sprites4curses

0.2.3

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Chapter 1

Contributor Covenant Code of Conduct

1.1 Our Pledge

We as members, contributors, and leaders pledge to make participation in our community a harassment-free experience for everyone, regardless of age, body size, visible or invisible disability, ethnicity, sex characteristics, gender identity and expression, level of experience, education, socio-economic status, nationality, personal appearance, race, religion, or sexual identity and orientation.

We pledge to act and interact in ways that contribute to an open, welcoming, diverse, inclusive, and healthy community.

1.2 Our Standards

Examples of behavior that contributes to a positive environment for our community include:

- Demonstrating empathy and kindness toward other people
- Being respectful of differing opinions, viewpoints, and experiences
- Giving and gracefully accepting constructive feedback
- Accepting responsibility and apologizing to those affected by our mistakes, and learning from the experience
- Focusing on what is best not just for us as individuals, but for the overall community

Examples of unacceptable behavior include:

- The use of sexualized language or imagery, and sexual attention or advances of any kind
- Trolling, insulting or derogatory comments, and personal or political attacks
- Public or private harassment
- Publishing others' private information, such as a physical or email address, without their explicit permission
- Other conduct which could reasonably be considered inappropriate in a professional setting

1.3 Enforcement Responsibilities

Community leaders are responsible for clarifying and enforcing our standards of acceptable behavior and will take appropriate and fair corrective action in response to any behavior that they deem inappropriate, threatening, offensive, or harmful.

Community leaders have the right and responsibility to remove, edit, or reject comments, commits, code, wiki edits, issues, and other contributions that are not aligned to this Code of Conduct, and will communicate reasons for moderation decisions when appropriate.

1.4 Scope

This Code of Conduct applies within all community spaces, and also applies when an individual is officially representing the community in public spaces. Examples of representing our community include using an official e-mail address, posting via an official social media account, or acting as an appointed representative at an online or offline event.

1.5 Enforcement

Instances of abusive, harassing, or otherwise unacceptable behavior may be reported to the community leaders responsible for enforcement atAll complaints will be reviewed and investigated promptly and fairly.

All community leaders are obligated to respect the privacy and security of the reporter of any incident.

1.6 Enforcement Guidelines

Community leaders will follow these Community Impact Guidelines in determining the consequences for any action they deem in violation of this Code of Conduct:

1.6.1 1. Correction

Community Impact: Use of inappropriate language or other behavior deemed unprofessional or unwelcome in the community.

Consequence: A private, written warning from community leaders, providing clarity around the nature of the violation and an explanation of why the behavior was inappropriate. A public apology may be requested.

1.6.2 2. Warning

Community Impact: A violation through a single incident or series of actions.

Consequence: A warning with consequences for continued behavior. No interaction with the people involved, including unsolicited interaction with those enforcing the Code of Conduct, for a specified period of time. This includes avoiding interactions in community spaces as well as external channels like social media. Violating these terms may lead to a temporary or permanent ban.

1.6.3 3. Temporary Ban

Community Impact: A serious violation of community standards, including sustained inappropriate behavior.

Consequence: A temporary ban from any sort of interaction or public communication with the community for a specified period of time. No public or private interaction with the people involved, including unsolicited interaction with those enforcing the Code of Conduct, is allowed during this period. Violating these terms may lead to a permanent ban.

1.6.4 4. Permanent Ban

Community Impact: Demonstrating a pattern of violation of community standards, including sustained inappropriate behavior, harassment of an individual, or aggression toward or disparagement of classes of individuals.

Consequence: A permanent ban from any sort of public interaction within the community.

1.7 Attribution

This Code of Conduct is adapted from the Contributor Covenant, version 2.0, available at https://www.contributor-covenant.org/version/2/0/code_of_conduct.html.

Community Impact Guidelines were inspired by Mozilla's code of conduct enforcement ladder.

For answers to common questions about this code of conduct, see the FAQ at https://www.contributor-covenant.org/faq. Translations are available at https://www.contributor-covenant.org/translations.

Chapter 2

palette.gpl

If your image does not have a palette of 256 colors, you can convert it to 8-bit indexed color mode with a custom palette in GIMP.

```
+ Open the image in GIMP.
+ Select Image > Mode > Indexed.

+ In the Indexed Color Conversion dialog, choose "Generate optimum palette" as the conversion type.
+ Under the "Maximum number of colors" option, enter "256".

+ Check the "Use custom palette" checkbox.
+ Click the "Edit palette" button.
+ In the Palette Editor dialog, click the "Import Palette" button.
+ Select "From file" and choose the palette file (palette.gpl).
+ Click "OK" to close the Palette Editor dialog.

+ Click "Convert" in the Indexed Color Conversion dialog to convert the image to indexed color mode with the c
+ Export the image in PNG format.
```

Chapter 3

sprites4curses

A library of scripts to deal with sprites in ncurses.

3.1 sprites.py

This is a python script that converts PNG's to a char representation. The output text should be a valid C declaration for a 3D char array.

It expects as arguments a directory with the images to convert. There's a dependency on Pillow to do the image conversion.

3.1.1 sheet_converter.py

This is a python script that converts a single PNG spritesheet to a char representation. The output text should be a valid C declaration for a 3D char array.

It expects as arguments the spritesheet file name, the sprite width, the sprite height, the thickness of the separator between sprites, and the start coordinate or the first sprite's left corner. There's a dependency on Pillow to do the image conversion.

3.1.2 cut_sheet.py

This is a python script that cuts a single PNG spritesheet to a number of sprites, and puts them in the passed directory.

It expects as arguments the spritesheet file name, the output directory name, the sprite width, the sprite height, the thickness of the separator between sprites, and the start coordinate or the first sprite's left corner. There's a dependency on Pillow to do the image conversion.

3.1.3 png_resize.py

This is a python script that resizess PNG's to a desired size.

It expects as arguments a directory with the images to resize, and two ints for width and height of the resulting PNGs. There's a dependency on Pillow to do the image conversion.

3.2 palette.gpl

This is a GIMP palette file. It's used by the library to initialise the color pairs for curses to display the sprites. It's also useful in the first place for exporting PNG with the correct color alignment. Info on how to use it are in the palette-Readme.md file.

3.3 animate.c and animate.h

This is a C library offering some functions to display an animation read from a formatted text file.

`animate\_sprites()` is useful in a initialised WINDOW, it boxes the window and displays the animation snugly.

`animate\_sprites\_at\_coords()` does the same, but has 2 more parameters to start displaying at any coord in a window big enough to fit the animation.

You can look at the demo.c program to see how you can request the animation after setup. The file format expected is compatible with sprites.py specs.

Since it needs support from terminal capabilities, it may return some errors if your terminal doesn't offer the needed options.

At the moment your solution is to change terminal or help investigate your issues by forcing the check to pass, I may add an unsafe option to do this in a later version.

3.3.1 demo.c

This is a demo program showing how to use the animate library functions.

3.4 Usage

To use the python scripts you need to install Pillow:

3.4.0.0.1 <tt>pip install Pillow</tt>

- To run the sprites script and redirect output on "file.txt", give a directory to get the png's from:

3.4.0.0.2 File names in the directory should follow a imageX.png, imageX+1.png pattern.

3.4.0.0.3 <tt>python sprites.py <directory> > file.txt</tt>

- To run the sheet converter script and redirect output on "file.txt", give all required arguments:

3.4.0.0.4 <tt>python sheet_converter.py <sheet file> <sprite width> <sprite height> <separator thickness> <first sprite left corner X> <first sprite LC Y> > file.txt</tt>

- To run the sheet cutter script, give the sheet png file and the output directory:

3.4.0.0.5 <tt>python cut_sheet.py <sheet file> <output dir> <sprite width> <sprite height> <separator thickness> <first sprite left corner X> <first sprite LC Y></tt>

- To run the png resize script, give all required arguments:

3.4.0.0.6 <tt>python png_resize.py <sprites directory> <sprite width> <sprite height></tt>

3.4.0.1 This overwrites the source pngs, so be careful.

3.4.1 The demo program is meant to show how to correctly call animate_file() from animate.h.

- To run the C demo program, you do:

3.4.1.0.1 The demo is meant to run with the provided file.

3.4.1.0.2 autotoc_md31

3.4.1.0.3 <tt>make; ./demo demofile.txt</tt>

- To be fancy you can use process substitution in bash to give the python output directly as an argument:

3.4.1.0.4 <tt>make; ./demo <(python sprites.py <directory>)</tt>

3.4.1.0.5 Possible animation glitches if the frame rate is too high, add in-between frames as needed.