCSTAT
 Short: Changes the status of an animfx-entry
 Syntax: ANIMFXCSTAT <animfxobj> <animfxnum> <req>
 Example: ANIMFXCSTAT 0 1 ""
 Descrip: This function is quite powerful. You can change the status of an
          anim-f/x-object with it. UConv offers around ANIMFXNUM*2 animfxobjs,
          so this should be enough for most applications. You MUST begin
          with an animfxobj of 0 and then go on with 1.. if there should
          be no animfx at a animfxobj, give it the animfxnum -1. The req is
          the contents of the requester(s) in UConv, so this here can contain
          text as like as numbers.

GETFILTSTAT
 Short: Gives back the status of an filtobj as result (the filtnum)
 Syntax: GETFILTSTAT <filtobj>
 Example: GETFILTSTAT 0
          status=result

GETANIMFXSTAT
 Short: Gives back the status of an animfxobj as result (the animfxnum)
 Syntax: GETANIMFXSTAT <animfxobj>
 Example: GETANIMFXSTAT 0
          status=result

GETCFILTNUM
 Short: Gives back the number of used filtobjs
 Syntax: GETCFILTNUM
 Example: GETCFILTNUM
          chosen=result

GETCANIMFXNUM
 Short: Gives back the number of used animfxobjs
 Syntax: GETCANIMFXNUM
 Example: GETCANIMFXNUM
          chosen=result

GETASLFILE
 Short: Pops up a requester and gives you the result
 Syntax: GETASLFILE <title> <standard-file>
 Example: GETASLFILE "Choose_an_icon_file!" "Ram Disk:disk.info"
          file=result

GETASLPATH
 Short: Pops up a requester and gives you the result
 Syntax: GETASLPATH <title> <standard-path>
 Example: GETASLPATH "Choose_a_path!" "Ram Disk:"
          path=result

OPENPROGRESSBAR
 Short: Opens and initializes a progress-bar-object

```
    Syntax:  OPENPROGRESSBAR <pgbobj> <title>
   Example: OPENPROGRESSBAR 1 "Please wait a moment.. converting file"
   Descrip: UConv allows you to open up to 9 progressbar-objects (pgbobjs).
            These have to carry a number of 1 to 9 (incl.). No progressbar
            is opened, if you try to open a pgbobj with number 10 or more.

 SETPROGRESSBAR
   Short:   Sets the percent-gauge and the text of an opened progress-bar-object
   Syntax:  SETPROGRESSBAR <pgbobj> <percent> <text>
   Example: SETPROGRESSBAR 1 44 "Already finished process at 44% .."
   Descrip: Please note, that the pgbobj must be opened BEFORE you set anything,
            as UConv may crash otherwise.

 CLOSEPROGRESSBAR
   Short:   Closes an open progressbar
   Syntax:  CLOSEPROGRESSBAR <pgbobj>
   Example: CLOSEPROGRESSBAR 1
   Descrip: This function should be called, before ending your ARexx-script,
            although UConv automatically closes all pgbobjs automatically when
            ended.. it's just more user-friendly if you close it down.

 UCVERSION
   Short:   Gives the version-string as result
   Syntax:  UCVERSION

 NEEDEDTIME
   Short:   Gives the time needed for last conversion in minutes as result
   Syntax:  NEEDEDTIME

 MAKECOLUMN
   Short:   Creates a column with a given width out of a string
   Syntax:  MAKECOLUMN <width> <string>
   Example: MAKECOLUMN 10 "I'm just trying out this feature!"
          col=result
          .. gives back "I'm just t"

 GETLASTWIDTH
   Short:   Gives back the last width, that was found out after last
            conversion
   Syntax:  GETLASTWIDTH

 GETLASTHEIGHT
   Short:   Gives back the last height, that was found out after last
            conversion
   Syntax:  GETLASTHEIGHT

 SETSCALE
   Short:   Sets the parameters of the scale-operator seperatly without GUI.
   Syntax:  SETSCALE <w> <h> <type> <right size ratio>
   Descrip: w: Sets the width-parameter.. either a factor or an absolute amount
               of pixels
            h: Sets the height-parameter.. either a factor or an absolute amount
               of pixels
            type: 0 for "Size in pixels"
                  1 for "By factor"
                  2 for "Procentual"
            right size ratio: Checks, if this is 1, doesn't check, if 0
```

```
   Example: SETSCALE 320 256 0 1


  STRINGREQUESTER
   Short:   Pops up a string-requester with title and two buttons
   Syntax:  STRINGREQUESTER <title> <ok> <cancel> <description>
   Descrip: title: The title of the requester
            ok: Contents of OK-button
            cancel: Contents of Cancel-button
            description: Description, of what to enter
   Example: STRINGREQUESTER "Hello_world!" "Okee!" "NO!" "Enter something here:"


  FORMATTEDNUM
   Short:   Formats a number with a given format-string
   Syntax:  FORMATTEDNUM <num> <format-string>
   Descrip: num: The number
            format-string: # for number or a space
                           0 for number or 0
   Example: FORMATTEDNUM 1890 "0 # # # #"
            Gives back: 0 1 8 9 0


  POPUPMENU
   Short:   Opens a popup-menu under the current mouse-pointer-location with a
            given contents
   Syntax:  POPUPMENU <items>
   Descrip: Every element must be seperated by a "|" and first item has number 0
            as result, the next 1 and so on..

   Example: POPUPMENU "Press|One|Of|These|Buttons|Cancel"


  BLOCKMAINGUI
   Short:   Blocks the main GUI for any entries or clicks
   Syntax:  BLOCKMAINGUI ON/OFF
   Example: BLOCKMAINGUI ON


  SETROTATE
   Short:   Sets the parameter of the rotate-operator.
   Syntax:  SETROTATE <Winkel>
   Example: SETROTATE 65
            Rotates the/all pic(s) by 65 degrees


  SETDITHER
   Short:   Sets the parameter of the dithering-operator
   Syntax:  SETDITHER <amount of colors>
   Example: SETDITHER 256
            Reduceses all colors to an amount of 256 colors
```

1.37 Frequently Asked Questions about UConv (FAQs)

```
                 FAQ
 This FAQ doesn't feature too much questions, as UConv 2.0 wasn't released
 before writing this FAQ. An updated FAQ can be found on my homepage or
 in the next version of UConv NG.


 GIF-Anim Kit doesn't work
  You seem to have an old version! Get the new version from
```

```
                    my~homepage
                       or
      simply use UConv NG..


 My password doesn't work in the English version
   There's a tiny but awful bug in V1.6. Just enter the following in the
   following lines:
   Enter your "company" in the first line!
   Enter your "name" in the second line!
   Enter your "password" in the third line!
   Click on OK! Should work now. If not -
                    contact~me
                    ! This bug was
   removed in V2.0.


 Will there be an A\Box or PowerUP-version ?
   Yes an no. I plan for A\Box. A PowerUP-version will only be done, if enough
   people are interested in one and if enough people register, so I can buy
   Storm C++ and a PowerUP-board for my A1200.


 Which files do I need to be able to use the GIF/GIFANIM-Saver ?
   You need:
    - gfx/conv/WhirlGIF201.lha
    - gfx/pbm/ppmbin1.lha
   unpack these files from Aminet and copy ppmtogif and WhirlGIF in the
   Commands/-Dir of Ultraconv. Ready! (Due to licence-problems I can't
   realise this another way)
```