

Subject: : AmigaOS4

Topic: : AK DataType vs. WarpDT

Re: AK DataType vs. WarpDT

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URL:

Just to clear a few things up:

1. WarpDTPrefs comes in OS3, OS4 and MorphOS native versions, albeit only since May 2020 (it was 68K only before then).
2. The WarpDTs have never supported DTM_WRITE - I've always felt the datatype system doesn't lend itself well to saving, partly due to lack of control over encoding options.
3. The OS4 datatypes were originally written by me, but I don't tend to get involved with them much anymore (only to fix bugs that were my fault), for various reasons. DTM_WRITE support was added more recently by another developer. I got a bit sick of other developers slowing my code down and breaking stuff.
4. The stability issues mentioned probably are in reference to the ancient original AK datatypes, which were indeed a bit flakey (especially akTIFF), even if they were "mature". I would hope the new ones are more stable and complete than those.

If you care about DTM_WRITE, either stick with the datatypes supplied with OS4 or try the AK datatypes. Otherwise, you are probably better off with the WarpDTs if you have already purchased them - they outperform the OS4 supplied datatypes for reading images.