

# **SuperView**

<b>COLLABORATORS</b>
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# Chapter 1

# SuperView

## 1.1 SuperView\_Documentation

SuperView V4.70 (10.9.1995)

- SHAREWARE -

© 1993-95 by Andreas Ralph Kleinert  
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(see "Where to send ..." for more addresses)

All rights reserved.

Needs Kickstart V2.04. Kickstart release 3.x compatible.  
GUI created under use of GadToolsBox V2.0c.

The program's purpose  
About the program's abilities  
How to install it  
Where to obtain Updates from  
How to use it  
Evaluation restrictions  
Known bugs and program limits  
Program history  
Possible future enhancements  
Where to send bug-reports and donations  
Credits and Support  
DISTRIBUTION LIMITATIONS  
Copyrights

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\_ //  
Only \X/ Amiga makes it possible.

## 1.2 purpose

SuperView in its current phase of development is a program, which has mainly three purposes :

- Displaying of various Graphic File Formats,  
e.g. IFF-ILBM, IFF-ACBM, PCX, GIF, BMP (W\*nd\*ws), JPEG, PCD, TIFF, EPS, FBM (\*nix), PNM (\*nix), WPG (W\*rdP\*rf\*ct), IMG (GEM), MAC (M\*cPaint), C64 (Koala,Doodle), Targa, Pictor/PCPaint, SunRaster, SGI, IFF-YUVN, IFF-DEEP, WinIcon, QRT, PICT-2, UtahRLE, SVO and all OS3-Datatypes !  
Many of them with 24 Bit-Support.  
Reads XPK- and PP20-packed data via Unpack.svobject.
- support of external GraphicCard-Drivers (SVDriver):  
e.g. ECS, AGA, EGS-Cards, OpalVision, PicassoII, Merlin, Retina, CyberGraphics
- Support of external operators (SVOperators):  
e.g. Dither24Bit, 24BitToHAM, HilbertDither256, XOR, ExtractRed, ExtractGreen, ExtractBlue, ExtractGrayScales, TopToBottom, LeftToRight, Rotate, Scale50, AnyTo24Bit, Crop, CallPNM, OptimizePalette
- Writing/Conversion of most of these Graphic File Formats
- "Screen-Grabbing", which means saving Screens in most of these Graphic File Formats

All this under usage of internal and external Graphic- and GraphicCard-Drivers.

More about the program's abilities can be found in the specific chapters.

## 1.3 abilities

SuperView is a program that has been designed for the purpose, to display any kind of graphic as fast and as comfortable as possible.

Fast means not only fast in reading and displaying but also in calling and using the program.

Highest possible flexibility is implemented via the external Driver-System, consisting of the superview.library, the SVOjects, SVDrivers and SVOperators.

These intentions resulted in a bundle of features and options you have access to when using SuperView and installing it to your System :

- own "superview.library" (see directory SuperViewLibrary)
- intensive use of many special OS V2.04+ and OS V2.1+ capabilities
- support of many OS V3.x+ and AGA graphics features,  
as e.g. support of interleaved BitMaps
- support of external Fileformat-Libraries (SVOjects):  
e.g. IFF-ILBM, IFF-ACBM, PCX, GIF, BMP (W\*nd\*ws), JPEG, PCD, TIFF, EPS, FBM (\*nix), PNM (\*nix), WPG (W\*rdP\*rf\*ct), IMG (GEM), MAC (M\*cPaint), C64 (Koala,Doodle), Targa, Pictor/PCPaint, SunRaster, SGI, IFF-YUVN, IFF-DEEP,

- WinIcon, QRT, PICT-2, UtahRLE, SVO and all OS3-Datatypes !
- Many of them with 24 Bit-Support.
- Reads XPK- and PP20-packed data via Unpack.svobject.
- support of external GraphicCard-Drivers (SVDriver):
  - e.g. ECS, AGA, EGS-Cards, OpalVision, PicassoII, Merlin, Retina, CyberGraphics
- Support of external operators (SVOperators):
  - e.g. Dither24Bit, 24BitToHAM, HilbertDither256, XOR, ExtractRed, ExtractGreen, ExtractBlue, ExtractGrayScales, TopToBottom, LeftToRight, Rotate, Scale50, AnyTo24Bit, Crop, CallPNM, OptimizePalette
- "Screen-Grabbing"
- Commodity (optional)
- ARexx-Port (optional)
- AppIcon (optional)
- AppMenu (optional)
- AppWindow (optional)
- Clipboard reading and writing
- Localization for OS V2.1+ (not all texts yet)
- AmigaGuide OnLine-Help for OS V2.04+ (asynchronous & localized with 2.1+)
- detailed configuration via Config-File, Cli-Options and Workbench-Tooltypes
- Graphical User Interface (GUI) for Workbench-Users (optional)
- conversion of the supported File-Formats
- information about the displayed graphics via Requester, selectable via GUI-Menu
- and more

And via ILBM.svobject and ACBM.svobject :

- use of "iffparse.library" for reading and writing
- reading and writing of extended CAMGs (OS V2.04+) and AGA-CMAPs (OS V3.x+)
- intelligent CAMG-Chunk replacement routine
- and more

## 1.4 installation

Even if you use the supplied Installer-Script, you should read the following notes. If you do not own the standard Installer-Program you should read them even more carefully and follow the instructions given.

If you own a KeyFile, place it to "S:", or place it elsewhere and change the environment variable "KEYPATH" to the corresponding directory.

The superview.library has to be installed seperately, anyway !

Needed Workbench Resources

HardDisk-Users won't perhaps have to install any additional Workbench Resources to their HardDisk.

Disk-Users will have to copy the following libraries into their "LIBS:"-Directory :

- gadtools.library V37+ (since OS V3.00 in ROM)

- iffparse.library V37+
- asl.library V37+
- commodities.library V37+
- utility.library V37+ (usually in ROM)
- workbench.library V37+ (usually in ROM)
- icon.library V37+ (usually in ROM)

Users of OS V2.04 or greater should also install the following libraries :

- amigaguide.library V34+

Users of OS V2.1 or greater should also install the following libraries :

- locale.library V38+

#### Other needed Resources

You will also have to copy the following libraries to your "LIBS:"-Directory (plus SVOjects, SVDDrivers and SVOperators) :

- superview.library V11+
- superviewsupport.library V6+

#### Installing the Main Program

Copying SuperView to your "WBStartup"-Drawer is perhaps one possible solution, but installing it in any other directory will suffice anyway. You should also install an appropriate Config-File in one of the supported paths (e.g. "ENV:" or "S:").

## 1.5 updatenote

### General

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Although the SuperView archive does contain any of the needed parts, you might wish to get updates sometimes.

| Naming scheme | Example      | Content                | Location        |
|---------------|--------------|------------------------|-----------------|
| SViewXXX.LHA  | SView461.LHA | Main Program + Library | AmiNet/gfx/show |

Also, there may occur several additional archives, containing more optional SVOjects/SVDDrivers or SVOperators (usually named this way: "sv\*\*\*\*\*.LHA").

### FTP

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If you've access to Inter/UseNet, you may also be able to access AmiNet via FTP.

You might try to search under pub/aminet/gfx/show at ftp.doc.ic.ac.uk (146.169.2.1), ftp.wustl.edu (128.252.135.4) or ftp.uni-paderborn.de (131.234.2.42) where the complete archive is available.

When using gopher also ftp.wustl.edu may be accessed (search at 1/pub/aminet/...).

Of course you may also take a look at the various CD-ROMs containing material from AmiNet (Fred Fish-CDs, AmiNet, etc.)

#### Official SuperView Support BBSs

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\*\*\* GM-Box \*\*\*

Sysop: Thomas Fischbach  
Online: 06.00h - 01.00h (events 01.00-06.00h)  
Data: +49-271-870221  
Fido: 2:2457/435

To get the newest version of SuperView, either make a Fido-Request for "SVIEW" or request/online-download "SVIEW\_E.LHA".

Newest version will always be uploaded very soon (as fast or even faster than AmiNet) since this box is my Fido Boss Node.

\*\*\* SkyNet BBS \*\*\*

SKYNET INFORMATION & E-MAIL SYSTEM  
SUPPORT-BOX FUER SUPERVIEW (AMIGA) + SCALL (IBM)  
NETZ-ZUGAENGE: USENET, FIDO, GER-NET & SEHR VIELE ANDERE

Sysop: Armin Metz  
Online: 00.00h - 24.00h  
Data: +49-2735-6696 ZYXEL  
+49-2735-6699 HSTDS  
ISDN: +49-2735-781001 ISDN -> n.a. since 8/95  
+49-2735-781002 ISDN -> n.a. since 8/95  
UseNet: SKYNET.WWB.SUB.DE

This Box is Prometheus-based, so you should easily find your way through the BBS areas.

SuperView and Tools are stored at: "A06-SUPPORT/SUPERVIEW".

## 1.6 usage

How To Use SuperView : An Introduction

### 1.0 SuperView's Construction

- 1.0.1 The Workbench Interface
- 1.0.2 The Graphical User Interface (GUI)
- 1.0.3 The CLI Interface
- 1.0.4 The Commodity Support

- 1.0.5 The ARexx-Port
- 1.0.6 The App-Features
- 1.0.7 Configuration Commands

## 2.0 Controlling And Using SuperView

- 2.0.1 Options for Configuration and ARexx
- 2.0.2 GUI and WB-App Handling
- 2.0.3 Controlling the Display-Screen

## 3.0 Information about the supported Gfx Formats

- 3.0.1 IFF-ILBM
- 3.0.2 IFF-ACBM
- 3.0.3 Other File Formats

## 1.7 evaluationrestr

This is the evaluation version of SuperView, which is SHAREWARE.

To remember you register, every time you start or leave the program, an appropriate Requester will appear.

Also, the ARexx-Port is no longer available in the evaluation version.

All in all:     - Requester at startup and when leaving  
                  - no ARexx-Port

After you've received and installed your Keyfile these restrictions will disappear.

## 1.8 construction

### 1.0 SuperView's Construction

SuperView bases on several interfaces, of which almost any can be activated/deactivated and accessed separately.

These are :

- The Workbench Interface
- The Graphical User Interface (GUI)
- The CLI Interface
- The Commodity Support
- The ARexx-Port
- The App-Features
- Configuration Commands

#### 1.0.1 The Workbench Interface

The Workbench interface is just a standard WB-Interface, which means that it supports several Tooltypes for program configuration, of which nearly any are also available via ARexx and the ConfigFile.

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It is supported to use SuperView as a DefaultTool for Project Icons via the Workbench "Information" Menu as well as displaying pictures via "multiple selection" as described in the Workbench manual.

See 2.0.1 for more details on configuration.

### 1.0.2 The Graphical User Interface (GUI)

As many other programs SuperView gives the user the possibility to control most activities via a Graphical User Interface, based on the standard Intuition elements as Gadgets, Menus and Windows.

SuperView's GUI allows to reach nearly all of the program's features and also provides even more of them.

This GUI is not opened automatically, because SuperView is also designed to run as a Commodity in the Background (see 1.0.4), where a GUI often is not actually needed.

The GUI may be activated via Configuration options (see 2.0.1), which either have to be placed in the Config-File, as Icon-Tooltypes or as CommandLine-Options (see 1.0.3).

When running SuperView as a Commodity the GUI can also be opened via the standard WB-Program "Commodity Exchange" (see 1.0.4).

If an AppIcon or AppMenu is installed, it also will let the GUI pop up (see 1.0.6).

### 1.0.3 The CLI Interface

The CLI Interface provides nearly all possibilities as the GUI does (except Screen Saving/Gfx Converting), so that CLI users are completely integrated into the program's idea of concept.

Allowed configuration options can be parsed via CommandLine by simply adding an "-" to their front (see 2.0.1).

### 1.0.4 The Commodity Support

Only one of the currently running copies of SuperView at a time has the possibility to install itself as a Commodity which can be controlled via the standard WB-Program "Commodity Exchange".

Special options (see 2.0.1) allow to set the HotKey, the Priority and can specify, if the GUI should pop up or not.

Via the HotKey (default : alt esc) SuperView is present everywhere it is needed and even the GUI can appear anywhere as fast as possible, because of the "Commodity Exchange", which allows it to pop up just by pressing the specific button there.

### 1.0.5 The ARexx-Port

The ARexx-Port is another feature, which strenghtens the interactive capabilities of SuperView, because it allows to contact the SuperView Process from nearly anywhere at nearly any time to tell it to do a specific task.

Most of the ARexx-Commands are also available as configuration options, so they are described there (see 2.0.1).

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The name of the ARexx-Port is "SuperView.rx".  
Only one SuperView Process will own such a port at a time.

#### 1.0.6 The App-Features

Another interactive feature of SuperView allows you to install an AppIcon, AppMenu and/or AppWindow. All these are each optionally.

The AppIcon is placed on the Workbench and allows direct activation of SuperView, as via ARexx or "Commodity Exchange" (Requester).

The AppMenu just works like the AppIcon.

The AppWindow only takes place, when the GUI is opened, so that any pictures of which you drop an Icon into the GUI Window will be displayed immediately.

#### 1.0.7 Configuration Commands

Because of those many options and features is has perhaps to be explained which order takes place when configuring the program at startup time or later. Here's a table :

- Default Options (integrated in SuperView)
- ConfigFile (read from Disk, if available)
- a) Tooltypes (read from Icon(s) at WB-Start)
- b) CLI-Options (supplied via CommandLine at CLI-Start)
- ARexx-Command (received while the program is running)

## 1.9 control

### 2.0 Controlling And Using SuperView

As described before, SuperView can either be controlled via Workbench, CLI, "Commodity Exchange", ARexx or its GUI.

The Commands, which are available for configuration and interactive ARexx use follow (2.0.1).  
After that the handling of the GUI is described more detailed (2.0.2).

#### 2.0.1 Options for Configuration and ARexx

The letter after the specific command tells you from where it can be reached :

C	[ Config-File	]
T	[ Workbench-Tooltypes, CLI-CommandLine]	
A	[ ARexx	]

Command	Function	Usage
QUIT	Leave SuperView	[ A ]
HELP	Load AmigaGuide DataBase	[ C T A ]

REQUEST	Request for displaying a Gfx	[ C T A ]
SHOW=<FileName>	Display a specific Gfx	[ C T A ]
LOAD=<FileName>	Load a specific Gfx	[ C T A ]
UNSHOW	End Displaying / Close Display	[ A ]
SAVE_TYPE=<SVObject-ID>	Set new Save-Type for "SAVE" (does not affect GUI settings)	[ C T A ]
SAVE=<FileName>	Save current Gfx as SAVE_TYPE	[ A ]
SVDRIVER=<SVDriver-ID>	Set Default-SVDriver by ID	[ C T A ]
SVOPERATOR=<SVOperator-ID>	Set Default-SVOperator by ID	[ C T A ]
ACTION	Do SVOperator action	[ A ]
OPTION_LOAD=<DISK CLIP>	Disk or ClipBoard loading ?	[ C T A ]
OPTION_SAVE=<DISK CLIP>	Disk or ClipBoard saving ?	[ C T A ]
ICONPATH=<DosPath>	Location of DefaultIcons	[ C T A ]
ASLFR_WIDTH=<value>	FileRequester Initial Width	[ C T A ]
ASLFR_HEIGHT=<value>	FileRequester Initial Height	[ C T A ]
ERROR_REPORT=<YES NO>	"NO" Will e.g. suppress any Requesters, which may cause ARexx-Scripts to wait for user activity. Supresses them also when working with the GUI, so use it carefully.	[ C T A ]
LOGFILE=<CON/FileDesc>	Where to put a logfile ?	[ C T A ]
REJECT_ICONS=<YES NO>	Reject Icons in FileRequester?	[ C T A ]
PUT_ICONS=<YES NO>	Put Icons when writing Files ?	[ C T A ]
INSTALL_CX=<YES NO>	Install as a Commodity ?	[ C T ]
INSTALL_AREXX=<YES NO>	Provide an ARexx-Port ?	[ C T ]
INSTALL_APPWINDOW=<YES NO>	Provide an AppWindow ? (only together with OPEN_GUI or CX_POPUP=YES)	[ C T A ]
INSTALL_APPICON=<YES NO>	Provide an AppIcon ?	[ C T ]
INSTALL_APPMENU=<YES NO>	Provide an AppMenu ?	[ C T ]
OPEN_GUI	Open the GUI immediately	[ C T A ]
CLOSE_GUI	Close the GUI immediately	[ A ]
CX_POPKEY=<key key ...>	Standard CX_POPKEY command	[ C T ]
CX_POPUP=<YES NO>	Standard CX_POPUP command. CX_POPUP=YES is equivalent to OPEN_GUI.	[ C T ]
CX_PRIORITY=<-128..127>	Set Priority of SuperView Process and the Commodity Broker. If called via ARexx only the process priority is set new.	[ C T A ]

The name of the ARexx-Port is "SuperView.rx" (only one is possible at the same time).

## 2.0.2 GUI and WB-App Handling

The GUI mainly consists of three regions which are marked by the specific gadgets with the same name :

Picture Gadgets

Slide View

Load

Save  
ViewBuffer  
Action  
ViewMode  
  
Medium  
  
SVOBJECT / SVDriver Gadgets  
  
SV-Switch  
SV-ListView  
  
SVInfo  
Remove  
  
Screen Gadgets  
  
Screen-ListView  
  
Update  
Save  
Info

More options are available via the "Project" Menu, where you can select between the following actions :

FileInfo  
Help  
About  
Hide  
Quit

By pressing HELP while selecting a Menu, or by selecting a Gadget after turning on the Gadget-Help via pressing HELP you may enter the context-sensitive documentation.

### 2.0.3 Controlling the Display-Screen

SuperView opens for each graphic, which has to be displayed, a suitable Screen. This Screen and the attached Window are usually pushed to the Foreground automatically and become activated, just right after the graphic has been loaded.

After that you have the possibility, to control the program's behaviour via the following actions :

Mouse control :

- left Button quits the display

When displaying OS3-Datatypes via "Slide View":

- left Button within the graphic, while moving the mouse scrolls the graphic.  
(see relating note in the Screen-Titlebar)

Keypad control :

- Key "L" : Load new graphic
- Key "Q" : Quit display
- Key "X" : Quit display and leave program
- Key "H" : Open GUI (GUI-Screen still in Background)
- HELP-Key : Open GUI (GUI-Screen still in Background)
- ESC-Key : Quit display and leave program  
(keep it pressed about 1-2 seconds)
- F1..7 : HardCopy with density 1..7

## 1.10 gfx-formats

### 3.0 Information about the supported Gfx Formats

#### 3.0.1 IFF-ILBM

IFF-ILBM is the standard Gfx FileFormat for the Amiga.  
Currently there do exist two versions of this Format :

- IFF-ILBM, unpacked
- IFF-ILBM, CmpByteRun1 encoded

The difference is, that the second one contains data, which is encoded with the CmpByteRun method, while the data of the first is unencoded.

The reason, why both methods are included, is that sometimes it may be more efficient to let the IFF-ILBM file unpacked and then pack it with an other packer instead encoding it with CmpByteRun. Also there may exist some older - actually VERY old - programs, which do not support the packed format.

IFF-ILBM graphics may contain Amiga-specific color cycling (CRNG) and ViewMode (CAMG) information.

#### 3.0.2 IFF-ACBM

IFF-ACBM is the standard Gfx FileFormat for AmigaBASIC.  
Currently there only does exist one version of this Format :

- IFF-ACBM, unpacked

The reason, why the data is unpacked is nearly the same, why IFF-ILBM is not used here :

From Basic programmes it is not easy to read packed data anyway and it would slow down the program enormously.

Data in an IFF-ACBM is saved BitPlane for BitPlane, to increase the speed of reading.

If you use an automatically packing FileSystem or a patched DOS it might be useful to use IFF-ACBM, because the speed of displaying pictures dos not increase only with AmigaBASIC programs, but also with SuperView.

And if you use such a method of background packing you will not

even need more HardDisk space, which is in fact needed if converting from IFF-ILBM (CmpByteRun) to IFF-ACBM. On the other hand needed space is nearly the same as for unpacked IFF-ILBM graphics - but the speed is higher.

### 3.0.3 Other File Formats

Library-Versions above V2 of the "superview.library" support displaying via SuperViewObjects (SVObjects), which are placed as external drivers inside "LIBS:svobjects/".

Nevertheless you may also make use of OS V3.x+ DataTypes.

Just select, which one you want to have installed, but please note, that SVObjects will cooperate much more better to superview.library.

See also paragraph: About the program's abilities.

## 1.11 menu\_fileinfo

- FileInfo

Gives information about the currently loaded Gfx, as width, height or color-depth.

## 1.12 menu\_help

- Help

Starts this Online-Help.

## 1.13 menu\_about

- About

Informs about SuperView.

## 1.14 menu\_hide

- Hide

Closes the GUI of SuperView (which when in Commodity-Mode, not necessarily means to quit SuperView itself).

---

## 1.15 menu\_quit

- Quit

Closes the GUI of SuperView and exits the program.

## 1.16 gadget\_view

- View

When clicking on this gadget, any old Display will be closed, a FileRequester will appear and the selected picture - if of a known File-Type - will be displayed immediately and replace the old display.

## 1.17 gadget\_load

- Load

When clicking on this gadget, a FileRequester will appear and the selected picture - if of a known File-Type - will be loaded and held in the Memory for multiple saving (e.g. in different file-formats).

If the specific SVObject (e.g. Datatypes-SVObject) does not support exporting Buffers, a Screen will be opened in the Background to keep the picture.

## 1.18 gadget\_save

- Save

The stored Buffer will be saved as a picture in the desired file-format, as selected in the ListView-Gadget.  
(Select "SVInfo" Gadget for more information on the specific FileFormats).

## 1.19 gadget\_viewbuf

- ViewBuffer

Allows to take a quick view on the currently loaded buffer. Functionality is not the same as with "View".

Here you'll just take a short look onto the picture and then click it right out of the way.

---

## 1.20 gadget\_action

- Action

Modifies the currently loaded SV\_GfxBuffer in a way, which depends on the currently selected SVOperator.

After that you may save or display the result of the operation via the selected SVOBJECT/SVDriver.

## 1.21 gadget\_screenmode

- ViewMode / ScreenMode

Opens a ScreenMode-Requester (ASL under V38+) which can be used to select a new ScreenModus for the currently loaded SV\_GfxBuffer.

Values for Width, Height and Depth are not changed: modifications of these values will be ignored.

## 1.22 gadget\_medium

- Medium

This gadget switches the Input/Output medium between Disk and Clipboard. This affects loading and saving of graphics.

You may e.g. load a graphic from Clipboard, then switch to Disk and save it to there.

If disk access is selected, a FileRequester will appear before loading and saving anything, otherwise just the first clipboard unit will be used.

More about clipboard use perhaps can be found in your computer's manual.

## 1.23 gadget\_svgad

- SVOBJECT/SVDriver switch Gadget

This gadget switches the SVListView-Gadget between SVOBJECT/SVDriver Mode.

## 1.24 gadget\_svlist

- SVObject/SVDriver ListView Gadget

This gadget is for selection of the SVObject/SVDriver, which should be the source for the actions, which can be performed via View, Load or Save.

## 1.25 gadget\_svinfo

- SVObject/SVDriver/SVOperator Information Gadget

This gadget displays more detailed information on SVObjects/SVDrivers/SVOperators.

## 1.26 gadget\_svadd

- SVObject/SVDriver/SVOperator Add Gadget

This Gadget adds new SVObjects/SVDrivers/SVOperators to the system, which can be selected via FileRequester.

Don't try to selecting other libraries than those, which have a name ending with ".svobject", ".svdriver" or ".svoperator" !

Removing is possible via Remove.

## 1.27 gadget\_svremove

- SVObject/SVDriver/SVOperator Remove Gadget

This Gadget removes unusede SVObjects/SVDrivers/SVOperators from the system.

This is only possible, if the current SuperView-Task is the only program, which accesses superview-Library at the time. Otherwise the action will result in nothing.

Adding is possible via Add.

## 1.28 gadget\_screenlist

- ScreenListView Gadget

This gadget is for selection of the Screen, which should be the source for the actions, which can be performed via Update, Info or Save.

---

## 1.29 gadget\_scrupdate

- Update

If the list of selectable Screens is not up-to-date an update can be forced by pressing this Gadget.

## 1.30 gadget\_scrsave

- Save

The Save-Gadget in the Screen area allows you to save the selected Screen in the desired File-Format.  
(Select "Detailed Info" Gadget for more information on the specific FileFormats).

## 1.31 gadget\_scrinfo

- Info

This Gadget presents various information on the currently selected Screen.

## 1.32 bugs

Known Bugs and program limits :

Limits

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- When trying to create some kind of a "slide show", you have to decide how long the user should see a picture displayed, because a mouse click by the user will end displaying as well as sending an ARexx/Commodity/Tooltype command to SuperView, which immediately will cause it to display the new picture. This is not a real bug, this is just because of interactive message receiving while a picture is displayed. Multiple picture displaying is only possible when starting different SuperView Tasks, which then all have to be "quit"ted by a mouse click.

When creating a Slide Show you may better use "SuperSlide" which fits those needs well (can be found in the "Tools" directory).

- Another point is, that only one currently running SuperView Task can be reached interactively via ARexxPort and Commodity Exchange. This lies in the nature of SuperView and Commodity Exchange. Nevertheless multiple AppIcons and AppMenus - as well as their corresponding tasks - are possible, so do not forget to disable this feature if you don't want to get a Workbench full of SuperView-Icons ...

## 1.33 history

SuperView is not related to the program with the same name from AmigaLib Disk 367, about which I read late after I began programming it.

V4.70: - Beta-Versions: V4.64 (various)

- SuperView now contains a complete, GUI-based preferences menu, which replaces sv-lib's "SuperViewPrefs" in a much more functional and intuitive way.  
Accessible via "?" Button for SVOjects, SVDrivers and SVOperators (ListView selection) and via "Prefs/Library" menu for global library settings.  
GUI-selectors include String-Requester, FileRequester, CheckBoxes, ListView and Cycle so far - depends on presence of ".cpinfo" files as coming with the library (location "ENV:")
- added "Tools" directory:
  - new tool "SuperSlide", which I thought as a separate Viewer, which e.g. may be used on WB, in Shells or fromout DOpus (WildCards, multiple selection, etc.)
  - SuperViewPalette from "Bonus" directory

V4.62/V4.63:

- saving did not work, when Path was empty. FIXED (V4.62->V4.63).
- fixed some possible bugs (path related functions)
- ScreenMode- ..er.. ViewMode-Requester now reflects the actually selected mode, as long as the SVDriver does support it (otherwise you'll get the last one from the list) (-> Steve Quartly)
- FileRequester will now "Cancel" instead of "Quit" (english catalogue-file) (-> Steve Quartly)
- new Icon for "SuperViewPalette" (which is located inside "Bonus/DefaultIcons"; YES, it's a program)
- FileRequester now manages WildCards
- now checks (old) WRITE flags and (new) CLIP flags, thus only write-able SVOjects - depending on medium either for disk or clipboard access - will be displayed in the ListView
- SVDriver may now be changed while a graphics is still in memory. Was previously not possible due internals of superview.library, which have been changed with V11.9. (-> Steve Quartly)
- got another InterNet address. Try this one when your binaries don't come trough or you don't get a reply (or takes too long ;-)

V4.61: - Icon related stuff:

- writing of icons may now be disabled (command "PUT\_ICONS") (-> Reinhard Theling)
- included new 16 Color Default Icons by Detlef Winkler, also wrote a small program, which locks the correct colors for these (OS3 only, since system-conform)
- added/adjusted ARexx Icons
- slightly reworked documentation
- added francais catalog file by Emmanuel REY. Thanks!
- "style-guided" Quit-Requester text
- added new Menu item for releasing the current handle (useful, if some files are still "locked" because they're

- still open)
  - re-enabled menu help and newlook (argh!)
  - removed alternative IconSet, since we use this for superview-Library already and it does not make sense to include it twice.
  - superview.library V11.8 is now part of the SuperView distribution, since the license conditions have changed drastically. Any new release will now be included with the SuperView package instead of being released as a single package.
- V4.60:
- fully recompiled with SAS/C V6.55
  - nows brings PubScreen to front, if no GUI is open, before opening FileRequester (before, this would have caused the FileRequester to be opened in the `_background_`)
  - HotKey feature did not work, also breaking with CTRL-C. Fixed.
  - now always displays the correct SVDriver settings when ListView is switched to SVDrivers the first time; also does detect and reflect any changes within the global settings. Last not least fixed a possible Enforcer Hit there, which might have occurred, if no SVDriver had been selected.
  - added notes on SupportBBSs
- V4.53:
- again completely rewrote ScreenModeRequester functions. Now at least requires superview.library V11+ to allow SVDriver/GfxBuffer-sensitive ScreenMode selection
  - revised Docs
  - removed old SuperView.GIF (because of space)
- V4.52:
- fixed ARexx-Script directory organization
  - small changes
- V4.51:
- message-handling more enforcer-proof now
  - completely rewrote ScreenMode-Requester routines: especially, but not only the V37-part (-> several)
  - added new ARexx-/TT-/Config-Commands for doing SVOperator actions ("ACTION")
  - removed "+" restriction with CX\_POPKEY
  - "ERROR\_REPORT=NO" now works. Will e.g. suppress any Requesters, which may cause ARexx-Scripts to wait for user activity. Suppresses them also when working with the GUI, so use it carefully.
  - added "LOGFILE" ARexx-/TT-/Config-Option (-> Gerd Frank)
  - again revised "library flush" functions
  - fixed bad GUI bug: PublicScreen released before Window closed
  - hunted enforcer-hits (several places)
  - completely reworked AmigaGuide support
  - AmigaGuide and OnlineHelp now also for V34 versions of amigaguide-library. Does not work asynchronous and only reads the english database, but it works ;-)
  - (-> Klaus Jensen)
  - there was an unused port. Removed.
- V4.5:
- now requires at least superview.library V10+ due to changed display behaviour:
    - Datatypes may now be loaded as GfxBuffers, while non-picture Datatypes will not lose their interactive capabilities (but when e.g. working on ANIMs only the first picture will be taken)
    - "ViewBuffer" function now also accepts keyboard control
-

(like "Slide View")

- changed AppIcon handling, due to MungWall hits from workbench. Wasn't able to fix this fully, 'cause it's a bug in WB 3.1 :-)
- fixed problem with calling SVInfo on empty SVOperator-List (-> Tilo Winkler)
- slightly changed KeyFile handling

- V4.43:
- email: "ftn.sub.org" address is now valid
  - added new Icon set by Roman Patzner, which fits very well to 8 or more colors. Alternatively the former Icons may also be installed from the script.
  - new directory organization
  - added support of "KEYPATH" Env-Var for KeyFile location (-> Roman Patzner)
  - AppIcon may now be defined by the user (-> Roman Patzner) Just Copy it to the same place as the other default icons (as "AppIcon.info"). Default one already placed there. Don't forget to set the ICONPATH.
  - added new ARexx-/TT-/Config-Commands for setting the initial width and height of the FileRequester (-> Gerd Frank)
  - etc.
- V4.42:
- some EnforcerHits have been reported to occur when Hiding/Quitting or Cx-Removing SuperView. Unfortunately my EC-MMU does not seem to catch them, but I found and fixed some possible sources nevertheless (-> Oliver Eichhorn)
    - adding/removing of an AppMenu might have caused problems
    - on some OS versions BusyPointers might have been set to non-existing Windows (called, even if MainWindow was already closed; no EnforcerHit with OS 3.x)
    - fixed/Forbid-Permitted some FindTask()/FindPort() operations within Cx-Routines
    - changed order of freeing resources when leaving the program
  - slightly changed "flushlibs" functions to a) be more consequent in Forbidding/Permitting and b) do better library-struct handling
- V4.41:
- identically to V4.4, but set Icon's stacksize to a reasonable value (32768 Bytes)
- V4.4 :
- Documentation revised
  - precised RegistrationForm
  - added some more Icons by Detlef Winkler:
    - new Guide- and Doc-Icons (german/english)
    - new ARexxScript- and ConfigFile-Icons
    - new Directory Icons
  - added ViewMode/ScreenMode selection option for SV\_GfxBuffers to GUI (see Docs). ViewMode will be changed, while Width, Height and Depth will keep unmodified.
  - underscore of "View" was not "w", but "b". Fixed now.
  - more cosmetrical GUI changes
  - ARexx-Port no longer available in evaluation version.
- V4.3 :
- Beta-Versions : V4.21 (28.11.94)
  - adjusted GUI to also display selected ListView entries correctly with OS 2.x, which handles them different from 3.x
  - added "ICONPATH=..." C/T/A for easy location of DefaultIcons,
-

- even from CLI/Shell started SuperView processes
- some Tooltypes might not have been recognized in former versions (the newer ones)
- reading of ConfigFiles did no longer work since V3.1: only ARexx and Tooltypes worked, unless you did not specify "==" instead of "=" (only inside the ConfigFile). This was a bug in the parsing code. (-> reported by some people, but I did not find it)
- My Fido Email Address changed (345 -> 435)

- V4.2 :
- added new ARexx-/TT-/Config-Command for switching the Asl File-Requester from rejection of ".info"-Files to acception of them (might be useful for a future "Icon.svobject")
  - added new "System Info"-Menu (registered version only), to allow a quick view on the current state of the system (ARexxPort, default dirs, memory).
  - added directory "DefaultIcons" where you may place your preferred picture file Icons, separately for each single SVObject (same name, but with extension ".info") !
  - added ability to flush unused libs from inside the program (suggested by Gerd Frank)  
Now there's a similar menu like WB's "flushlibs" (Flush all Libs) and one for only flushing all currently unused svobjects, svdrivers and svoperators (Flush own Libs)  
This does not affect the internal lists of SVObjects/Drivers/Operators, so it is different to Add/Remove !
  - Many people claimed about the "ugly icons" of SuperView. Since I'm a programmer, not a designer I strongly depend on "foreign" icons. Here they are:
    - drawer Icons now taken from AmigaLibDisks
    - added DefaultIcons and BonusIcons by Detlef Winkler and Reinhard Theling to the evaluation version

- V4.1 :
- fixed some bugs in the Docs (BTW, my "hotb.sub.org" EMail-Address is no longer valid !)
  - (hopefully) better OS 3.x NewLook-Support for menus
  - now there's a BusyPointer, when doing any SVOperator actions
  - SVOperator-Names corrected
  - new ARexx-Command for setting Default-SVOperator : "SVOPERATOR"
  - fixed bug in ScreenList generation, where a check of the first char of the title of an actually untitled screen might have caused an Enforcer Hit (here you got it ...)
  - Oops: removed code/subcode information from "SVInfo"-Requester, because these values are only temporarily (changing with every library-startup). Sorry.
  - "About"-Requester did not automatically reflect the correct version/revision information any longer (V3.5). Fixed.

- V4.0 :
- added SVOperator-support
  - superview.library V9+ now is needed

```
*****
Version history before V4.0 no longer included
*****
```

## 1.34 future

Possible future enhancements `_might_` be:

- more and smarter functions for image processing
- better and more handy GUI
- 8 Bit or HAM preview screens for any graphics
- holding more than one graphic in memory (multi-handle accesses)
- a way of doing better support on needs for slide shows (not necessarily via CLI)
- and more

Many of the described ideas will perhaps not appear before late 1995 (if ever) but other features, which aren't listed here may occur sooner.

## 1.35 correspondence

Send donations, bug reports, ideas, etc. to the following address :

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D-57074 Siegen,  
Germany.

Will change in late 1995,  
but snail mail will be routed.

Phone: +49-271-331859 (weekdays after 18.00h)

+49-271-332147 (weekdays after 18.00h)

E-Mail: Fido Andreas Kleinert 2:2457/435.10  
Usenet/InterNet Andreas\_Kleinert@superview.ftn.sub.org  
Andreaskleinert@n2usx.sauerland.de

If nothing else works, try one of these Fido-InterNet gateways:

Andreas\_Kleinert@p10.f435.n2457.z2.fido.sub.org (in Germany)

Andreas\_Kleinert@p10.f435.n2457.z2.fidonet.org (USA or other)

When reporting any bugs, please don't forget to include a detailed description of the bug and tell me, if it is reproduceable or not. Please also mention the version number of SuperView you used and describe your system configuration (Amiga model 500/.../4000T-060, Kickstart/OS, RAM, HardDisk, special configurations).

If you want to get a newer - and maybe debugged - version of SuperView do not forget to register as an user of SuperView with the included registration form.

Nevertheless unregistered users are as welcome to report bugs as users who decide(d) to register.

## 1.36 credits\_and\_support

I perhaps have to thank many persons, but I won't list them all up here, since many of them are already mentioned in the documentation to

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"superview-Library" (so read it, please).

Thanks go to (in alphabetical order) :

- Jan van den Baard

... for his great tool GadToolsBox, which I used to design the GUI of SuperView.

- Gerd Frank

... for Beta-Testing, Bug-Reports and last not least for his many ideas and suggestions, especially concerning the re-design of SuperView's GUI in V3.x !

- Roman Patzner

... for the nice icons he designed for use with Martin Huttenloher's MagicWB (8 Colors minimum) and sent to me for inclusion with SuperView. Many thanks for the work he has done on them and for related ideas and suggestions.

Since many people use MagicWB, Roman's Icons are now included as the standard set, but please note that these are especially designed for an appropriate Workbench environment (take a look at "RomIcons" on AmiNet).

- Emmanuel REY

...for the francais catalog file.

- Martin Schulze

... for uploading SuperView onto the AmiNet and including it into the SaarAG series, so that it reached more people out there. Also for sending and receiving all those mails, which did not find their way through the labyrinth of Fido-Gateways ;-)

- Detlef Winkler

...credits and many thanks go to him for the new icon set introduced between V4.2 and V4.42, which had been included upto V4.61 as an alternative set.

He has also designed the new SuperView Logo and many Default Icons for the various File Formats (see DocFile "Bonus/ReadMe").

- and last NOT LEAST

- all registered users of SuperView for supporting Shareware

- all people I already mentioned in the documentation to  
superview-Library

## 1.37 distribution

Copyright

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The program SuperView in this version and its documentation files are (C)opyright 1993-95 by Andreas R. Kleinert. All rights reserved.

The right of using this program is granted to you by paying the SHAREWARE-fee of 30,- (40,-) DM to the author.

Together with the registration you also receive your personal KEYFILE.

#### Disclaimer

The author takes no responsibility for any results of the use of this program.  
This software is provided "AS IS" and there is no warranty of any kind, so that you use this software at your own risk.

#### Rights

Registered users which paid the SHAREWARE-fee get the rights described on the registration form.

#### Distribution

The REGISTERED version of SuperView MUST NOT be redistributed.  
The Distribution of Keyfiles is FORBIDDEN.

The following only applies to the unregistered evaluation (EL) version of SuperView :

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AmigaSzene, BerndSPD, FRANZ, GPD, SaarAG, TAIFUN and TIME.

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