MREKO

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COLLABORATORS			
	TITLE : MREKO		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

MREKO

1.1   MREKO 1.0

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                          MREKO 1.0

         MREKO package is Copyright © 1995 Michael Letowski.
                        All rights reserved.

     The author's native language is Polish, so please forgive bad spelling,
grammar mistakes etc. Or better – correct them.


Copyright notice
   Introduction
   Requirements
   Installation
      History
       To do

   reko.datatype
```

1.2   MREKO Copyright

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Copyright

MREKO package is Copyright © 1995 Michael Letowski.

MREKO is freely distributable under the following conditions:
   · no more than a reasonable fee is charged for copying/downloading;
   · this distribution is not a part of other non-free distribution;
   · the distribution is complete – it contains all the files (full list
     at the end of this chapter);
   · no file in the distribution is changed.
     Distribution without meeting conditions specified above requires
written permission from me.

     The DataType from the package works, but no guarantee is given nor
implied. In no case will I be liable for any results of using supplied
DataType.
```

The source code is provided only for informational purposes and is also under copyright. It is based on source for bmp.datatype by David N. Junod.

This documentation is based on CatEdit.guide, which is Copyright © 1993 Rafael D'Halleweyn.

Klondike AGA is Copyright REKO Productions.

```
List of all files in the distribution:
  Install MREKO.info
  Install MREKO
  MREKO.guide.info
  MREKO.guide
  Libs (dir)
    DataTypes (dir)
      reko.datatype
  Devs.info
  Devs (dir)
    DataTypes.info
    DataTypes (dir)
      REKO Cardset.info
      REKO Cardset
  Src (dir)
    classbase.c
    dispatch.c
```

1.3   Introduction to MREKO

Introduction

reko.datatype is a DataTypes subclass for loading and viewing Klondike AGA cardsets. Once installed it will let all DataTypes aware programs to recognize and load Klondike AGA cardsets.
There exists another REKO DataType, written by Athur Pijpers. However, it is rather buggy (crashes and hangs my A1200 all the time). Therefore I wrote (from scratch) my own one. It is smaller (2440 vs. 2832 bytes), better (e.g. uses BestModeID to determine most suitable display mode), faster (about 30%) and more stable (everything is checked to ensure no crashes can occur).

1.4   Requirements for MREKO

Requirements

reko.datatype requires AmigaDOS 3.0 or higher (datatypes.library V39+). AGA chipset is recomended, since all known Klondike AGA cardsets use HAM8 mode. Without AGA chipset you will get very distorted pictures.

1.5   Installation of MREKO

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Installation

     Use supplied Installer script to copy necessary files. Activate
class by double-clicking on DEVS:DataTypes/REKO Cardset icon or use
AddDataTypes REFRESH from Shell.
```

1.6   MREKO History

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History

     Version 1.0 (11.4.95) - initial release.
```

1.7   To do in MREKO

```
To do

     reko.datatype seem to be complete, but perhaps you have some
suggestions?
```

1.8   reko.datatype

```
NAME
     reko.datatype - DataTypes link DataTypes} subclass for loading and  ←
        displaying @{
cardsets.

FUNCTION
     reko.datatype will load Klondike AGA version I or II cardsets (it
will probably load future versions cardsets too.) It is designed to deal
with arbitrary cards sizes.

METHODS
     OM_NEW - create new instance of object.

BUGS
     Users without AGA chipsets will see very distorted pictures.

NOTES
     Cardsets are always displayed in HAM8 mode (I don't know any cardsets
requiring other modes.) This could be avoided, if all cardsets had
properly encoded display mode. Unfortunately, they don't...
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1.9   DataTypes Information

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DataTypes
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DataTypes is an AmigaDOS subsystem (introduced in AmigaDOS 3.0) for
dealing with different types of files found on different machines (PC's,
Macs and Amigas). DataTypes can be used for recognizing types of files
and interpreting informations in this files. An example of the latter is
MultiView, which can show many types of data.

DataTypes divide all files into the following main categories:
· syst (System) – system files;
· text (Text) – textual files;
· docu (Document) – documents (spreadsheet data, text with
  pictures etc.);
· soun (Sound) – sound samples;
· inst (Instrument) – musical instruments;
· musi (Music) – songs;
· pict (Picture) – graphics;
· anim (Animation) – animations;
· movi (Movie) – animation with sound.
Each category is further divided into subclasses. Each subclass
interprets one type of file, converting it to some universal format.
reko.datatype is an example of such subclass.

1.10   Klondike AGA

```
Klondike
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Klondike AGA is a great solitaire game. It has great graphics
and sound. The game requires AGA chipset.

1.11   About the Author

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About the Author
```

MREKO package was written by Michael Letowski, who is a Software
Engineering student at Technical University of Wroclaw and has A1200.

If you have something to say me (questions, remarks, suggestions,
wishes, bug reports) please contact me (I like receiving mail!):

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pro37@ci3ux.ci.pwr.wroc.pl

by normal mail:

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53-030 Wroclaw

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    POLAND

   You can get my other packages:

 MCommands  - 7 useful AmigaDOS CLI commands
    (Aminet://util/cli/MCommands-1.2.lha);
    MCEd    - 8 great ARexx scripts for CygnusEd users
    (Aminet://text/edit/MCEd-1.2.lha);
ClipHandler - easily exchange data between AmigaDOS and applications
    (Aminet://util/misc/ClipHandl-1.0.lha).
```