

I Porttm

I Painttm Graphics Manager

Requires:
Commodore 128D or
Commodore 128 w/ 64K VDC RAM Upgrade
RGBI Monitor

Version 1.54/D

WRITTEN & PUBLISHED BY
RICK KANE, AKA
"LIVING PROOF SOFTWARE"
MINNEAPOLIS, MN USA
IPAIN.TI PORT@YMAIL.COM

COPYRIGHT 1995

ALL RIGHTS RESERVED



*Believe Your Eyes!*sm



I Port™

I Paint™ Graphics Manager

Version 1.5

Manual: Oct 1999

©1996 Rick Kane
Living Proof Software

~~PC Box 00714~~

~~Minneapolis, MN 55406-0714~~

TABLE of CONTENTS

COMMON ACTIONS	2
IMPORT	3
IFF	3
GIF	4
Mac	5
Basic 8	6
GEOS	7
KOALA	8
DOODLE	9
PrintShop	10
EXPORT	11
GIF	11
PALETTE EQUALIZER	12

TO START I Port, you may 'BOOT' the disk or RUN "I PORTMENU".

I Port consists of the main menu and the conversion modules. All of these share a common menu style. From a column of possible actions, use the cursor keys to highlight your choice, then press RETURN to select.

From the main menu, use the cursor keys to highlight the conversion you wish to make then press RETURN. That module will be loaded from the original device. Refer to the individual topics to explain the actions available in each conversion.

If you select EXIT, you must also enter 'y' to confirm, then you'll be returned to Basic.

COMMON ACTIONS

All of the MODULES operate similarly on many actions—Open, View, Save, etc. — to make it easier to get around. In particular, four actions are common to all modules, with individual variations noted when necessary.

- **Open File**

After you enter a valid drive (8-31), enter a pattern for a catalog. If the filenames scroll off the screen, you can press the STOP key to quit the catalog before it is finished. If you leave the pattern blank, the catalog will be skipped. This avoids having to wait for a new catalog when you don't really need one.

Usually, the pattern will then be offered as the 'Filename' response. So if you hit the name exactly, or it's the first in the patterned catalog, you can just press RETURN to open the file.

- **Disk Command**

Enter drive #, then the command. If you leave command blank, the error message is displayed. You may get a directory with pattern matching by entering '\$' and the standard pattern matching format.

- **Save I Paint**

You'll be asked for a drive number, then a filename. If you don't wish to save, leave the name blank. You may also decide whether to compress or not. The 'ip.' prefix will be added for you. After the save, the drive error message is displayed for a short while.

- **EXIT**

You must respond 'y' to actually exit. The program will look for the 'iportmenu' module in the original boot drive, and ask you for the I Port disk if it can't find it. If you want to exit to Basic without re-booting the I Port menu, just leave the disk out and press STOP when asked for the I Port disk.

Note: if you start I Port from a disk partition, then change partitions either by command or by removing the disk, you'll need to re-enter that partition in order for I Port to find the menu module.

IMPORT

IFF Converts an Amiga IFF picture file into I Paint format. Supports IFF's up to 8 bitplanes (256 colors); and 6 bitplane EHB (64) and HAM (4096) files.

- **Open IFF**

First, open an IFF file for conversion. See the section 'Open File' under COMMON ACTIONS, p.2 for help with opening a file.

With a valid IFF file named, the file will begin to be read. The Color Map will be displayed (or a default map, if no map is found). Also, the image dimensions will be displayed.

- **Equalizer**

Change the tint, brightness, and contrast of your converted picture. For a more in-depth discussion, see PALETTE EQUALIZER, p.12.

- **Convert**

Selecting Convert will show the display parameters for you to adjust. You can start at any point in the IFF image, and you may choose to double the Width, Height, or both. If you press ESCAPE now, you will be returned to the Action menu without converting. Pressing RETURN accepts the Display settings and begins the conversion. If you press any other key, you can input new values for Top, Left, and image doubling. RETURN always accepts the value currently displayed, and moves to the next value. Enter a number to change Top or Left, any other key moves on. Any key but RETURN changes the Width and Height multipliers shown.

The conversion process takes some time. If you want to abort, press ESCAPE. At the end of the current 8-scanline row, conversion will stop. A chime will sound when conversion is done or aborted, and you may press a key to return to the text screen.

- **Notes**

You can use Equalizer and Convert as many times as you want after opening a file. The file remains open until you try to open another one. Remember, though, that the file MUST be available on the drive it was originally found, or you will get an error message. Just replace the source disk and select again.

- **View**

Shows the current image screen. Press any key when done.

- **Save I Paint**

(See COMMON ACTIONS, p.2)

- **Load EQ**

- **Save EQ**

(See PALETTE EQUALIZER, p.12)

GIF

Converts a Graphics Interchange Format file into I Paint format.

- **Open GIF**

You must first open a GIF file for conversion. See the section 'Open File' under COMMON ACTIONS, p.2 for help with opening a file.

With a valid GIF file named, the file will begin to be read. The Global Color Map will be displayed (or a default map, if no global).

- **Equalizer**

If there is a Global Color Map, you may choose to adjust the Palette Equalizer. Change the tint, brightness, and contrast of your converted picture. For a more in-depth discussion, see PALETTE EQUALIZER, p.12.

- **Convert**

Selecting Convert will display the dimensions of the first Image (GIFs may contain several). It will also show the display parameters for you to adjust. You can start at any point in the GIF 'screen', and you may choose to double the Width, Height, or both. If you press ESCAPE now, you will be returned to the Action menu without converting. Pressing RETURN accepts the Display settings and begins the conversion. If you press any other key, you can input new values for Top, Left, and image doubling. RETURN always accepts the value currently displayed. Enter a number to change Top or Left, any other key moves on. Any key but RETURN changes the Width and Height values shown.

The conversion process takes some time. If you want to abort, press ESCAPE. At the end of the current 8-scanline row, conversion will stop. A chime will sound when conversion is done or aborted, and you may press a key to return to the text screen.

- **Notes**

You can use Equalizer and Convert as many times as you want after opening a file. The file remains open until you try to open another one. Remember, though, that the file must be available on the drive it was originally found, or you will get an error message. Just replace the source disk and select again.

- **View**

Shows the current image screen. Press any key when done.

- **Save I Paint**

(See COMMON ACTIONS, p.2)

- **Load EQ**

- **Save EQ**

(See PALETTE EQUALIZER, p.12)

Mac Imports a standard Macpaint (monochrome) image to I Paint.

- **Open Mac**

First open a Mac file for conversion. See the section 'Open File' under COMMON ACTIONS, p.2 for help with opening a file.

With a valid Macpaint file named, the file will begin be loaded and displayed, and you'll be placed in VIEW mode.

- **View**

Shows the current image screen. Use the cursor keys to scroll up and down to select the 640x400 pixel area to save as an I Paint file. Using CONTROL with the UP/DOWN Arrow keys will scroll several rows at a time. HOME moves to the top of the picture, and DELETE moves to the bottom. Press RETURN when done.

- **Save I Paint**

(See COMMON ACTIONS, p.2)

Basic 8 Imports a Basic 8 image to I Paint, maintaining its original onscreen appearance by doubling the pixels vertically. To load a Basic 8 file without this doubling, just load it from within I Paint.

- **Open Basic 8**

First open a Basic 8 file for conversion. See the section 'Open File' under COMMON ACTIONS, p.2 for help with opening a file. If you leave off the 'pict.' prefix when entering the filename, it will be added. If you want to load a file with the 'brus.' prefix, type the FULL name. If you don't enter a file name, you will return as usual to the action menu.

With a valid Basic 8 file named, the file will begin to be loaded. Depending on the color size of the file, various images will be presented as the file is readied. You will NOT be shown the interlaced I Paint screen. When the chime sounds, the image is ready to be saved in I Paint format. Press a key to return to the menu screen.

- **Save I Paint**

See COMMON ACTIONS, p.2. In this case, you will not be shown the interlace picture during the save.

GEOS Imports a standard GEOS image to I Paint.

- **Open GEOS**

First open a GEOPAINT file for conversion. See the section 'Open File' under COMMON ACTIONS, p.2 for help with opening a file.

With a valid GEOPAINT file named, the file will begin to be loaded and displayed, and you'll be placed in VIEW mode (see below).

- **Color Edit**

By changing the colors shown in the Color Table, you can adjust the colors used by I Port for the corresponding GEOS colors.

Move the cursor, with the UP/DOWN keys, to the desired color to adjust.

There are two colors, one for each field, for each of the 16 GEOS colors.

Use LEFT/RIGHT to change the highlighted color. Pressing HOME restores the colors last used to draw the image.

DELETE selects the default colors, Press the UP-ARROW key (next to the RESTORE key) to choose the

Background color, and a checkmark will appear over that color's number.

That color (usually #15, light grey) will be used for all 'empty' rows of the GEOS file.

Press SPACE to view the current image without using a new Color Table.

SHIFT-SPACE will redraw the image using the new settings, and scroll around as if in VIEW mode (see below). Press RETURN to accept your settings and return to the menu.

- **View**

Shows the current image screen. Use the cursor keys to scroll up and

down to select the 640x400 pixel area to save as an I Paint file. Using

CONTROL with the UP/DOWN Arrow keys will scroll several rows at a time.

HOME moves to the top of the picture, and DELETE moves to the bottom.

Press RETURN when done.

- **Save I Paint**

(See COMMON ACTIONS, p.2)

KOALA Imports a Koala Paint image to I Paint.

- **Open Koala**

See 'Open File' in COMMON ACTIONS, p.2 for help with opening a file.

Note: IPort expects Koala filenames to begin with 'A' [chr\$(129) , orange]. If you have Koala files without this, rename them with this command:
f\$={name}:open15,{drive},15,"r:"+chr\$(129)+f\$+"="+f\$:close15

For any pattern, the 'A' will be added and a catalog of Koala files will be displayed.

Enter the name of a Koala file to load, WITHOUT the 'A'.

With a valid Koala file named, the file will begin to be loaded and displayed on the 40 column screen, which you can then view.

- **View**

Shows the current RGBI image screen. Press RETURN when done.

- **Convert**

The 40 column screen blanks, & the I Paint screen is displayed, during conversion. When finished, you can compare the two on a switchable monitor.

- **Save I Paint**

(See COMMON ACTIONS, p.2)

DOODLE Imports a Doodle (or 'graphic 1') image to I Paint, at either its original 320x200 size or doubled to 640x400.

- **Open Doodle**

See 'Open File' in COMMON ACTIONS, p.2 for help opening a DOODLE file.

With a valid file named, the file will begin to load. You can view the actual picture on the 40 column screen during the load if you have a switchable monitor. Then, the image will be transferred to the RGBI screen as a 320x200 pixel 'source' screen. Press a key to return to the menu screen.

- **Color Edit**

By changing the colors shown in the Color Table, you can adjust the colors used by I Port for the corresponding Doodle colors.

Move the cursor, with the UP/DOWN keys, to the desired color to adjust.

There are two colors, one for each field, for each of the 16 Doodle colors.

Use LEFT/RIGHT to change the highlighted color. Pressing HOME restores the colors last used to draw the image. DELETE selects the default colors, Press SPACE to redraw the image using the new settings. Press RETURN to accept your settings and return to the menu.

- **View**

Shows the current 'source' and 'destination' (I Paint) screens. These screens can be hard to distinguish from each other if you have done a 'Full Copy', so the source screen has a dark grey border, while the destination has black. First the source screen is drawn. Press any key to toggle between the two screens. Press RETURN when done.

- **Full Copy**

Copies the source screen, doubling its pixels to fill the destination screen.

- **Cut/Paste**

You can 'cut' any size piece of the 320x200 source screen to paste onto the 640x400 destination screen. Using the mouse or cursor keys, position the pointer at the top left corner of the area to copy. Press the left button or RETURN. Then, set the bottom right corner the same way. When you've done this, you'll be switched to the destination screen. Move the frame of your cut piece where you want it and press the left button or RETURN. The image will be pasted. You can continue to paste, or press the right button or ESCAPE to cut again. Press the right button or ESCAPE to exit from cutting.

- **Save I Paint**

(See COMMON ACTIONS, p.2)

PrintShop Converts a standard 88 x 52 pixel PrintShop clip into a monochrome I Paint picture file.

- **Convert**

You must first select a PrintShop file for conversion. See the section 'Open File' under COMMON ACTIONS, p.2 for help with selecting a Printshop file.

With a valid file named, it will be read into memory.

Now you will be asked for a filename for the I Paint picture to be written.

The 'ip.' prefix will be added for you. Then, enter the destination drive number. The file will be written, and the DOS message displayed.

EXPORT

GIF Creates a Graphics Interchange Format file from an I Paint file.

- **Load I Paint**

You must first load an I Paint file for conversion. See 'Open File' in COMMON ACTIONS, p.2 for help. EXPORT:GIF expects I Paint files to begin with 'ip.'; so this is always automatically added to the pattern (unless left blank); and added to the filename if it is missing. In other words, DO NOT enter the prefix with your pattern; and you NEED NOT add the prefix to the filename.

If you don't enter a file name, you will return to the action menu.

- **View**

Shows the current image screen. Press any key when done.

- **Write GIF**

When you select Write GIF, you'll be asked to set or accept a value for Compress Power. This is a number between 1 and 5. A value of 1 will not compress as small, but will take a dramatically shorter time to finish; while a 5 will produce the smallest file, at the expense of MUCH longer conversion times. 'Typically', a power of 5 will produce a file 60% as large as power 1, but will take 3.3 times as long to do it. The default is 3, which 'typically' produces a file 73% as large as power 1, in twice the time.

Next, you'll be asked for a drive number, then a filename. The '.gif' extension will be added for you. During the process, you will be shown how many scanlines have been completed. When finished, the drive error message is displayed for a short while.

The conversion process does take a fair amount of time. A chime will sound when conversion is done, and the DOS message is displayed.

- **Tech Note**

The GIF file produced is almost certainly larger than the I Paint file it was made from, even though the LZW compression protocol used by GIF is much more efficient than the run-length compression of I Paint files. This is due to the inherent economy built into the hardware.

Think of the color 'card' arrangement used by the C=128. In interlace, it takes eight bytes of bitmap, plus two bytes of color memory, to define the 64 pixels in one 8x8 card. By contrast, 64 bytes are needed to define the same 64 pixels in a GIF file, because each pixel could be a different color. So GIF does a very good job compressing, under the circumstances!

PALETTE EQUALIZER This powerful option allows you to change the brightness, tint, contrast, etc. of the converted image. At first, you may just accept the EQ settings, and skip this discussion. In time, you will find it is worth exploring.

The Palette Equalizer display consists of multicolored bar graphs and corresponding numbers. The numbers are **thresholds** for GREY, COLOR, and BRIGHT color. Red, Green, and Blue have their own set of thresholds.

TO ADJUST EQ, use the up/down keys to select, then use the left/right keys to change the values. The values move 8 steps at a time. Press CONTROL (use the ARROW keys), to get single stepping. SPACE updates the Color Map display with the results of your changes. SHIFT-SPACE resets the EQ to its default settings. RETURN exits the Equalizer.

Each color in an image is defined by a set of three numbers (0-255) representing the red, green, and blue values. The threshold settings determine at what point a palette value will trigger the corresponding RED, GREEN, BLUE, and INTENSITY components of the I Paint color. For example, say color #1 of the image is R=212, G=98, B=160; a light purple. Using the default EQ settings (64,128,192 ...), here's what EQ does: The Red component is above the threshold for BRIGHT, so RED will be on, and one 'vote' will be cast for INTENSITY. The Green component is above the GREY threshold but below the COLOR threshold; so GREEN is off, but another 'vote' is cast for INTENSITY. The Blue component is above the COLOR threshold, so BLUE is on. But it isn't high enough to trigger a 'vote' for INTENSITY. It takes two 'votes' to turn on INTENSITY, so in this case, it is on. The resulting I Paint color is RED+BLUE+INTENSITY—a light purple! If you set the Green COLOR threshold to 98 or below, GREEN will be on, but not INTENSITY, because the value is below the BRIGHT threshold. The result would be RED+GREEN+BLUE, or light grey.

For each color in the EQ, setting a threshold low causes **more** of the picture to take on that characteristic, and setting it **high** means **less**. If there is a lot of black in your converted picture, you may want to lower the GREY threshold to bring in more dark grey. Lowering just one color's GREY threshold means more dark grey in dark areas with that color present. Similarly, if there is a lot of dark grey, you can lower the COLOR threshold(s) to convert more of it to color; and if there is a lot of white, you might raise the BRIGHT threshold(s) to hold the brighter colors.

- **Load EQ**

Load EQ is similar to **Open {filetype}**. First answer drive #, a catalog is displayed (EQ files have the prefix 'ipeq.'), then answer the filename. Again, you don't need to enter the prefix.

- **Save EQ**

Save EQ is similar to **Save I Paint**. Answer drive # and filename. The 'ipeq.' prefix is automatically added.



