ObjManipV2.0

Mark 'Force' Papadakis

COLLABORATORS

	TITLE : ObjManipV2.0		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Mark 'Force' Papadakis	February 11, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

ObjManipV2.0

1.1 ObjManipV2.0 -THE converter!-

```
[]=====================================================================[]
||              Mark Papadakis proudly presents...                    ||
||                                                                    ||
||              ObjManip®  V2.0    -THE converter!-                   ||
||              Copyright[C]1995 Mark Papadakis                       ||
||                                                                    ||
||                       ShareWare version!                           ||
||         Thanks go to Nick~Eleytherianos for moral support!         ||
||                                                                    ||
[]=====================================================================[]


              Another CyBERDYNE SySTEMS production...


                         >> Revision:2.0b <<
     ObjManip was programmed in order to become an invaluable tool to all
 BlitzII, AMOS, C and assembly programmers. It works in three phases:
                    LOAD - MANIPULATE - SAVE
 It was programmed totally in BlitzBasicII V1.9. AmigaGuide file created
 using the most excellent Heddley.
 Graphics done in EA DeluxePaint IV AGA and Cloanto PersonalPaint 2.0
                      KEEP PROGRAMMING!
```

NOTE:If you cannot run the program ('Can't open Screen!' requesters etc)
then copy the OMPREFS file to S: This will give 16 colours so that
you will be able to run it in any machine. This probably won't happen
'couse any Amiga can handle 32 colours screens, but just in case..
The non-AGA Amigas cannot handle more that 32 colours on screen(well, they
can but to cut the long story short, you can use up to 32 colours on these
Amigas and upto 256 in AGA based Amigas). The program will detect if you
have an AGA Amiga and will act on its own. Dont worry if you got your
demo verson from a friend that has an AGA Amiga and he saved the prefs
for 256 colours. The program will get you in 32 colours mode. If any pro
blems occur then do the above trick. If you run it on NTSC then the
screen will be interlaced 'couse else it wouldn't fit!

                  Vana, this program is also dedicated to you...

```
                              (i like being with you..)
```

Well, choose what would you like to know..
        Introduction   -What is this program anyway?
        Registration   -This is a shareware piece of software you know!
        Author~~~~~~   -About me..(WOW!)
        Interface~~~   -Info about the interface
        HowToUse~~~~   -Instructions..
        ~~~~Menus~~~   -Menus..
        Coding~~~~~~   -Programmers stuff

        Future~~~~~~   -What about the future..
        History~~~~~   -and the previous versions?

        MPInstaller~   -Installer info
        Greetings~~~   -Greetings list

     The demo version must not be spreaded without this file!

     Copyright[C] ©1995 Mark Papadakis

                      Internet:The linked heaven!

1.2   ObjManipV2.0 Introduction

                          ObjManip V2.0

 This stands for 'ObjectsManipulator'. Its mainly a converter. It can
 convert images. Additionally, it can proccess them, alter the, perform
 some palette operations and some other things that you will find out
 once you will run the program.
 I wrote this program, mainly 'couse i had nothing else to do and i said
 to my self 'How about making a game in Blitz using an AMOS game's bobs
 and compare them?'. So, i created the first version. That version was
 bugged but i never released it anyway. So, i made the program and i
 never bothered about it ever since until Nick~Eleytherianos said that
 he liked it. The problem was that he spread the version and the version
 was bugged!. So i felt guilty! I sat down and wrote this version wich
 has nothing to remind the previous versions. It is bug-free and can
 be used for a lot more things, it can manipulate more image formats and
 loads more. Overall it is BETTER!.
                  >> So here goes the features list <<

 >> It can save and load :AmosBobs, AmosIcons, BlitzIIShapes, IFFBrushes
    and .info files images.
 >> It can handle images up to 320*200 size and up to 256 colors.
 >> It can Copy, swap, delete, rotate and flip images.
 >> It can trim images and even reduce their width and height based on
    two 'shrink' algorythms.
 >> It can control the 'HotSpot' of the images, manualy(using the mouse)
    or by defining a pre-selected position.
 >> It can apply a negative filter on the image, it can remap the image
```

        and it can perform some palette operations(Load, Edit, Save)
 >> It can scroll the image in four directions.
 >> It can clear the image, scale it in botz X and Y axis and it can
    perform a pixels count.
 >> It can grab the palette from AmosBobs, AmosIcons and IFF brushes.
 >> It can automatically save an icon with each images file.
 >> You can select an images file and a palette file to be loaded in
    startup.
 >> You can configure it to handle from 2 to 256 colors images.
 >> It has a font-sensitive interface.
 >> It can run on any Amiga!
 >> It utilises the AGA chipset and improves its capabilities.
                        And much more...


## 1.3   How to register..

This programm is shareware. You may spread freely the DEMO version(with
the docs), but you may NOT spread a registered one!
The registration fee is not that high. In fact it is quit a 'cheap'
program. You will have to send me [10 US$] or [8 english pounds]
or [2500 drs] in order to become a registered user.
You choose! You will get the registered version(1000 images instead of 20
of the DEMO version) and some examples. I accept money, postal orders and
checks.
Check out my~address!


## 1.4   About the programmer, me that is..

Well, my name, as you would probably have already find out, is
Mark Papadakis. I am an Amiga fun and my main hobby is programming.
I am 19 years old and i am a student in T.E.I of Heraklio, Crete in
Greece. I am programming in BlitzII, after trying C++(boring..) and AMOS
Pro(i was using AMOS for about 3 years) and HiSoft Pascal(....no comment!)
BlitzII, is, in my humble opinion, the programming language of the decade
since with it you can create marvelous things. The 'SkidMarks' series,
the 'Seek'n'Destroy', 'Woody's World' and loads more were created using
BlitzII. Anyway, i aint gonna advertize this language but i strongly
suggest it to all of you. These that are still using AMOS will be amased
(that goes for Nick..).
Note:According to ACID's Simon Armstrong (acid@iconz.co.nz) the next
version
 (the next BIG THING for BlitzII) will be tottally awesome...)

        You can contact with me with the following methods


                        Standard mail
                        -------------
                       Mark Papadakis
                   Fournofarago Monofatsiou
                       Heraklio Crete
                           Greece

```
                            P.O Box 70010

                               Phone
                               -----
                            [0893] 41516

                               E-Mail
                               ------
                         gsa50@cs.teiher.gr

                                IRC
                                ---
                     MarkForce (#amiga and #hellas)
```

If you cannot use this e-mail address, you may use the following addresses
but state that your message is for Mark Papadakis
    alpapada@csd.uch.gr
    alpapad@forthnet.gr

                         Keep programming!!

```
          ******
         *      *            *
         ********
         *      *  ******* * ***** *****          for ever!
       *        * * *  * * *  * *   *  *    *
     ***        *** *  *  * * ***** *******
                                   *
                               *****
```


1.5 Interface guide

MPInterface version utilised:1.2a
            Interface routines are copyrighted [C]1995 Mark Papadakis
This program uses my own interface and none of WorkBench's features such
as gadgets and requesters. This make the programs that implement it to be
KickStart independed. That means that they can run with the same interface
on any Amiga model, ranging from 1.1 to 3.1
                            Requesters
In file requesters, ASL file requesters are utilised in WB2+ machines
else the BlitzII FileRequester is used.
In text requesters, my requester is used. When there are two alternatives
press ENTER for the first one, or CANCEL for the second, else press
ENTER
                            Gadgets
Each gadget may have a key assigned to it. This key activates it.
the gadget. Some gadgets react different if LeftAmiga is pressed when you
activate them(by pressing that key).
For example:In a slider gadget that has the key 's' assigned to it, if you
press 's' you will select the next item. If you press 's' and the
LeftAmiga key, then you will select the previous item.

Interface routines are written in BlitzII. If any of you BlitzII programmers

is interesting then i could give him/her? the source.

1.6 HowToUse

                          How to use this program
First of all, click here for a picture~of~ObjManipV2.0
Now i 'ill explain you how does the main window work. The big box
is the box where the image is displayed. If the image is larger than
this box, you can use the sliders or the cursor keys to scroll it.
There are some boxes at the bottom of the window that are used to
display some information like the images dimensions and the free memory.
There are three icons there too. The first one, 'Author' will give you
some info about the programmer, the second 'Join' will inform you about
the version and will provide you with some registration info and the last
one 'Docs' will give you some info about the docs.
The 'Status' box shows what is happening. The 'Images' box displays the
number of images loaded.
NOTE:Some gadgets may not work. That happens when there are no images in
memory. Load some and then they will work. For example, 'Clear', 'Save'
and most of the 'Operation panel' gadgets won't work if there are no
images in memory.

                                Gadgets
Clear   Delete ALL images from memory. You will have to confirm this
             action first.
Load Images Loads images from a device. The program will scan the file
             for its file type. BlitzII shapes files do not have any
             file signature so i had to use their file extension(*.shp)
             for checking. So, if you load a file with the extension .shp
             and it is not a shapes file, the program will crash! I can
             do nothing about this! This happens becouse BlitzII crashes
             when a corrupted shapes files is loaded. If the program won't
             be able to find out what kind of file is this, you may choose
             to use it as a shapes file. If it is a .info file you may
             choose what image would you like to load(if there are two
             images stored). Regular is the image displayed when the icon
             is not active and Selected the image displayed when the icon
             is selected. Beware:Do not load too big images from .info
             files! You may have problems!
             All images have a limit of 320X200. The images will be croped
             in order to fit. If an image's depth is greater that the
             depth in use, then the image will get the depth in use.
             AmosBobs and AmosIcons will be converted first.
Save Images Saves the current image or the all the images in file,
             depending on the save format. If you save as a .info file you
             will have to choose a .info file that allready exists. You
             can save the image as the regular or the selected one.
             Iff brush will save the current image as an IFF brush that
             can be used by DPaint for example. When you save
             AmosBobs or AmosIcons they will be automatically converted.
Save Format You can choose the format to be used when you want to save
             a/some image/s.
Adjust   When this is on, everytime you load some images, they will be
             converted in order to make their width multiple of 16. I used

```
               this 'couse i was working on a project that wanted this to
               happend. AmosBobs or AmosIcons will be adjusted everytime
               they are loaded. The same happens when saving.
.info          When you save a .info image, the selected rendering method
               will be stored with it. If you have two images in a .info
               file you better use the last option.
File           Select the file to be loaded.
Current        The current image. Click in the gadget and type the image's
               number
<|             Moves to the first image in memory
<              Moves to the previous image
>              Moves to the next image
>|             Moves to the last image
               You can also use the slider next to those gadgets
Work           Selects the current 'operation pannel'(Use SPACE or F1-F10)
                         Pannels


1-Images Manipulation
  Copy    -Copies the current image. You can duplicate if images<MaxImages
  Delete  -Deletes the current image
  Swap    -Swap two images
  Rotate  -Rotates 90\textdegree{}
  FlipX   -Flips in X axis
  FlipY   -Flips in Y axis


2-Image Trimming
  Left    -Trims to the left
  Right   -Trims to the right
  Top     -Trims top
  Bottom  -Trims bottom
  Best    -Reduces image dimesnions(saves memory)
  Shrink  -Shrinks the image(saves memory, avoid objects problems)


3-HotSpot
  Center  -Places hotspot at the center of the image
  UpLeft  -Places hotspot at the top-left corner of the image
  DnLeft  -Places hotspot at the bottom-left corner of the image
  UpRight -Places hotspot at the top-right corner of the image
  DnRight -Places hotspot at the bottom-right corner of the image


4-Palette functions
  Negative-Applies a negative filter to the image
  ReColor -Changes the colours of the image(my favourite..)
  Load    -Loads a palette file(IFF ILBM)
  Save    -Saves palette as and IFF ILBM file
  Edit    -Edit the palette with palette requester
  WBPal   -Grabs WorkBench's palette


5-Image Scrolling
  Left    -Scrolls to the left
  Up      -Scrolls upwards
  Right   -Scrolls to the right
  Down    -Scrolls downwards


6-Image Process(2)
  Clear   -Clears the image
  Scale   -Scales the image in both X and Y axis. Use the slider..
```

```
   PixCount-Counts the pixels and comes up with some statistics


 7-Mescellanous
   Scroll  -Scrolling speed(when using the cursor keys)
   UseImagesPalette   -When loading an AmosBank or an IFF Brush, you can
                       use their palette too, if this option is on
   SaveImages+Icons   -When this option is on, evertytime you save a
                        /some image/s and this file doesn't have a .info
                        file, ObjManip adds a .info file for them


 8-StartupPrefs
   Images  -Images to be loaded on startup
   Palette -Palette to be loaded on startup
   Save    -Saves startup prefs


 9-Preferences
   Depth   -You can set the number of colors to be used on-screen. You
            have to save and re-start the program in order to use this
            option (If you set more than 64 colours and you don't have
            an AGA machine, then only 64 colours will be used)
   Save    -Save preferences


 10-System Info
   KickStart   -Kickstart version
   GFX Chipset -AGA or ECS
   Depth       -Current number of colours in use
   MaxImages   -Maximoum images that this version can handle(DEMO=20)
   Processor   -Computer's processor

               You can also use the menu options..


            Press 'Help' for some keyaboard shortcurts

                        EnJoy!!!
```

1.7   Menus descriptions..

Menu 'Project' and menu 'Palette' items are described in the HowToUse
sections. We will concetrate on 'Xtra' menu here. Animate A simple animator,
just for testing the images. It supports three types of playback:
```
   PlayOnce    :Will play the animation once and then it will stop
   F-B         :Will play the animation forwards-backwards
   Ping        :Will use the 'ping-pong' technic You can control the first
```
and the last frame with the two sliders. The '<<' and '>>' icons will play
the animation using the settings you want. The '||' icon will stop the
animation. The small slider next to the '>>' icon controls the animation
speed and the cycle gadget next to it sets the animation playback method(see
above). You can click inside the images display box and change the display
position. The frame displayed number will be also displayed in the images
display box. Device Info A requester will pop up with some info about the
loaded images file's device such as capacity etc FindFile You can scan a
selected directory for the files matching the given string. Wildcards
supported. Uses 'Search' to search for a file and 'Stop' to abort scanning.
I made this option 'cose i wanted to test the program with any .abk or .shp

files i had in my hard disk. I think it will be usefull to you too.
DeleteFile Select a file to delete (If you are having SERIUS disk disk
storage problems!)

1.8 Coding ObjManipV2.0

 Well, the only thing that i would like to say about that, is that it
 implements a lot of checking routines. It consists of almost 6000 lines
 of pure BlitzII code. It needs about 2MB to be compiled(without using
 the 'make smallest code' option). Compiling it with 'make smallest code'
 option on, take about 90 secs(1.5 mins).
 The routine for directory handling(FindFile option in menus) was
programmed
 seperatly and the file-type scanning routine was programmed a lot time ago
 and was used in my LpackAGE project.
 NEVER use the BlitzII routines such as Chdir, MoreEntries etc since they
 are bugged and they can couse Software failures and memory problems
 since the FileLock is not unlocked when neccessary. Thats why i wrote
 my own routines.
 REQUEST:I want some AREXX examples in BlitzII. I am planning to add
 AREXX support to all my programs(including this one) but i never had
 any experiance in programming on AREXX ports and that kind of stuff.
 Anyone that will help(i mean some source..) will get a free registered
 version of this program.
 Programming this program was easy.
                        You can do something similar
                                Just TRY!!

1.9 Future versions..

 Here are some features that i may include in the next version(s).
 Please contact with me, for any suggestions. I 'd appreciate that!
 So, here it goes
     >> Compression
     >> Image print
     >> Add an images scanner/grabber
     >> On-Line help
     >> More image formats?
     >> More processing effects
     >> Speach instead of messages(Sampled voices) (I love this!)
     >> Multi-lingual support (routines already ready..)

 Thats all i can think!
    Any suggestions are welcome!

 P.S I am looking for some algorythms:
        1 Color2Gray
        2 Brightness, contrast, gamma correction
 If any of you will help me with this, will get a registered version of

```
this program! (Gee!!!)
```

1.10 History of ObjManipV2.0

This program's history is not that long since this is the third version of
this cool program.

```
    V1.1  The very first version. The best thing with this version and its
          successor, V1.2 is the multi-lingual support. I will re-add this
          feature in V2.1 though. It supported AmosBobs, AmosIcons and
          BlitzII shapes. It was bugged(too bugged!), and it was using
          Amiga O/S standard interface. It had limited features and it was
          somewhat slow. This version is not spreaded. It was coded within
          5 days or so.
    V1.2  I removed some bugs from V1.1 and sent it to Nick~Elytherianos.
          He spreaded the version and i this it is in Compulink and in
          Aminet now, although i never checked that..
    V2.0  Current version. Should be available from Aminet and Compulink
          network (the demo version of course..)
```

1.11 MarkPapadakisInstaller

```
                      MPInstaller V1.0 info

                          >> Revision:1.0b <<
          Copyright[C]1995 Mark Papadkis  Freely Distrubutable!
 MPInstaller, short for MarkPapadakisInstaller, is a small installing
utility, written by me, in order to help installing software.
I was using Commodore's Installer but i made this in order to be
KickStart independed, meaning that it can run in any Amiga.
You can use it either from CLI or WorkBench
 Its CLI syntax is MPInstallerV10 [scrip file]
 If you define the 'script file' the program will load this scrip
 and install according to its instructions.
Gadgets
  Script    :Select script
  About     :About MPInstaller
  Quit      :Quits...
  Install   :Installs

 A script is a simple ASCII file.
 Available script commands:
  copy <file1> <file2> :Copy file1 to file2
  delete <file>        :delete file1
  makedir <dir>        :creates dir dir
  message <message>    :displays <message>
  end                  :quits MPInstaller

 Click here for MPInstallerV1.0~picture
```

1.12 Greetings!

Well, well what do we have here?!
 Its a greetings list!

  Besides the fun, i would like to thank some certains individuals for
  their support

   Nikolaos~Elytherianos   -For his moral support
   George Papadakis(My twin bro) -For bugging me :-)
   Biribas Jr   -For waking me up!
   Kosiva Stella   -For Internet support and her friendship
   Vana   -Well, ytalk turned out to be a great
command!

  Greetings to
   John Labrakis   -Well 'Norton' i guess you will become famous now!
   Alex Papadakis   -Alex i guess ITE(F.O.R.T.H) will be benefited
                         from your computer knowledge.. Keep on programming
                         man, but take an Amiga. Your Pentioum is not that
                         good compared to 68060!
   Pantelos Papadakis   -My best cousine! The GrandBerries greatest fun!
   Mike Papadakis   -For setting up the audio equipment in my room
   Jim Giaourakis   -How is your cat?
   George Melabianakis -Get an Amiga man!

     I am sure there a lot more that i forget! Sorry!

1.13 About Nick Eleytherianos

Nick Eleytherianos is the pal who 'made' me to make this version. This
version would NEVER be out without his moral support. I never thought about
writting a new version for ObjManip.
 Anyway, this version is dedicated to him and Vana(....!)

Nick is the programmer of Total Excess, a super boosted shoot'em'up written
in AMOS. It is a masterpiece, taking in mind the capabilities of AMOS. Get
it and register!

 This is Greek!--
             ||
             \/
   Lipon Niko, sou kano kai diafimisi! Keep programming!
      Note:I love the rocks effect in TotalExcess!
     Using DualPlayfield mode is cool for such effects..
        I hope you get TotalExcess AGA out soon, 'couse i really
          would like to see it..

  []===================================[] *Amiga friends group*
  || *** || -----------------------

```
||          *    *         .                    || This is something that all
||       ***** ***** * ***** ******            || Amiga users should consider...
||      *     * * * * *   * *    *              || Call the following persons for
||    **      * *   * * ***** *******           || further info..
||                          *                   || Nick Eleytherianos :01-9820102
||       ******************                      || Stefanos Siopoulos :01-9349963
[]===================================[] Stefanos Papamihail:01-2027873
```

1.14   MultiView Help

Please, read the documentation of AmigaGuide® package. If you dont have it
dowload it from Aminet.

1.15   CyBERDYNE SySTEMS :The new to come..

```
                    CyBERDYNE SySTEMS

     It is a new development team that has one goal:
     To produce high quality coded software..
         There are two members so far
        Mark Papadakis      :Applications programmer
        Nick Eleytherianos :Games programmer


         \  /  Latest productions of
          \/   CyBERDYNE SySTEMS
     1. ObjManip      The best objects manipulator so far..
     2  TotalExccess  A super boosted shoot 'em up!
     3  InternetBOX   Internet cataloguing system


               []===================================[]
               ||            CyBERDYNE SySTEMS       ||
               []===================================[]
```

1.16   Index

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