

ObjManipV2.0

Mark 'Force' Papadakis

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COLLABORATORS

	<i>TITLE :</i> ObjManipV2.0		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Mark 'Force' Papadakis	November 19, 2022	

REVISION HISTORY

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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 BlitzIII, 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

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## ObjManip V2.0

This stands for 'ObjectsManipulator'. Its mainly a converter. It can convert images. Additionally, it can process 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' algorithms.

>> It can control the 'HotSpot' of the images, manually(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 because 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!<br>All images have a limit of 320X200. The images will be cropped 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 dimensions(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-Miscellaneous

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, everytime 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       -Maximum images that this version can handle (DEMO=20)  
 Processor        -Computer's processor

You can also use the menu options..

Press 'Help' for some keyboard shortcuts

EnJoy!!!

## 1.7 Menus descriptions..

Menu 'Project' and menu 'Palette' items are described in the HowToUse sections. We will concentrate 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 cause Software failures and memory problems since the FileLock is not unlocked when necessary. 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 algorithms:

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 Papadakis 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 indeded, 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
mkdir <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 certians 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 Pentium 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. TotalExcess    A super boosted shoot 'em up!
3. InternetBOX    Internet cataloguing system

```

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

```

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