

# ShowDT

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<b>COLLABORATORS</b>
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	<i>TITLE :</i> ShowDT		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

# ShowDT

## 1.1 ShowDT

ShowDT -- A Scaling Datatypes Picture Viewer

A Brief Overview

Copyright and Distribution

Using ShowDT (MUI version)

Using ShowDT\_Req (Requester version)

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## 1.2 A Brief Overview

ShowDT is a viewer for any datatypes-supported picture format. Currently, there are datatypes for ILBM (including HAM and HAM8, but not IFF24), PCX, GIF, JPEG, BMP and MacPaint format images, with more on the way (these datatypes are available separately; on Aminet, they are in the os30/dtype directory).

This viewer also supports proportional scaling to screen size of pictures. This works best for scaling down (up to about 60 to 70%) and up (to about 120%). Further expansion and contraction produces distorted areas in the picture. The effect is best with pictures with many colors and which do not contain text.

ShowDT includes two versions: A version with a graphical user interface that requires MUI, and a version that uses a requester to choose files.

The MUI version is called ShowDT. The non-MUI (or "Requester") version is ShowDT\_Req.

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## 1.3 Copyright and Distribution

ShowDT is Copyright (C) 1994 Chris Lawrence. This picture viewer is freely distributable, provided that the executable is not modified or renamed and that this documentation file is included, also unmodified. Permission is given to change the icons of the files to more accurately reflect your application and/or to improve appearance (MagicWB, etc).

If you would like to distribute ShowDT as part of a commercial package, please contact me at the address below for written permission. THIS PERMISSION IS REQUIRED for all releases of ShowDT beginning with 2.1.

Contacting the author:

Snail Mail:

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BUG REPORTS: (Please give as much info as you can)  
Fastest response will be via EMail.

Internet mail: lawrenc@Freenet.FSU.Edu

CODE INFORMATION:

ShowDT is written in C++ and compiled with SAS/C & C++ 6.51.

## 1.4 Using the MUI version

The MUI version may be launched from either Workbench or the Shell. Note that MUI 2.0 or later is required to use this version of ShowDT.

If you launch from Workbench, you may specify default options as Tool Types. Shell users may specify startup options on the command line.

You may start with pictures in the list by shift-clicking them from Workbench or by putting their names on the command line.

Once ShowDT is launched, the main window will appear. Depending on your MUI setup, it should look similar to this.

You can add files to the viewing list by dragging them into the list from Workbench or by clicking on the "Add..." button. You can remove files from the list by choosing the "Remove" button.

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The up and down arrows allow you to change the order in which the pictures will be displayed (Keyboard shortcuts: - is up, + is down).

The "Show" button will display the selected pictures.

The picture options to the right allow control over scaling, display modes, and input handling. See the options section of this manual to obtain more information on these controls.

## 1.5 Using the Requester version

From Workbench:

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Double-clicking on the ShowDT icon will bring up a file requester to select one or more files to view. Choose a file in the requester and then press RETURN or select "Ok". The picture (possibly after a few seconds of processing time) will be displayed. Once you are done with the picture, click the left mouse button, and the file requester will pop up again or the next picture will be displayed.

Select "Cancel" in the file requester when you are done viewing pictures.

Click once on the ShowDT icon and then shift-double-click on one or more picture icons for immediate display. You can also make ShowDT the default tool of a picture and launch ShowDT that way.

This behavior can be modified by Tool Types.

From the Shell:

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Syntax: ShowDT [filename] [options]

Type 'ShowDT' followed by one or more filenames. If you do not specify a filename, the file requester will be presented.

The default behavior can be modified by command line options.

## 1.6 During viewing

While you are viewing a picture:

Press 'N', the Right-Arrow, or the left mouse button to show the next picture.

Press 'P', the Left-Arrow, or the right mouse button to show the previous picture.

Press Up-Arrow to see the first picture.

Press Down-Arrow to see the last picture.

Press 'Q', Escape, or the middle mouse button (if you have one) to return to the file requester or GUI window.

## 1.7 Command line options and Tool Types

Tool Types should be entered into the ShowDT icon.  
Command line options can be entered on the command line after typing 'ShowDT' and an optional filename.

The options supported are as follows:

ONCE:

MUI Version: Display selected files and quit.

Requester Version: Don't ask for any more files after those chosen the first time.

SHOWINFO: Show picture name and resolution in the current Shell window or a Workbench Output window. If scaling is done, the size of the scaled output is also shown.

SCALE: Synonym for SCALEMODE=ALL.

SCALEMODE: Gives more control over bitmap scaling.

SCALEMODE=ALL -- Scale all pictures

SCALEMODE=NONE -- Don't scale any pictures (default)

SCALEMODE=UP -- Scale only pictures that are smaller than the displayed screen size.

SCALEMODE=DOWN -- Scale only pictures that are larger than the displayed screen size.

The bitmap may not be scaled if one of the following conditions occurs:

- 1) There is not enough graphics memory available.
- 2) The picture is already the maximum size for the selected display mode.
- 3) The picture is HAM or HAM8.

Scaling works best with the BESTID and Monitor options.

If scaling is disabled, the picture will be loaded as a autoscrolling bitmap if it exceeds the screen size.

ASPECTSCALE: Halves the width of the scaled bitmap. This is especially useful with Lores-Interlaced mode and the Doublescan and Multisync Interlaced (around 800-1000 lines) modes. Scaling must be enabled in order for this option to work.

MODEID: Allows the user to enter a 32-bit DisplayModeID for the picture. THIS MUST BE ENTERED IN DECIMAL. Useful for forcing higher resolution pictures to a certain screen size.

BESTID: Tells ShowDT to use the BestID function to determine the best available display mode for showing the picture. This will usually make ShowDT open a screen on the picture's native monitor that is closest to a Hires-Laced screen in aspect ratio. Mostly useful with Monitor options.

MONITORID: Allows the user to enter a 32-bit monitor ID for the picture. This may be useful with the A2024 and RTG display boards. Most native

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Amiga monitors have a specific switch.

**Monitors:** The following monitor names are shorthand for MONITORID=  
You may need to put these in Devs:Monitors before use.

**DEFAULT:** The default monitor on your Amiga. With Mode Promotion off, this is the Boot Menu NTSC/PAL selection. With MP on, it is the DBLNTSC/DBLPAL equivalent of this selection.

**NTSC, PAL:** Standard monitors. Useful for forcing a NTSC picture to PAL on a PAL monitor, for example.

**VGA or MULTISCAN:** The Multiscan monitor. Useful for showing VGA GIF and VGA PCX pictures.

**EURO36:** A European monitor that acts like NTSC.

**EURO72:** A European monitor that acts like MULTISCAN.

**DBLNTSC, DBLPAL:** Scan-doubled equivalents of NTSC and PAL. Useful for forcing pictures to be scan-doubled.

**SUPER72:** The Super72 monitor. Good for large pictures.

**SHOWMODEINFO:** Tells ShowDT to display the ModeID of the picture and the mode that it is converted to (if applicable).

**DIRECTORY:** Specify starting directory for file requester.

**SHOWTIME:** Display the time it takes to obtain the picture and set up its display, including scaling.

**WAITFOR:** Specify what should happen after displaying a picture.

Input - Wait for a mouse click or a keypress (default)

Timeout - Wait for specified time (see SECONDS option) to elapse.

Pressing ESC or Q will exit back to the requester or window.

Either - Wait for input until time elapses; if no input, go on to next picture.

**SECONDS:** Amount of time to wait (defaults to 60 seconds).

**OVERSCAN:** One of:

TEXT: Text overscan as set in Preferences

GRAPHICS: Graphics overscan as set in Preferences [Default]

MAXIMUM: Maximum arbitrary overscan (Maximum size shown in Preferences)

VIDEO: Absolute maximum overscan

**NOTE:** It is not recommended that you use ShowDT with a pre-AGA system, as most Datatypes convert to 8 bitplane data.

**WARNING:** ShowDT has problems with old-style ILBMs (ILBMs with 8-bit color information, rather than the current 32-bit). A conversion program may be helpful in this regard.

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## 1.8 ARexx port

New for version 2.3 of ShowDT is the ARexx port.

Because ShowDT's basename is "SHOWDT", the first invocation of ShowDT is "SHOWDT.1", the second is "SHOWDT.2", etc.

Please note that scripts must be called externally to ShowDT at this point. The next release will allow launching of scripts from the interface.

The following commands are currently supported:

SHOWITEMS -- Display the currently listed pictures. No arguments.

QUIT -- Quit ShowDT. No arguments. May not quit if the popup is open.

ADDITEMS -- Add one or more pictures to the picture list. Wildcards are NOT supported.

CLEARITEMS -- Remove all items from the picture list. No arguments.

SCALE -- Change/get the scaling option. Choose from "None", "All", "Up" (To Screen), "Down" (To Screen). RESULT will give the scaling value.

ASPECTSCALE -- On/Off

DISPLAY -- Change/get the display option. Options include "AsIs", "Best", "Default" (Monitor), the monitor names, "Other" (followed by a ID) and "ID" (followed by a ID).

OVERSCAN -- "Text", "Graphics", "Maximum", "Video". Returns current state.

WAITFOR -- "Input", "Timeout", "Either". Returns current state.

TIMEOUT -- in seconds

SHOWINFO -- Picture info On/Off

SHOWMODEINFO -- Mode info On/Off

SHOWTIMEINFO -- Time info On/Off

## 1.9 Future Plans

This is a constantly changing list. If you have any suggestions, contact the author at the address above.

- \* Hard-coded support for RTG monitors

- \* Support for V40 animation.datatype (?)

- \* Scaling in fast memory

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- \* Better SHOWINFO and SHOWTIME display for MUI users
- \* Wildcard support on the command line
- \* Better docs for ARexx functions
- \* ARexx menu [launch scripts, etc]
- \* Conversion from HAM/HAM8 to 256 colors for RTG cards [Andreas Berger]
- \* Real double-buffering [once my 3.1 DKit arrives]

## 1.10 Revision History

This is ShowDT 2.3 (27.3.94), the fourth public release of ShowDT.

Changes from ShowDT 2.2 (7.3.94):

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- \* Removed utterly useless "Redraw" function.
- \* Code cleanup
- \* ARexx port added, MUI version only [was supposed to be in 2.1]

Changes from ShowDT 2.1 (19.2.94):

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- \* Added overscan control
- \* Added control of information display from MUI version
- \* Removed version message from MUI version
- \* Help directly from MUI version
- \* Fixed bug that required muimaster.library in ShowDT\_Req
- \* Fixed bug that ignored the Aspect Scale checkmark in MUI version
- \* ONCE option was broken in MUI version

Changes from ShowDT 1.3 (5.2.94):

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- \* Added MUI interface
- \* Added Aspect Scaling
- \* Added picture timing
- \* Added blank screen between pictures
- \* Added AmigaGuide documentation

Changes from ShowDT 1.2 (30.1.94):

- - \* More control over bitmap scaling
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- \* Cleaned up information output
- \* Optional time information
- \* Multiple files (slideshow) implemented
- \* Documented undocumented DIRECTORY option

Changes from ShowDT 1.1 (29.1.94):

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- \* Bitmap scaling added
  - \* Workbench Tool Types support
  - \* Various bug fixes
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