Default

COLLABORATORS

	TITLE : Default		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		March 1, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Default

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                          Welcome to ReNum v2.1

                                  by

                             Emil Åström

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"To err is human, but to really foul things up requires a computer."


Have a nice life!

/Emil
--------------------------------------------------------------------------
```

1.2 Copyrights

ReNum v2.1 is Copyright 1994 Emil Åström.

ReNum is FreeWare. That means you're free to spread it as much you
like. I don't accept any responsibility whatsoever for any damage this
program may cause (not that I ever experienced any difficulties with the
finished program, but you never know...). You use this program at your own
risk.

You don't have to pay anything for ReNum but I'd really like to hear from
you. There are probably many things you'd like to add to this program.
Contact me and we'll see what I can do.

If you feel like contacting me, please do so by e-mail if possible.

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1.3 Software used

ReNum v2.1 was developed using the following software:

Turbotext 1.03   (for typing in the program code)
GadToolsBox 2.0b   (for the user interface)
DICE v2.07.57R   (for compiling the whole thing)
AmigaGuide Writer 1.02   (for making the document you're reading)
DPaintIV   (for the icon, it's nice, isn't it ;-))

1.4 Introduction

                 What is ReNum?

ReNum is a utility that changes the names of sequences of files. ReNum
is aimed at helping animators that wishes to transfer files, say from
Real3d to DPaint. Real3d calls IFF-files generated as an anim something
like this: Pic0, Pic1, ... (from now on called
                 Dynamic format
                 ), while
DPaint wants multiple IFF-files to build an animation, to be in alpha-
betical order, often meaning you have to rename your pictures to Pic000,
Pic001, and so on (
                 Fixed format
). This can be very tedious, especially
if you have a hundred or more pictures. No more of that, because that's
exactly what ReNum does! ReNum can also convert files from Fixed to
Dynamic.

ReNum is also capable of changing the names (and not the framenumbers)
or the numbering of a sequence.

1.5 Requirements

Requirements:

  You need an Amiga with at least Kickstart 2.0 to run ReNum v2.1. Some
  ordinary libraries are used so always boot from a workbench disk when
  you want to use ReNum v2.1.

1.6 Usage

                How do I use ReNum?

  ReNum v2.1 uses an user-friendly graphical interface so using the
  program is really easy. I will now explain what each gadget in ReNum's
  window does.

  The left recessed area in the upper half of the window shows information
  about the file sequence before the the action and the right area shows
  what we would like to have afterwards. For example the top text field
  in each area shows the filename of the sequence (without the numbers).
  To the left is the name before and to the right is the name afterwards.
  Note that the right one is shadowed since the default mode is the same
  name before and after the action. Also note that if you click on the
  gadget immediately to the left of these gadgets an ordinary ASL-file
  requester will appear. You are then supposed to chose a file in the
  sequence (the frame number will not be used, so don't bother to remove
  it). You could also type directly in the text field if you feel like it.

  The 'Start #' gadget shows the first frame's number and 'End #' does of
  course show the last frame's number. Both these numbers can be outside
  or inside the actual interval without any disastrous results.

  The '# digits' gadget shows how many digits the number has in each
  filename of the sequence. For example Pic001 has 3 digits and Pic1 has
  1. This is only valid if the format in question is Fixed, otherwise this
  gadget will be shadowed.

  Below the recessed areas there are some buttons. To the left you choose
  which conversion you would like to make.
                Fixed
                ->Fixed and
                Dynamic
                ->
  Dynamic are legal so that you can change the name, start number or
  number of digits of a sequence without changing its mode.

  To the right you can choose between a number of options. They are as
  follows:

```
            Same filename

            Icons

            Stop on error

            Reverse numbering

            Guess parameters
              In the bottom of the window we have three buttons:


            Start

            About

            Quit
              ReNum can be invoked both from the CLI and the Workbench. If  ←
                 started
from CLI there is an optional parameter, namely the directory you want
to use as a starting point when locating your sequence (i.e. the
directory that appears in the file requester the first time you invoke
it).
```

If started from Workbench this can be acheived in two ways:

1. By first selecting the ReNum-icon and then, while holding down the
   shift key, double-clicking on an icon in the directory to be used.

2. Or by adding a tooltype to the ReNum-icon. The tooltype has the
   following syntax:

```
       DIR=wanted_directory
```

If you try both ways at the same time, the first is given priority over
the last. I personally use the last so that ReNum always goes directly
to my anim-drawer.

That's all there is to it. Like I said, really easy...

1.7 Same filenames

```
    Same filenames:      If checked, ReNum always uses the source filename
                         as destination filename.
```

1.8 Icons

```
    Icons:               ReNum tries to renumber each frame's icon as well
                         as the frame itself if this box is checked.
```

1.9 Stop on error

```
    Stop on error:       ReNum always stops if an error occurs during
                         conversion if this box is checked. The error is
                         usually 'File not found'. This option can be used
                         as a way to stop the conversion when there aren't
                         any more files in the sequence, just be sure to
                         make the 'End #'-number big enough.

                         If not checked, ReNum will continue with the next
                         frame in case of an error.

                         Note that icons that can't be found won't stop the
                         conversion, even if this box is checked.
```

1.10 Reverse numbering

```
            Reverse numbering:  If this box is checked, ReNum makes the  ←
               first
                         frame in the sequence (the one with the number in
                         the 'Start #' gadget) the last after the
                         conversion. For example if the first frame is 1
                         and the last 10 before the conversion and the
                         destination 'Start #' is 100, then frame 1 will
                         become frame 100, frame 2 will become frame 99
                         etc and thus the order of the frames is reversed.

                         Note that it is Ok to have the source and desti-
                         nation numbers overlapping since ReNum will use
                         temporary files if needed. So it would be Ok to
                         have destination 'Start #' set to 10 in the
                         example above. In fact, if Reverse numbering and

            Guess parameters
             both are checked then
                         destination 'Start #' will be set to the same
                         value as source 'End #' to make it easy
                         reversing an entire sequence.
```

1.11 Guess parameters

Guess parameters: This is an option that gives ReNum a little
                    intelligence (not exactly AI, but it's better than
                    nothing ;-)). If this box is checked, ReNum will
                    try to guess what the 'Start #' and 'End #' should
                    be. It also guesses what conversion we would like
                    to make and it will fill in the number of digits
                    on the source side (if applicable). Note that this
                    option assumes the maximum number of digits to be
                    9. This is to minimize the time taken to make the
                    guess. It should be enough though, if you start at
                    0 and count upwards to 999 999 999 you will have an
                    animation that is 462 days long (with 25 frames per
                    second)!!

                    The default setting of this option is off, simply
                    because this guessing does take some time (ReNum
                    has to look on the disk to see which files there
                    are that are likely to be in the sequence. It uses
                    a binary search algorithm so it isn't quite as slow
                    as it could have been...).

                    All this guessing takes place after the user has
                    used the file requester to select a source file.

1.12 Start

Start: Starts the action. Note that NOTHING is altered before you
         click Start. When clicked, a window will appear, showing you
         what's going on. When finished you can click on the close
         gadget or press the RETURN key to get back to ReNum.

1.13 About

About: Shows some information.

1.14 Quit

Quit: Quits ReNum (a real surprise ;-)).

1.15 Easy usage

         Easy usage.

 Mostly you will only want to convert from
         Dynamic

```
               to
             Fixed
              and vice
versa. To do this in the easiest possible way, just do this:

    Set the
              DIR-tooltype
               to your animdrawer (so you won't have to search
    through your whole harddrive for the sequences).

    Then, when you start ReNum, click '
             Guess parameters
             ' and choose your
    sequence followed by '
             Start
             '. Finished!
```

1.16 Dynamic format

```
  Dynamic format:      A sequence of files where the number of digits in each
                       filename is as small as possible.

                       Example:  ..., File8, File9, File10, File11, ...
```

1.17 Fixed format

```
  Fixed format:        A sequence of files where the number of digits in all
                       filenames are equal.

                       Example:  ..., File008, File009, File010, File011, ...
```

1.18 History

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A brief history of ReNum:

  v1.0        A CLI-only version. Not publically released
              (used it myself, though).

  v2.0        The first version with GadToolsBox-generated GUI.
              Never released.

  v2.1        Added Guess parameters and Reverse numbering options.
              First version to be released.
```