

RGS2IFF.hyper

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NUMBER	DATE	DESCRIPTION	NAME

Contents

1	RGS2IFF.hyper	1
1.1	RGS2IFF	1
1.2	introduction	1
1.3	author	1
1.4	gift-ware	1
1.5	rgs-structure	2
1.6	rgsrandom	2
1.7	rgsslide	2

Chapter 1

RGS2IFF.hyper

1.1 RGS2IFF

RGSRandom

RGSslide

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.

1.3 author

This programs were 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

Both program are GIFT-Ware. If you like them and if you use them 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
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! You can send me a comment to the programs by email !

1.5 rgs-structure

```
struct RGS-File {
    Kennung "Poop"           (4 Bytes)
    Width=0x00000010e=270   (4 Bytes)
    Height=0x000000080=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];
        }
    }
```

1.6 rgsrandom

RGSRandom is a program, which load a screen with a grey area, and the create in this area a RGS-File. The area will be saved as a RGS-File. You have to give 2 parameter at start, the first is the name of the RGS-File and the second is the number of the pixels, that should be set. if a pixel will set twice, the pixel will be the sum of both pixel.

1.7 rgsslide

RGSSlide is a program, which load a screen with a grey area, and the create in this area a RGS-File. The area will be saved as a RGS-File. You have to give 2 parameter at start, the first is the name of the RGS-File and the second is the number of the pixels, that should be set. if a pixel will set with a random worth, a smaller worth will be set to the right and left. It is a special routine. It is similar to the RAMP of RGS.