DIYrekoBugs

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Chapter 1

DIYrekoBugs

1.1   DoItYourselfREKO - Information for ImageFX2 users

                                           DIYreko V1.1
                        (Do-It-Yourself-reko)

                   (C)1995 by Tomasz Nidecki (TONID)

                     Bug report for ImageFX2 users

   Courtesy of a friend of mine I have been able to test DIYreko on
   ImageFX2. The new version contains minor incompatibilities which
   contribute to several small errors in image processing using
   DIYreko. Therefore I recomend using ImageFX 1.50, correcting the
   problems yourself in the script (you'll learn some Arexx this way),
   or waiting with your productions for a little while. Next version
   of DIYreko, fixed to work with Ifx2 will be available very soon from
   an Aminet site near you :)

              Ugly requester

              Bad Card01

              Invisible symbols

              ATTENTION!

              Thanks

1.2   uglyrequester

Error: The DIYreko requester in Ifx2 is real ugly! That's due to the
fact that Ifx2 has a new requester format and adds extra borders, which
I have not taken into consideration.

Fix: You may play with the coordinates in the requester, but the fact

that it looks like that does not mean it will not work. :)

Example: Play with the following values:

```
/* Prepare gadgets for the complex requester */
Gadget.1  = 'T/140/20/200/0/Card basename:/'cardbase
Gadget.2  = 'T/140/35/200/0/Temporary dir:/'tempdir
Gadget.3  = 'T/140/50/200/0/Destination file:/'destfile
Gadget.4  = 'J/140/65/30/Background:  R:/'red
Gadget.5  = 'J/225/65/30/G:/'green
Gadget.6  = 'J/310/65/30/B:/'blue
Gadget.7  = 'X/140/80/Enhance pictures?/'enhance
Gadget.8  = 'X/140/95/Use frame?/'useframe
Gadget.9  = 'X/140/110/Use pad?/'usepad
Gadget.10 = 'X/140/125/Cut Edges?/'cutedge
Gadget.11 = 'C/140/140/Version:/3/55 Cards/59 Cards/68 Cards/0'

/* Enable complex requester using defined gadgets */
ComplexRequest '"DIYreko options:"' 11 Gadget 360 170
IF rc ~= 0 THEN Call BREAK_C   /* if anything goes wrong better exit from the  ←
    macro */
```

1.3 badcard

Error: The Card01 in the set is generated incorrectly! It lacks the left
and right vertical lines that are supposed to give it a 3-d look. Seems
Ifx2 does not accept vertical areas that are 1 line wide :(

Fix: You may increase the area taken into consideration when making the
vertical lines (DIYreko does it by lightening/darkening the background
in a selected area).

Example: Play with the highlighted values, perhaps increasing them by
one. This might do the trick (sorry, I'm writing this early morning
right before going to the lab, where I will send this to Aminet, so I
have no time to test it!).

```
/* Make the card 01 - this is the card showing empty space
 * we will make it appear recessed into the background by a neat little trick
 * this card will also have a sign with my alias on it :)
 * Whatever you do, please do not modify this part - this is the only thing
 * I would like in return for using this macro by you - recognition for my work
 * However do not hesitate to put a string like "made using DIYreko by TONID"
 * somewhere else in the cardset
 * ATTENTION: The card 01 from the source will be IGNORED. I decided to force
 * this kind of action, since I saw a couple of sets where someone put a picture
 * in this place, and it highly confused the player (try StarTrek.reko and you'll
 * see what I mean)
 */
Message "Phase 1 - Processing Card 01"
CreateBuffer 88 130 force   /* make a buffer sized like a standard card */
Redraw Off
SetPalette '-1' Red Green Blue   /* force the given colour components into the  ←
    current drawing colour */
FilledBox 0 0 88 130   /* fill the buffer with the active colour */
```

```
BoxRegion 0 0 0 129   /* select the left edge of the picture */
BoxRegion 0 0 87 0 add   /* add to it the top edge */
Brightness (-30)   /* make it darker */
BoxRegion 87 0 87 129   /* select the right edge */
BoxRegion 0 129 87 129 add   /* and the bottom one */
Brightness 30   /* make it brighter */
Region full   /* return to processing of the full image */
```

Changing the zero to a one and the 87 to an 86 should do the trick...

1.4   invisible

                  Error: The symbols and prefs that use black (as you might recall ↩
                  in
DIYreko it's done by using colour RGB of 0, 0, 1, since 0 0 0 is treated
as transparent) appear to be transparent! This is really a weird bug –
seems that the instruction "Matte" in Ifx1.50 and Ifx2 has a different
tolerance level!
                  Paul Hernik
                   suggested to use 0, 0, 2 instead of 0, 0, 1
as the RGB components, and says it worked for him.

Fix: This will need a little more work. You will need to edit the
Symbols and Prefs files in the following way:

1. Load Ifx2
2. Load your symbols file (CardSymbols)
3. Select the "Color" gadget
4. Select "Change color" – a requester appears
5. Change the values of "Source color" to 0 0 1 (R G B respectively)
6. Change the values of "Destination color" to 0 0 2
7. Keep "Closeness" at the value of 1
8. Press OK
9. Image FX will change your colours, but you will see no difference.
   If you are using my example symbols, try doing the following to
   check if the process worked correctly:
   – press ESC to get the CLI window,
   – type GetPixel 7 7 and press return
   If all went fine you should get the answer of 0 0 2.
   If not you will have 0 0 1 – try and do it again (I have no idea
   what could go wrong here).
   If you get 0 0 0 – you probably peeked at the wrong place. :) Try
   using different values for GetPixel until you get 0 0 1 or 0 0 2.
10. Save your now corrected card, but better keep the backup of the
    old one handy.
11. Repeat steps 2-10 with the prefs file (CardPrefs)
12. If you used a custom frame that has black in it, do the same with
    the frame file (CardFrame) – my example frames need no corrections.

1.5   attention

ATTENTION!

If you modify DIYreko to your liking, maybe correcting the errors
mentioned above, please DO NOT spread your version! I will try and make
a bug-free Ifx2 release any time now (maybe even in a week or so), so
please hold your fire and wait for the next version.

1.6 thanks

Thanks to CBM80 (Paul Hernik) of MysticPL for spotting these mistakes
during the generation of his PhotoCD.reko available on Aminet. He also
suggested a few improvements for the next version, which I will try and
take into consideration. :)