

RGS2IFF.hyper

COLLABORATORS

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Chapter 1

RGS2IFF.hyper

1.1 RGS2IFF

Introduction

Author

GIFT-Ware

RGS-Structure

1.2 introduction

The program is a converter from a RGS-File to an IFF with 320x256 with 4 Bitplanes. So you can correct the fault in RGS-Paint. You can load it with DPaint and change it. If you use the converter, a screen (Display.IFF) will be used to display it and it will be saved. Try it and you will see it. After changed the IFF, you save the grey area and convert with IFF2RGS to a RGS-File.

```
USAGE : RGS2IFF <infile> <outfile>
        <infile>  : the name of the RGS-File
        <outfile> : the IFF-Brush with 270x128x4, which will be created
                   the IFF is uncompressed!
```

1.3 author

This program was written in SAS-C in March 1994. The Author is Thomas Reinhardt and all rights reserved. Don't change any file!

1.4 gift-ware

The program is GIFT-Ware. If you like it and if you use it regularly, you should send me a 5.-DM or 4\$. If you want to get the source-code, you have to send me 5.-DM or 4\$ and you will get it by mail or email.

My address is : Thomas Reinhardt
Lehnerzer Str. 31
36039 Fulda-Lehnerz
West-Germany
cyber@aruba.informatik.uni-wuerzburg.de

! You can send me a comment to the programs by email !

1.5 rgs-structure

```
struct RGS-File {  
    Kennung "Poop"           (4 Bytes)  
    Width=0x0000010e=270    (4 Bytes)  
    Height=0x00000080=128   (4 Bytes)  
    Bitplanes=0x00000040    (4 Bytes)  
    ??=0x00000000          (4 Bytes)  
    ??=0x00002000          (4 Bytes)  
    Body                    (34560 Bytes)  
}
```

```
body : for(x=0;x<270;x++){  
    for(y=0;y<128;y++){  
        Colour[x,y];  
    }  
}
```