ThemeConv

COLLABORATORS

	TITLE : ThemeConv		
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REVISION HISTORY

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ThemeConv

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                         Welcome to ThemeConv

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1.2   ThemeConv - Why settle for less?

  ThemeConv.rexx is a simple script that will convert most of the files
in a Windows Theme to Amiga formats.

  The files it will do are:

#?.ico – Windows icon files, these will be converted to Amiga NewIcon files.

#?.ani – Windows animation files, these will be converted to ANIM5 format for
         you, I don't know what you're going to do with them then.

#?.wav – Windows WAV sound files, these will be converted to Amiga IFF 8SVX
         format files.

  The following files will not be converted:

#?.jpg, #?.gif, #?.bmp – Windows backdrop files, use Martin's ImageConvert
         script to do these.

#?.cur – Windows cursor files, no equivalent on the Amiga so I didn't bother.

  You can preview the theme using DOpus' ConvertTheme command, if you decide
you like it you can then use this script and Martin's to convert all the
relevant files.

1.3   ThemeConv - ROM, RAM, RUM

  This script requires a few external programs to do all the hard work, (you
don't think I was going to do it all in the script do you?)

rexxtricks.library - enables some easy manipulation of stems.

Xto8SVX   - does the WAV to 8SVX conversion, this program itself will require
             that you have a wav.datatype of some kind for it to read the WAV
             files.

cur2ILBM   - required for the icon and animation conversions.

MkAnim   - recreates the animations int ANIM5 format, which requires
             iff.library.

  These files are available from Aminet as:

mus/edit/Xto8SVX.lha
gfx/conv/cur2ilbm.lha
gfx/conv/MKANIM_1_1.lha
util/dtype/fpWAV_dt40_2.lha
util/rexx/RexxTricks_386.lha
util/libs/iff_library_23.lha

1.4   ThemeConv - Why pay more?

  If you have extracted the archive to RAM: then do the following:

Copy all the files in the C directory to somehwere in your system path.

Copy the script ThemeConv.rexx and the icon dummy.info to a directory
somewhere, somethng like REXX: or DOpus5:ARexx will do.

1.5   ThemeConv - Feel the power of DOpus!

  ThemeConv.rexx can be used two ways, you can either run it as a stand-alone
script from a shell or you an use it from Directory Opus as a button, etc.

  First the shell, the syntax is as follows:

rx ThemeConv.rexx <inpath> <outpath>

where <inpath> - the path that you have extracted the Windows theme to.
      <outpath> - the path that the converted icons, sounds, etc will be
                  saved to.

  Both arguments are required, if either is missing then the script will
exit.

  For example:

```
rx ThemeConv.rexx RAM: HD0:
```

From DOpus, you just need to set up a button like so:

```
Function : ARexx      REXX:ThemeConv4.rexx {Ql} {Qd}
```

where {Ql} – will be the source listers handle.
      {Qd} – will be the destination listers handle.

Both a SOURCE lister and a DESTINATION lister must exist or the script
will exit. The SOURCE lister will be where you have extraced the theme
to and the DESTINATION lister is where you want the converted files to go.

That's it!

1.6 ThemeConv - I'd like to thank my mum...

The people that made it possible:

```
Jon Potter       – created Directory Opus, it has the most frustrating ARexx
                   interface at the most frustrating times, of course it does
                   help to know what you're doing....I'm not in this category
                   most of the time :)

Dr Greg Perry    – GPSoftware, he who markets DOpus.

Jürgen Kohrmeyer – created rexxtricks.library which made this script a whole
                   lot easier to manage after using it's functions, thanks.

Tak Tang         – created Xto8SVX, the only command I could find which
                   actually worked.

Deok–Min Yun     – created cur2ilbm.

John Bickers     – created MkAnim a long time ago.
```