U-235 Jaguar Graphics Converter

Contents

Introduction

The U-235 Jaguar Graphics Converter (gfxconv) is a tool for converting common graphics formats into raw binary images that can be processed directly by the Atari Jaguar 64bit Multimedia System. The Jaguar hardware can work with images of various bit depths (1, 2, 4, 8, 16 and 32bit), modern software packages are however unlikely to provide an output format which is directly compatible, hence this tool has been created.

Attempts have been made to make this tool simple enough to be able to include it within automated build scripts (make etc), for generation of graphical assets from original sources, irrespective of what that source might be.

License

Definitions

- "The Software" refers to the U-235 Jaguar Graphics Converter ("gfxconv"), which is provided as a compiled binary object for use with a Windows based computer.
- "Authors" refers to group U-235 (http://www.u-235.co.uk).

Licence

The Software is provided free of charge to anyone and everyone. The Authors accept no responsibility for damage or loss by its use or misuse. The Authors grant you the right to use this software provided that:

- The Software may not be reverse engineered or modified without prior consent of the Authors.
- No source code forming any part of The Software is to be distributed without explicit permission from the Authors.

Installation

The gfxconv binary itself is a simple CLI based tool, it should be copied to somewhere on your hard disk where it can easily be accessed, ideally within the command prompt search path. This will allow for simple invocation.

Commands

Gfxconv uses simple CLI based switches to configure its operation. Running gfxconv without any options provided will print the usage summary.

Additional information can be displayed during its execution by enabling verbosity with –v

If silent (except for errors) mode is required, then –q will halt all informational output.

It defaults to 16bit RGB mode. The only required parameter is the source file to work with, which is provided with the –s option.

If no destination file is specified, a file with the same name as the source but with the extension .map will be created. **WARNING! If a file with the same name already exists it WILL be overwritten without warning!**

A destination file can be specified with –d

The desired bit-depth of the output image is specified by –B x where x is the bit-depth (default is 16). For bit-depths less than 16 a CLUT file is produced, known as the palette file. This will take the source filename and replace the extension with .pal if a palette file is not specified. **WARNING! If a file with the same name already exists it WILL be overwritten without warning!**

To specify a palette file –p followed by the desired file name will set this.

Should a CRY based output be required –C will enable CRY mode (using lookup tables provided by SCPCD and Zerosquare of Jagware, thanks), and RGB mode (default) by using the option –R.

Credits

Code & Docs: LinkoVitch
CRY Lookups: SCPCD & ZeroSquare
Testing: sh3

Greetings and thanks

In no special order:

U-235
GazTee & sh3

Reboot
Special hellos to Cyrano Jones, RemoWilliams, Sauron, MSG & ggn.. keep pushing the button guys!

Jagware
Special thanks to ZeroSquare and SCPCD for all the great Jaguar work and knowledge
, Matmook, Seb, GT Turbo, FrediFrodo and all the others! you guys RAWK!

AtariAge, Shamus, 505, Tyr of the Arcana, OMF, GroovyBee, AtariOwl, StarCat, Thorn, BMX, Mr & Mrs Atari, Nick Harlow, Stone, Partycle, Mug UK, DrTypo, Arethius