

SViewIV

COLLABORATORS

	<i>TITLE :</i> SViewIV		
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REVISION HISTORY

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Chapter 1

SViewIV

1.1 SViewIV_Documentation

SViewIV V9.07 (19.1.2000)

A workshop in graphics for Amiga.

- SHAREWARE -

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A PerSuaSiVe SoftWorX PRODUCT.

Needs Kickstart V2.04. Kickstart release 3.x compatible.
GUI created with StormWizard 2.0

Through SuperView-Library and ppc.library (or -emulation V0.6b+)
actively supports PowerPC (TM) via powerUP (TM) or WOS.

REGISTER NOW

Copyrights
Distribution
Author/Correspondence
The program's purpose
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
Credits and Support

—
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Only \X/ Amiga makes it possible.

Please visit:

SuperView WWW Site
http://www.ar-kleinert.de/sview_e.html

Simon Edward's Image Engineer WWW Site
<http://www.amigaworld.com/support/imageengineer/>
 (Image Processing program produced by Simon Edwards)

1.2 purpose

SViewIV is a program that has been designed for the purpose, to display, convert and process any kind of bitmapped graphics 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 a native modularian system, consisting of the superview.library, the SVOobjects, SVDdrivers and SVOoperators.

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

- additional tools and viewers, like:
 - SuperViewPalette
 - SuperSlide
 - CyberSlide
 - WinSlide
 - ScrollSlide
- licensed "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 (SVOobjects):

- IFF-ACBM	- Windows, OS/2 BMP	- PNM (PBM, PGM, PPM)
- IFF-ILBM	- JPEG (JFIF v6)	- IMG (GEM Graphics)
- IFF-DEEP	- PhotoCD	- WPG (WP Bitmaps)
- IFF-FAXX	- TIFF	- MacPaint MAC
- IFF-PBM	- PCX	- EPS (Header/PS)
- IFF-RGB8	- Atari Degas	- C64 (Koala, Doodle)
- IFF-RGBN	- Spectrum ZX	- TIM
- IFF-RGFX	- XWD	- FBM
- IFF-YUVN	- Windows Icon	- CDR-Previews
- QRT/POV Raytrace	- Mac PICT-2	- SGI
- SPP	- SVG	- Targa
- Pictor/PCPaint	- SunRaster	- UtahRLE
- PNG	- CVP (passphoto)	- Amiga Icons (lots)
- SPP		

as well as all OS3-Datatypes
 and 24 Bit DataTypes (picture.datatype V43/44).

Many formats with 24 Bit-Support.
 Reads XPK- and PP20-packed data via Unpack.svobject.

Writes C-Sourcecode in chunky/RGB notation.

Together with external third party programs also the following file formats seamlessly can be embedded:

File Format	needs program	also needs support for
-----	-----	-----
- AMF	MetaView	(ILBM)
- DXF/AutoCAD (tm)	MetaView	(ILBM)
- FIG	AmiFIG	(Postscript)
or:	MetaView	(ILBM)
- CGM	GPlot	(Postscript)
or:	MetaView	(ILBM)
- IFF-DR2D	MetaView	(ILBM)
- IFF-DRSD	MetaView	(ILBM)
- Limbo	Limbo 4.0	(PNM)
- Postscript (TM)	Ghostscript	-
- WPG-Vector	MetaView	(ILBM)
- WMF	MetaView	(ILBM)

- support of external periphral devices (DEVICE-access SVOjects):

- Scanner (scanner.device of ScanQuix)
- Printer (printer.device/TurboPrint/Studio)
- Camedia (digital cameras)
- FxPaintStargate (quick export to FxPAINT)

- support of external display drivers (SVDrivers):

- ECS - AGA - EGS7
- OpalVision - Retina - CyberGraphX
- PicassoII - Merlin - Picasso96
- AGA/RTG Window - CgxVideo Overlay

- Support of external operators (SVOperators):

- Dither24Bit - 24BitToHAM - HilbertDither256
- ExtractRed - ExtractGreen - ExtractBlue
- XOR - ExtractGrayScales - TopToBottom
- LeftToRight - Rotate - Scale50
- AnyTo24Bit - Crop - CallPNM
- OptimizePalette - RotateFree - PaletteDither
- Blur - Sharpen - Resize
- ScaleDDA

plus the following from Steve Quartly:

- SQBentley - SQTiling - SQThreshold
- SQOilPaint - SQMosaic - SQEmboss
- SQSlicing - SQDiffuse - SQContrast
- SQSharpen - SQBlur - SQDeep_Press
- SQMotion_Blur - SQHighPass

- "Screen-Grabbing" upto 24 Bit
- Commodity (optional)
- ARexx-Ports (optional)

- AppIcon (optional)
- AppMenu (optional)
- AppWindow (optional)
- Clipboard reading and writing
- Support of Devices, like e.g. Scanners
- Localization for OS V2.1+
- AmigaGuide OnLine-Help for OS V2.04+ (asynchroneous & 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 the SVOjects for IFF-ILBM, IFF-ACBM, IFF-YUVN, IFF-DEEP, IFF-PBM and IFF-RGB8:

- use of "iffparse.library" for reading and writing
- reading and writing of 32 Bit viewmodes (OS2 CAMG) and AGA 8 Bit Colormaps (OS3 CMAP)
- intelligent CAMG-Chunk replacement routine (if CAMG is supported)
- and more

GIF is obsolete - you neither should use nor support it any longer. If you are doing WWW design, use PNG and JPEG instead. It's important !

Overview: Supported and Non-supported Graphics Cards

=====

Card Name	Kind of Support			

1600GX	-			
A2410 TIGA	CG	EGS		1
BVisionPPC	CG			2
CyberVision64	CG		P96	3
CyberVision64/3D	CG		P96	4
CyberVisionPPC	CG			5
DCTV	-			
Domino	CG	EGS	P96	6
DraCo Altais	CG			7
Firecracker	-			
GDA-1	-			
Graffity	-			
GVP 110/24		EGS		8
GVP IV 24		EGS		9
Colormaster		EGS		10
Inferno (Wildfire)	CG			11
Merlin			P96 NAT	12
OMniBus			P96	13
OpalVision			NAT	14
Picasso II	CG		P96 NAT	15
Picasso II+	CG		P96 NAT	16

Picasso IV	CG	P96	17
Piccolo	CG EGS	P96	18
Piccolo SD64	CG EGS	P96	19
Pixel64	CG	P96	20
Rain*ow II (R-II)	EGS		21
Rain*ow III (R-III)	EGS		22
Retina Z2	EGS	NAT	23
Retina Z3 BLT	CG EGS	P96 NAT	24
Spectrum	CG EGS	P96	25
Visiona	EGS		26

As you can see, any reasonable graphics card for the Amiga is supported via one or more SVDivers for emulation software, available for these. Only some strange RGB-Port adaptors or rare framebuffers are not supported.

Shortcut Explanation

```

CG  = CyberGraphX or CyberGraphX-Clone available (CyberGraphics.svdriver)
EGS  = EGS available (with EGSPPlus this means: CG, too)
P96  = Picasso96 SVDriver available
NAT  = native emulation software and SVDriver available, as long as
      not already covered by the other mentions
-    = nothing known about any emulation software

```

1.3 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.

Note: Should after starting the installer script appear an error message "Can't find program 'Installer'" (or similar), you have to enter the correct path to your Installer program via the Workbench menu Icon/Information. Please do also not forget, to install the library fromout its directory (own script at sub-directory 'SuperViewLibrary'), if this not already has been done by the main script !

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

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, if these not already do reside in ROM (may depend on the version of the operating system):

- gadtools.library V37+
- iffparse.library V37+
- asl.library V37+
- commodities.library V37+
- utility.library V37+
- workbench.library V37+

- icon.library V37+

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

- amigaguide.library V34+
(please avoid using V34 - it's known to cause problems)

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 SVOobjects, SVDdrivers and SVOoperators):

- superview.library V24+
- superviewsupport.library V15+

GUI has been designed with StormWizard 2.0, so this program needs "wizard.library" V37+ (you can find a copy on Aminet under "biz/haage/WizardLibrary.lha").

Please use at least V41.101 of wizard.library.

The V37 versions could cause several problems with the GUI refresh.

You should find a copy coming with demo versions of various programs under ftp.haage-partner.com

For PowerPC support (optional modules) the following libraries are needed:

- ppc.library V44+ (V46+ recommended)
(or a compatible emulation)

Installing the Main Program

Copying SViewIV 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 "PROGDIR:").

Please note, that the standard icon tooltypes cause SViewIV to open the GUI and a file requester straight after startup - don't forget to change that, if you dislike it.

During installation, the program "SuperViewPalette" may have been copied to your "WBStartup"-Drawer (in Installer's "Novice" mode this is done by default, otherwise by choice), which will change and permanently lock the WB palette to MagicWB colors, so that the program icons won't look too badly colored (since these are MWB icons). If you don't like that, or already have MWB installed: simply delete the program from WB's startup drawer.

1.4 updatenote

General

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

The newest version usually can be found under  
Aminet:gfx/misc/

|             |                                                         |
|-------------|---------------------------------------------------------|
| SvIV-1.lha  | Main program, Tools, SuperView-Library                  |
| SvIV-2.lha  | Documentation files                                     |
| SvIV-3a.lha | SVObjects (JPEG, PNG, PCX, BMP, ILBM)                   |
| SvIV-3b.lha | SVObjects (other - OPTIONAL)                            |
| SvIV-4.lha  | SVDrivers                                               |
| SvIV-5.lha  | SVOperators                                             |
| SvIV-6.lha  | OPTIONAL SVOperators by SQ                              |
| SvIV-7.lha  | OPTIONAL 68030+ optimized SV modules                    |
| SvIV-8.lha  | OPTIONAL language localizations (except english/german) |

Optional, separate archives are (for example):

|              |                                                     |
|--------------|-----------------------------------------------------|
| SvIV-UX.lha  | SVObjects for seldomly used Un*x file formats       |
| SvIV-PPC.lha | Updates to PPC modules - for registered users, only |
| SvIV-WOS.lha | Updates to WOS modules - for registered users, only |
| SvIV-WIZ.lha | wizard.library for those who don't have it already  |

Aminet is a system of FTP servers, while their content also is available in form of CD-ROMs (from your local Amiga dealer).

The FTP servers for example may be reached as follows:

|                      |              |
|----------------------|--------------|
| ftp.wustl.edu        | /pub/aminet/ |
| ftp.uni-paderborn.de | /pub/aminet/ |

or through the WWW via <http://www.aminet.net>

Support-BBS

~~~~~

You can find the newest version of SViewIV there, as well as the necessary addons to get it running.

You also can read about news there, and ask questions.

Try logging in as "GAST" or "GUEST" and visite the appropriate BBS boards:

Support/SuperView/Fragen	[Questions]
Support/SuperView/News	
Support/SuperView/Updates	

The BBS is AmBos based, with an easy-to-use graphical menu system.

NEWSLINE

Sysop : Chris Voice: 02774 / 92080
CoSysop: Chaos Voice: 02774 / 92066

Port #1 : 02774 / 92081 ISDN
Port #2 : 02774 / 92082 ISDN
Port #3 : 02774 / 92081 V34b
Port #4 : 02774 / 92081 V32b

(from outside Germany, remove the "0" and
add "+49" as prefix)

Running on A3000T/060, 128 MB, 3 CD-Roms, 6 GB-HD, Free Download

1.5 usage

How To Use SViewIV: An Introduction

1.0 SViewIV'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-Ports
- 1.0.6 The App-Features
- 1.0.7 Configuration Commands

2.0 Controlling And Using SViewIV

- 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

1.6 evaluationrestr

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

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

Also, ARexx ports are not available in the evaluation version
and only saving of ILBM CmpByteRun1 is possible.

The external image viewers need a keyfile as well.

All in all:

- Requester at startup and when leaving
- no ARexx-Ports
- saving of file formats other than IFF-ILBM CmpByteRun1 is NOT possible
- no external image viewers

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

Registered users also can place a 50x50 pixel image of themselves as PROGDIR:User.image (PROGDIR: means SViewIV location). With OS 3.0 and higher this will be displayed in the About window using Datatypes, then.

1.7 construction

1.0 SViewIV's Construction

SViewIV 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 or modifyable via ARexx and the config file.

It is supported to use SViewIV as a default tool 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 SViewIV 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.

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

This GUI is not necessarily opened automatically, because SViewIV 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 SViewIV 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 on demand (see 1.0.6).

1.0.3 The CLI Interface

The CLI interface (usage via command line) 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 command line by simply adding a "-" prefix (see 2.0.1).

1.0.4 The Commodity Support

Only one of the currently running copies of SViewIV 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) SViewIV 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 demonstrates the interactive capabilities of SViewIV, because it allows to contact the SViewIV process from nearly anywhere at nearly any time to instruct it to perform a specific task.
Most of the ARexx commands also are available as configuration options, so they are described there (see 2.0.1).

The default of the ARexx port is "SViewII.rx".
Only one SViewIV Process will allow such a port at a time, but by specifying different names (see configuration section), more tasks with ARexx ports tasks are possible.

For an example, how versatile SViewIV's ARexx port is, e.g. take a look at Aminet:gfx/misc/SVProPics.lha for Ulrich Falke's highly useful scripting efforts on a solution for automatic image conversion and processing with SViewIV and SuperView-Library.

Especially for use with DOpus5, there's Aminet:biz/dopus/svconvert.lha by Wayne Newark, which allows automatized image conversion of whole directory lists.

1.0.6 The App-Features

Another interactive feature of SViewIV 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 SViewIV, as via ARexx or "Commodity Exchange" (Requester). If you want to change the AppIcon, this no problem.

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 an overview:

- Default Options (integrated in SViewIV)
- 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)

1.8 control

2.0 Controlling And Using SViewIV

As described before, SViewIV 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
ALREADY_KNEW_ABOUT	Then you need no About-Regs (registered version only)	[C T A]
PUBSCREEN=<Name>	Use which PubScreen ?	[C T A]

QUIT	Leave SViewIV	[A]
HELP	Load AmigaGuide DataBase	[C T A]
REQUEST	Request for displaying a Gfx	[C T A]
DEF_DIR=<DosPath>	Path to graphics (default)	[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 DEVICE>	Disk or ClipBoard loading ?	[C T A]
OPTION_SAVE=<DISK CLIP DEVICE>	or save to Disk or ClipBoard ?	[C T A]
SCREENSAVEDELAY=<1/50 sec>	Delaytime before saving screen	[C T A]
ICONPATH=<DosPath>	Location of default icons	[C T A]
ASLFR_LEFT=<value>	filerequester Initial LeftEdge	[C T A]
ASLFR_TOP=<value>	filerequester Initial TopEdge	[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]
ASK_OVERWRITE=<YES NO>	ask before overwriting existing files ? Default: Yes.	[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]
AREXXPORTNAME=<Name>	Name of ARexx port (<=63 chrs)	[C T]
INSTALL_APPWINDOW=<YES NO>	Provide an AppWindow ? (only together with OPEN_GUI or CX_POPUP=YES)	[C T A]
APPMODE=<SHOW LOAD>	AppWindow behaviour	[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 SViewIV process and the commodity broker. If called via ARexx only the process priority is changed, though.	[C T A]
VIEWMODE=<STRING>	Use fixed viewmode ALWAYS, by supplying a hex value describing a specific viewmode like e,g,	


```

                                "0x1234abcd" OR by giving the
                                viewmode's name like e.g.
                                "PAL:HighRes". Will be temporarily
                                disabled by using the viewmode
                                requester. [ C T A ]
STATUS=<Filename>              Write programstatus to file:

                                1: No file loaded
                                2: Loaded <width>x<height>x<depth>
                                3: Diplaying <width>x<height>x<depth>

AKMPEG_ACTIVE=<YES|NO>         akMPEG active ? [ C T A ]
AKMPEG_PLAYER=<Path+Name>      Where's the akMPEG player ? [ C T A ]
                                e.g. Work:akMPEG/PPCakmp
AKMPEG_PARAM=<parameters>     Additional parameters [ C T A ]
                                for the CLI player, e.g.
                                "-display=ov"

```

The default name of the ARexx-Port is "SViewII.rx".

2.0.2 GUI and WB-App Handling

The GUI mainly consists various areas which are marked by specific gadgets:

Picture Gadgets

SlideView

Load

Save

View

Action

ViewMode

Medium

SVObject/SVDriver/SVOperators Gadgets

SV-Switch

SV-ListView

SVInfo

Add

Remove

Screen Gadgets

Screen-ListView

Update

Info

Save

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

SViewIV 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 und 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 non-picture OS3 datatypes via the "SlideView" button:

- left button pressed within the graphics - while moving the mouse at the same time - scrolls it
(see corresponding note in the screen titlebar)

NOTE: - those DT objects will always display on a screen with an ID generated by "BestModeID", so the current SVDriver settings are IGNORED _and_ it may be forced to ECS/AGA
- you should disable support for non-picture datatypes better, anyway (-> main-library preferences)

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)

1.9 gfx-formats

GIF is obsolete - you neither should use nor support it any longer. If you are doing WWW design, use PNG and JPEG instead. It's important !

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 official 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. Some (very) old programs don't support compressed data.

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

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 AmigaBasic programs 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 and decoding.

3.0.3 Other File Formats (more than 40 different !)

SuperView-Library supports many different graphics file formats, of which some can be both, read and written, some only read or maybe some only written.
It also does support reading of all OS3-Datatypes.

Please refer to the SuperView-Library documentation for further information.

See also paragraph: About the program's abilities.

1.10 menu_fileinfo

- FileInfo

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

1.11 menu_help

- Help

Starts this Online-Help.

1.12 menu_about

- About

Informs about SViewIV.

1.13 menu_hide

- Hide

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

1.14 menu_quit

- Quit

Closes the GUI of SViewIV and exits the program.

1.15 gadget_view

- Slide 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.

If akMPEG support has been activated, it will be checked, whether the selected file is a (supported) MPEG animation.

If so, the specified akMPEG CLI player (68k or PPC) will be used to replay the animation.

1.16 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.

1.17 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).

Saved graphic files usually will get an icon as well.
You can configure, which icons should be used.

Please take a look into the "Bonus" directory for further information.

1.18 gadget_viewbuf

- View

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.

1.19 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.

1.20 gadget_screenmode

- ViewMode

Opens a ViewMode requester where - depending on the selected SVDriver - a screen mode for the currently loaded SV_GfxBuffer may be selected.

1.21 gadget_medium

- Medium

This gadget switches the Input/Output medium between Disk, Clipboard and Device.

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.

1.22 gadget_svgad

- SVObject/SVDriver switch Gadget

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

1.23 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.

1.24 gadget_svinfos

- SVInfo

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

1.25 gadget_svadd

- Add

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.

1.26 gadget_svremove

- Remove

This Gadget removes unusede SVOBJECTS/SVDRIVERS/SVOPERATORS from the system.

This is only possible, if the current SViewIV-Task is the only program, which accesses SuprView-Library at the time.

Otherwise the action will result in nothing.

Adding is possible via Add.

1.27 gadget_prefs

- ?

This gadget allows edition of Controlpad settings of the currently selected SVOBJECT/SVDRIVER/SVOPERATOR from the GUI (just like with the SVPrefs program).

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 marked Screen in the selected graphics file format.

1.31 gadget_scrinfo

- Info

This Gadget presents various information on the currently selected Screen.

1.32 bugs

Known Bugs and program limits:

Limits

- 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 SViewIV, 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 SViewIV Tasks, which then all have to be "quit"ted by a mouse click.

When creating a Slide Show you may better use "SuperSlide", "CyberSlide", "ScrollSlide" or "WinSlide", which may fit those needs well (can be found in the "Tools" directory).

CyberSlide and Picasso96

For old versions of the Picasso96 software (before V1.32) several problems have been reported, like e.g. crashes.

These usually could be solved by updating to the newest Picasso96 version and/or a FlashROM update for PicassoIV cards.

WinSlide and MultiCX (OpaqueMove)

If OpaqueMove is activated, it will translate a mouse click onto the window sizing gadget into a conventional mouse click, thus causing WinSlide to cause its window. Solution: turn it off in MCX prefs.

ViewMode generation problems

AmigaOS, CyberGfx and P96 functions do behave differently here. If you are not satisfied with the results, please check out my "ModeP" patch from Aminet:util/sys/ModeP.lha or the corresponding

preferences option of superviewsupport.library (via SVPrefs)

NewMode

There have been crash reports from someone running NewMode V4 (while V3.9 works fine here, BTW). Using ModePro instead is said to fix this.

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. There's as well no relationship to that PC program, which seems to have "borrowed" the name from us...

It also has NOTHING to do with that same-called display interface system.

>> For the meaning of "Aargh!" see footnotes of
>> Terry Pratchett's book "Interesting Times".

FOR IMPORTANT BUGFIXES WITHIN THE IMAGE LOADERS, SAVERS, THE OPERATORS AND DISPLAY DRIVERS: Please take a look into SuperView-Library.guide !

V9.07 (19.1.2000):

- added closegadget support to display routines (e.g. for new CgxOverlay)
- updated year information in all catalogs
- included Library 24.5
- Aminet release

V9.06 (1.1.2000):

- updated/added new Export ARexx scripts:
 - ExportToImageFX - ExportToPPaint - ExportToFxPAINT
 - ExportToImageEngineer - ExportToArteEffect - ExportToXiPaint

NOTE: these MUST be called asynchronously, since synchronuous calls will cause a deadlock (= SView waiting for SView to finish...)

- "really overwrite ?" requester now only will appear with disk media
- included Library 24.4
- Aminet release

V9.05 (7.12.99):

- fixed Enforcer Hit with e.g. AKMPEG_PARAM (when still not set, only) which was caused by a bug in DEFAULT entry handling (if no default was set, we accessed a NULL pointer)
(-> Martin Steigerwald)

- besides that, "-display=24sc" now is default for AKMPEG_PARAM prefs, and if no prefs are set, SView will set this as default, also
(-> Martin Steigerwald)
- recompiled using OS 3.5 includes and link libraries
- installer script now allows to do the necessary settings for akMPEG usage (the same way as e.g. the library installer script already does for Ghostscript or MetaView). For this purpose, SVPrefs got a new option called SETANY and it's called fromout the Installer script now to modify SViewIV.config.
(-> Martin Steigerwald)
- updated ARexx/ReadMe.1st for documentation on SVPrefs' SETANY option
- after prefs have been changed, the last selected entry and its position in the controlpad list won't change anymore
(-> Martin Steigerwald)
- icon for ARexx-Scripts/ReadMe.1st was missing
(-> Dámaso D. Estévez)
- updated spanish catalogs, texts and guide files,
(-> Dámaso D. Estévez)
- included Library 24.3
- Aminet release

V9.03 (19.11.99):

- no longer saves default config file to s: when env/envarc did fail
(-> Jon Peterson)
- installer script bug fixed: SViewIVPalette in fact is SuperViewPalette
- installer script bug:

Instead of just copying SViewII.config to SViewIV.config it created a directory SViewIV.config with SViewII.config in it.

The new installer script has this bug fixed and try to repair what went wrong.

You also may manually do that: just delete the directory and copy SViewII.config over SViewIV.config in both, env: and envarc: directories.

- when an error does occur with any SVDriver ("can't open display") it's now nevertheless tried to close the display before showing the error message - this solves the problem with CgxVideo.svdriver (overlay window not closed and not manually closeable) and perhaps other side-effects as well
 - since 9.01 multiselection wasn't possible with the standalone viewers anymore, and other side-effects were possible as well (workaround)
(-> Terry Coles)
 - added/updated spanish catalogs, texts and guide files,
(-> Dámaso D. Estévez)
 - fixed a number of things about various icons, e.g. types of GlowIcons etc.
(-> Gerd Frank)
 - included Library 24.2
-

- Aminet release

V9.02 (5.11.99):

- small fix

V9.01 (15.10.99):

- made a few changes to the unregistered version
- Aminet release

V9.00 (1.10.99):

- CHANGED KEYFILE SYSTEM.

This is the first update since 1993, that isn't free.
Sorry - but this was necessary.

- requesting sv-libraries V24/V15 now
- reqorked GUI
(-> Georg Rottlaender)
- added missing menu shortcuts
- it's now possible to change most program settings
fromout the GUI; added new menu "Settings/Program"
for thus purpose; needs env:superview-library/SView.cpinfo (V24+)
- prefs editor did not show default values for "ASCII" entries
- S: no longer supported as valid config file directory;
you have to put it to ENV: or PROGDIR: now;
- the new installer script automatically will move your old ENV:SViewII.config
to ENV:SViewIV.config (and ENVARC: as well) - if you only have a config
in S: and not ENV:, you should select "Save as Default" fromout SViewII, first
- added MPEG support via direct link to akMPEG player;
you now can configure SView to use any of the akMPEG CLI players
for playing MPEG animations when it encounters any (auto-detection)
- added set of new GlowIcons (for all the OS 3.5 fans ;) in the "Bonus"
directory. Thanks to Oliver Tacke for designing these and allowing me
to include them with SViewIV !
- besides unique icons for each file format, one now also can change
the default icon that will be used for saved graphics files
- fixed problem with uninitialized/garbage wildcard patterns
in Add SVObject/Driver/Operator requesters
- added new menu for starting SVPrefs program
- added ARexx menu: - Start RexxMast
 - Run ARexx Script (from PROGDIR:ARexx-Scripts/),
 as asynchroneous or synchroneous spin-off
- added new menu for starting external programs (32 KB stack, comfortable GUI)
- added new ARexx scripts:
 - ExportToImageFX
 - ExportToImageEngineer
 - ExportToPPaint
 - ExportToArteEffect

You for example might call these fromout the new ARexx menu
or fromout your own, custom ARexx scripts.

- Tools: - CyberSlide: - now allows to keep a certain screen open
(KEEPSCREEN tooltype/option) to avoid screen

- switching (16 bit is forced)
- (-> Chris de Maeyer)
- screen title no longer shown
- added QUIET tooltype/option
- fixed filerequester's "Cancel" behaviour
- ScrollSlide: - MODE_HEIGHT did not work as tooltype
- added QUIET tooltype/option
- fixed filerequester's "Cancel" behaviour
- SuperSlide: - added DEF_DIR tooltype/option
- added QUIET tooltype/option
- fixed filerequester's "Cancel" behaviour
- ScrollSlide: - added QUIET tooltype/option
- fixed filerequester's "Cancel" behaviour
- if CX_POPKEY or AREXXPORTNAME are longer than 63 characters, they'll now simply be cut off - no crashes possible anymore...
- added a similar check for PUBSCREEN
- included Library 24.1
- CD release

V8.37 (1.7.99):

- changes to WinSlide
- added/updated spanish guide file, as well as some other texts (-> Dámaso D. Estévez)
- included Library 23.4

V8.36 (5.6.99):

- via PUBSCREEN=Name now can be redirected to a different Public Screen than the default one (usually Workbench, DOpus, whatever)
- included Library 23.3

V8.35 (10.4.99):

- added "ScrollSlide" tool, which is a mixture between WinSlide and CyberSlide; it opens its own screen to allow scrollable displaying of images on AGA/CyberGfx screens within a window, using only a minimum of graphics memory
- minor bugfixes

V8.30 (31.3.99):

- file requester now correctly sets dosavemode flag
 - default save name for graphics now equals the last load name
 - WinSlide: - MAXSIZE option perhaps was broken in WB mode
 - added CLOSEGAD option
-

- included Library 23.1
- Library V23+ does include basic WOS support (with various options; see SVPrefs ←), however, the new PPC module package (V23.1) yet only does include three modules: PNG, JPEG, TIFF - more will follow

V8.22 (1.3.99):

- screen info and screen grabbing seems to have been broken in the last (few ?) versions. Always the first screen would have been used (perhaps -> otherwise: crash) (-> Thomas Lorenz)
- while I was at it, ripped out a lot of old code and rewrote the complete screen handling

V8.21 (20.2.99):

- now asks before overwriting existing files; as long as ERROR_REPORT=YES; can be switched off via ASK_OVERWRITE=NO
- please use at least V41.101 of wizard.library. The V37 versions could cause several problems with the GUI refresh. You should find a copy coming with demo versions of various programs under ftp.haage-partner.com
- included Library 22.2
- new PPC modules available as well

V8.20 (22.11.98):

- fixed wildcard pattern settings in prefs filerequesters (again ?)
- "SVObjects (all)" didn't feature double-clicks yet. Fixed.
- completely updated spanish "help" directly (-> Dámaso D. Estévez)
- added reworked nederlands catalog and re-added nederlands GUI catalog (-> by ATO, see credits)
- added spanish guide file version by Dámaso D. Estévez
- if the two "onlinehelp" texts from SViewIV.ct together were more than 80 chars in lenght, this could have caused crashes (-> Dámaso D. Estévez)
- AppWindow behaviour now can be changed (-> Wolfgang Krause)
- added MultiCX OpaqueMove note to 'known bugs' section (-> Burkhard Breuer)
- SuperSlide, CyberSlide, WinSlide: - adjusted version requirements
- SuperViewPalette: - removed some unused data and obsolete code
- reworked documentation
- restructured archive organization; archives #6 through #8 now are optional, #3b is optional (but recommended) as well been missing before
- now requires superview.library V22+ and superviewsupport.library V13+
- removed some old fallback-code for svsupport < V9
- included Library 22.1

V8.10 (5.10.98):

- introduced double-clicks for Listviews (no more "?" or "Modify")
- GUI catalog newer was closed
(-> Niels Bache)
- updated some of the spanish texts or added notes elsewhere
(-> Dámaso D. Estévez)
- lithuanian GUI translation added again
(-> Levas)
- if a display window or screen was open during selecting "save",
the corresponding screen (with Windows.svdriver the WB screen,
otherwise the display screen) would have been grabbed (and saved)
instead of saving the loaded graphics. Fixed.
(-> Wolfgang Krause)
- added several new and updated translations by ATO
(next release may supply that growing number of localizations
in a separate archive - to the pleasure of the english-native users)
- included Library 21.9

V8.04 (8.9.98):

- fixed typos...
- ...and updated the docs
- added some more translations (and updates) by Dámaso D. Estévez <amidde@arrakis.es>
- added mailinglist information to support section
- added "known bugs" note about NewMode
- again added swedish GUI translation
(-> Torbjörn Aronsson)
- english: updated registration FAQ to reflect credit card information
- fixed "error in line 133" problem in installer script (only pretend-mode ?)
(-> Torbjörn Aronsson)
- included Library 21.8

V8.03 (9.8.98):

- V8.02 partially was as fix (only .exe, .wizard and two catalogs) on Aminet

V8.02 (3.8.98):

- V8.01 was as fix (only .exe and .wizard) on Aminet
- V8.00 was labeled "5.7.98" - wrong: correctly, it was 30.7.98
- the "fixed VIEWMODE=..." feature only worked with "Slideview",
now also works with "Load" (+ "View")
- in the "SVObjects (all)" prefs menu, "Modify" now is ghosted,
if there are no settings possible - just as in the other prefs menus
- during V7.72 to 8.00, a lot of español translations by
Dámaso D. Estévez <amidde@arrakis.es> have been added
- started re-adding GUI localizations (so far: deutsch, español)
- adjusted version of .wizard file
- _? shortcut now allowed for the three SV... module types
- included Library 21.7

V8.01 (1.8.98):

- old keyfiles were not always recognized
(-> Georg Rottländer)
 - "module information" did not work
(-> Georg Rottländer)
-

- some "module information" texts had their color equal to the background color

V8.00 (30.7.98):

- reworked the GUI again
- this is now SViewII - the successor of SViewNG
(I needed a new name to separate the new GUI and catalog files from the old ones ;-)
- you may use the new and old version(s) in parallel, if you like
- remember to update your own ARexx scripts accordingly for use with the new version (port-name: "SViewII.rx") - I've already done this for the sample scripts
- included Library 21.6

Version history before V8.00 no longer included

1.34 future

Possible future enhancements might be:

- more and smarter functions for image processing
- 8 Bit or HAM preview screens for any graphics
- holding more than one graphic in memory (multi-handle accesses)
- and more

1.35 correspondence

** General PerSuaSiVe SoftWorX WWW Support Site is <http://www.ar-kleinert.de> **

<p>You may reach me the following way. Send bug-reports, money or whatever to:</p> <hr/> <p>* SuperView Development & Registration *</p> <p>* DRAFU Development & Registration *</p> <p>* Image Engineer Registration Site Europe *</p> <p>PerSuaSiVe SoftWorX</p> <p>Andreas R. Kleinert Am Kornberg 48 D-57076 Siegen Germany, Europe</p> <p>+49-271-22869 (also FAX + AM)</p> <p>Weekdays after 18.00h.</p>
--

```
|           When calling via phone you may leave a message, |
|           if I'm not available - but don't expect me      |
|           calling back to USA, Australia, ... since      |
|           german phone rates are HIGHLY expensive.       |
|_____|
```

EMail:

Please ask before sending binaries!
And please think twice before asking - my postbox
is not unlimited in size.

* Do not send binaries via Fido or Fido-Gates ! *

- Fido Andreas Kleinert 2:2457/350.18
- Usenet
 >>> info@ar-kleinert.de
 Andreas_Kleinert@gmx.de
 ARK@News.wwbnet.de
- If nothing else works, try one of these public
 Fido-Usenet gateways:

 In Germany:
 Andreas_Kleinert@pl8.f350.n2457.z2.fido.sub.org

 From USA or elsewhere:
 Andreas_Kleinert@pl8.f350.n2457.z2.fidonet.org

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 SViewIV 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 SViewIV
do not forget to register as an user of SViewIV 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
"SuperView-Library" (so read it, please).

Thanks go to (in alphabetical order):

- Gerd Frank

... for Beta-Testing with the very first versions, Bug-Reports and
last not least for his many ideas and suggestions, especially concerning
the re-design of SuperView's GUI ;-)

- 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. (See also: "RomIcons" on AmiNet).

- 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 have to go to Detlef Winkler for designing several icons and graphics, that currently are or have been included with SView in the past. (See also: "Bonus/ReadMe" file)

- to the translators

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- Andreas Neumann	- Jürgen Haage	- Markus Nerdling
- Bodo Thevissen	- Helge Thorsten Kautz	- Urban D. Müller
- Jens Loreck	- Jürgen Schäfer	- Florian Zeiler
- Ing.büro Helfrich	- Steve Quartly	- Paul Huxham
- Andreas Magerl	- Mat Bettinson	- Thomas Eigentler

- William F. Maddock	- Mika Lundell	- Joop van de Wege
- Kevin Hisel	- Joachim Baumeister	- Thomas Fischbach
- Gerd Frank	- Martin Schulze	- Roman Patzner
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- Stefan Kremer	- Alex Lange	- H. P. Lattka
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- Aaron Digulla	- C. Davis Sprague	- Michael Flad
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- Mats Jansson	- Michael Kilimann	- Jim & Becky Maciorowski
- Michael De Meerleer	- Neil Mohr	- Patrick Ohly
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- Henrik Tikanvaara	- Marco Vernaglione	- Fabien Wernly
- Tilo Winkler	- Steffen Häuser	- Eddie Churchill
- Sven Denninghoff	- Michael Gruber	- Joel Alvim
- Tom Lively	- Frank Dietrich	

- and last NOT LEAST

- all registered users of SuperView for supporting Shareware

1.37 distribution

Copyright

The program SViewIV in this version and its documentation files are (C)opyright 1993-2000 by Andreas R. Kleinert. All rights reserved.

The right of using this program is granted to you by paying the SHAREWARE-fee of 30 (outside western Europe 40) DEM or equivalent (e.g. in Euro, using the official exchange rate, or in US dollar; 20 USD/25 USD).

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(Also see Credits and Support for more information on translation issues and translators.)

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