

# HANDY RELEASE 0.7.3

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This document describes the V 0.7.3 release of Handy development environment. It includes these sections:

- Handycraft V1.48
- What You Must Do To Start Using This Release

## Handycraft V1.48

Handycraft has three new features: all-new Deep Compression algorithm, extensive new controls over the Data Pixel values, and Save/Restore Settings.

The new Deep-Compression algorithm uses all the same logic as the old Deep-Compression routine of long ago, but this new implementation is much improved. It's much faster (hundreds of times faster) than the previous Deep-Compression and much more efficient than the current routine (I've seen as much as 10% improvement in resultant data size). However, because it's recursive and some of it still needs to be written in assembler, the routine can be pretty slow on really huge sprites. On the other hand, with regular sized sprites it runs lickety-split and always (poof) creates compressions the same size as or smaller than the current ones.

You turn Deep-Compression on and off using the 'd' command. Every time you use this command, Handycraft tells you whether Deep Compression is now on or off with text on the display.

Handycraft now provides many ways to define Data Pixel values. When you bring up the Edit Colors edit requester, there are now 8 new gadgets. These give you control over what values are assigned to the sprite's Data Pixel array. There are 2 algorithmic ways to assign values to the current sprite, or you can select any of the 3 sets of presets. You can edit the presets, and if you save the Handycraft settings then your presets are automatically restored next time you run Handycraft.

The new Data Pixel gadgets are:

### PACKED

Gives you Data Pixels in the way they're currently defined, which is with the values packed down as low as they could possibly be.

### 1 TO 1

Gives you Data Pixel values that directly correspond to the Amiga pen numbers

### PRE 1

Copy Data Pixel Preset 1 values into the current sprite

### PRE 2

Copy Data Pixel Preset 2 values into the current sprite

### PRE 3

Copy Data Pixel Preset 3 values into the current sprite

### EDIT 1

Allows you to edit the Data Pixel Preset 1 values

### EDIT 2

Allows you to edit the Data Pixel Preset 2 values

### EDIT 3

Allows you to edit the Data Pixel Preset 3 values

And, with great thanks to John for the code and the assistance, now Handycraft too supports saving and restoring settings. Most significant of the settings that are saved/restored are the above-mentioned Data Pixel presets.

Every time Handycraft runs, it tries to read in the file HANDY:handycraft.config. To save your current settings, use the 's' command.

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

If there are other config things you think Handycraft should save/restore, let us know.

When you write image files using 'w' or 'O' or use 'l' to get the image size, the byte size of the image data is now written to the display for your reference (at least until you do something that causes it to be erased).

Coming next with Handycraft:

- Doing TRIM EDGES correctly, including not wasting a bit-per-pixel on zero when all zeroes will be trimmed, and trimming vertically when the tops and bottoms of quadrants have no significant data
- Gadgets showing possible and current Pixel Depth selections, rather than a string gadget as it is now
- Loading Handycraft palette from a sprite's brush

## What You Must Do To Start Using This Release

Zip.