

\$VER: EDTViewDocumentation 0.5 (10.09.93) Colin Bell

COLLABORATORS

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Chapter 1

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1.1 \$VER: EDTViewDocumentation 0.5 (10.09.93) Colin Bell

EDTView Documentation.

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About EDTView

Why bother?

Usage

What's a datatype?

Look at the handle !!

Contact

Boring.

1.2 About EDTView

EDTView 0.5 is a small and simple IFF, GIF, PCX, BMP, JPG Viewer.

It is also a simple image conversion tool. It will save images in IFF ILBM format so you can load in a GIF & save it as an IFF.

It also allows you to change the images built in screenmode before saving so you could for example change a picture from PAL:High Res to SUPER72:Low Res. Sometimes the datatypes give wrong screenmodes when they load in files (EG. the JPG datatype) so you can adjust this before you save it.

1.3 Why bother?

Good question. There are MANY fine image conversion packages available for the Amiga & I do not intend to compete with them. 8-) This just started out as a programming exercise to see how easily I could write an IFF viewer using the E programming language. A few days later, and here it is.

1.4 Usage

Simply type edtview from the CLI or click on its icon from `↔` workbench.

A file requester will open asking you to select a file to load. If the file is recognised, edtview will print out some details of the file & then open up a screen & display the file. Heres the tricky bit. The options are available via pull down menus but depending on the color scheme of the file you are viewing you may not be able to see them properly. They are:

ABOUT__Shortcut_RightAmiga-A

MODE___Shortcut_RightAmiga-M

SAVE___Shortcut_RightAmiga-S

QUIT___Shortcut_RightAmiga-Q

1.5 ABOUT__Shortcut_RightAmiga-A

This displays information about the picture file & the author information.

1.6 MODE___Shortcut_RightAmiga-M

This pops a screenmode requester up allowing you to change the screenmode.

1.7 SAVE___Shortcut_RightAmiga-S

Save the picture as IFF-ILBM.
A file requester will prompt you for a filename

1.8 QUIT___Shortcut_RightAmiga-Q

Quit this fine program.

1.9 What's a datatype?

A datatype is something CBM added in KS 3.0. One of the best things they ever did. Datatypes provide transparent data conversion to programmers. So basically, all you have to do is write a picture viewer that handles a standard IFF (but even easier than that) file & leave the rest up to someone else. As long as a datatype exists for that file format, the conversion is done for you. So far there are PD GIF, JPG, PCX, and BMP picture datatypes available as well as the ILBM datatype supplied by CBM. There is also Animation datatypes in WB3.1.

1.10 Look at the handle !!

Check out the size of my executable.

No, your eyes aren't deceiving you.

This Image Converter/Viewer comes in at a low 6508 bytes long!!!

1.11 Contact

If you have any questions or queries, contact me at.

Colin Bell
P.O. Box 1058
Bondi Junction
NSW 2022
Australia.

OR: Fidonet 3:714/909.4

1.12 Boring.

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