

HANDY RELEASE 0.7.4

23 February 1989

CONFIDENTIAL and PROPRIETARY

This document describes the V 0.7.4 release of Handy development environment. It includes these sections:

- Handycraft V1.49
- What You Must Do To Start Using This Release

Handycraft V1.49

Now, rather than having a string gadget with which you enter your data Pixel depth in the EDIT PARTICULARS requester, there are 4 Data Pixel Depth gadgets which show you current choice and possible choices.

There's a new setting that's saved when you write out the settings: CHIPMEM. This contains whatever you have the ChipMem Manager's buffer set to, and the buffer gets set to this whenever you subsequently run Handycraft.

Currently supported settings are:

HOME path specification
COLORS rgb rgb rgb rgb
DISKNAME VOLUME/DEVICE

PIXELPRESET1 n n n n n n n n n n n n n n n n
PIXELPRESET2 n n n n n n n n n n n n n n n n
PIXELPRESET3 n n n n n n n n n n n n n n n n

CHIPMEM n

Oops. Saving the color palette was accidentally removed from the last release. Now it's put back in.

Oops. The 'i' command used to set all sprite's Data Pixel entries to PACKED. Now they retain whatever values they had when written out.

Oops. The Data Pixel value of 0 was being used to when trimming sprite data edges. Now the Handy Palette value of 0 is used, as it should be.

The Data Pixel selection that you make becomes the default when you paste in new sprites. This means that if you, for instance, select PRE 1 for your Data Pixels, then every sprite you paste in after that will get the PRE 1 assignment automatically. Your current selection isn't highlighted yet, but it will be next release.

Excess (completely blank) data lines are now trimmed from the end of each imagery data quadrant. This will save 2 bytes for each blank line.

The HSize and VSize that are written out in a sprite control block now have the correct values.

By popular demand, the "Are you sure?" stuff has been taken out.

Coming soon:

- Doing TRIM EDGES correctly, including not wasting a bit-per-pixel on zero when all zeroes will be trimmed
 - Highlight currently selected Data Pixel array selection
 - Loading Handycraft palette from a sprite's brush
 - Better Deep Compression (I think. Created by James, and I haven't understood it yet)

What You Must Do To Start Using This Release

Zip.