

**akLJPG\_Documentation**

**COLLABORATORS**

	<i>TITLE :</i> akLJPG_Documentation		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 22, 2024	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# akLJPG\_Documentation

### 1.1 Commercial Break

DON'T click here > < or here > <

```
-----  
*****  *****  *****  *****  ++++++  
*          *    *    *    *    *    *    +   +  
*****    *    *    *    *****  +++  
          *    *    *    *    *  
*****    *    *****  *          +  
-----
```

and now to something completely different...

<Commercial> BTW: What is SViewNG ? </Commercial> with PPC support !

<Commercial> Already tested PMPPro ? </Commercial> with PPC support !

...before you E N T E R the DATATYPE documentation!

(no this isn't an aggressive commercial - if you want to see one,  
just wait for the NEXT release ;-)

### 1.2 akLJPG : Documentation

akLJPG.datatype V43.187

---

- licenseable FREeware -

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(also see Copyright notices below)

A PerSuaSiVe SoftWorX PRODUCT.

Needs Kickstart V3.x

Release Date : 5.6.1998

<Commercial> BTW: What is SViewNG ? </Commercial>  
<Commercial> Already tested PMPro ? </Commercial>

Copyright  
Disclaimer  
Distribution  
Usage and Notes  
Datatype FAQ  
Prefs  
Correspondence  
Thanks  
Version-History

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

Please visit:

WWW Support Site  
<http://www.amigaworld.com/support/akljpg/> (AWeb-II)

The CHAOS theory:

"Like finding that bloody butterfly whose flapping  
wings cause all these storms we've been having lately  
and getting it to stop." (see "Witches Abroad" by Terry Pratchett)

Ahm...well:

...and thanks for all the fish.

## 1.3 copyright

The akLJPG.datatype in this version and its documentation files are  
(C)opyright 1997-98 by Andreas R. Kleinert. All rights reserved.

---

akDT\_Installer by Robert C. Reiswig ©1996-1998.

If you wish to use any part of this installer you must ask. May not be integrated/placed into any other package! Changes, suggestions or problems: akDatatype@vgr.com

Prefs GUI design improved by Georg Rottlaender <Georg.Rottlaender@bonn.netsurf.de> under use of a 'NewIcon' graphics by Philip Vedovatti <vedovatt@u.washington.edu> - included with kind permission by the 'Team NewIcons'

The patch files were created using the scompare SAS Binary File Compare Program V6.50 which is copyright © 1992-1993 SAS Institute, Inc. The spatch SAS Binary File Patcher V6.50 is copyright © 1992 SAS Institute, Inc.

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The sources are based on the original "ljpgtopnm" utility, which is available from ftp.cs.cornell.edu in the pub/multimed/ljpg directory, from where I fetched the "Lossless JPEG Codec (Version 1.0; June 20, 1994)" by Kongji Huang and Brian Smith, Department of Computer Science, Cornell University. Precisely, the original sources of the "ljpgtopng" utility, have been used.

-----  
So, for the LJPEG part, note the following:

This software is based in part on the work of the Independent JPEG Group.

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We specifically permit and encourage the use of this software as the basis of commercial products, provided that all warranty or liability

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claims are assumed by the product vendor.

## 1.4 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.

The author reserves the right to discontinue development of the program.

## 1.5 distribution

The akJFIF.datatype in this version is freely distributable (FREWARE). You may copy it, if the copyright notice is left intact and all of its parts are included in the distribution.

This program may only be included in commercial packages or commercial program collections with my written permission - ask for it.

This program may be put on public domain disks or included in public domain disk libraries - when being distributed that way, it is allowed to take a nominal fee including the costs for copying, without considering that as "commercial" in the above mentioned sense.

This program may also be distributed via electronic mail and may be put into mailboxes as long as the redistribution conditions are respected in all points.

By using or distributing this program you automatically agree to all of the above conditions and terms.

## 1.6 Usage and so on

Usage

-----

Just install the datatype files to their appropriate directories, and copy the akLJGPPrefs command to SYS:Prefs/Datatypes (optionally).

Program information

-----

It supports reading of LJPG graphics files.  
LJPG is a freely distributable lossless JPEG image compression package.

There's a port of the encoding program "pnmtoljpg" available on Aminet as gfx/pbm/pnmtoljpg.lha, which compresses a Portable Pixmap (PPM, PNM-P6) or Portable Graymap image (PGM, PNM-P5) to a lossless JPEG (LJPG) image using the JPEG standard (DIS) lossless mode of operation.

This datatype decodes a ljpg image to either 24 Bit RGB or 256 grayscales

---

depending on the number of color components stored in the LJPG image file.

With V39-V42 picture.datatype it either produces (upto) 256 color palette-based or HAM6/8 output (256 colors exported unmodified, 24 Bit data either dithered or converted to HAM6/HAM8) with picture.datatype V43 as well 24 Bit may be exported unmodified.

There are picture.datatype V43 versions available for both, CyberGraphX and Picasso96, while the one for Picasso96 does work with ECS/AGA, too - simply use the appropriate one.

akLJPG.datatype is FREeware, but donations are always welcome.

## 1.7 Datatype FAQ

PPC module (ELF)

-----

Yes, this datatype is prepared for a great speed up with phase5's powerUP (TM) boards.

For this, the ELF LJPG decoder module has to be placed at location SYS:Classes/Datatypes/akLJPG.ppc - the installer script will manage this for you on demand.

Make sure that you've the 68040/060 versions of the datatype installed, since the 68000/030 versions don't contain the necessary extra code (there are no powerUP boards with 68000/030s CPU available or planned as far as I know). Also, don't install the ELF module and/or ppc.library if you don't have a PPC board plugged in.

Raw loading speed up should be very impressive with this PPC module, although it of course can't increase rendering or dithering (remapping) speed of other system modules or the calling program.

HAM conversion or ordered dithering (for 24 bit images, i.e. if not in V43 mode) are NOT yet PPC optimized - get a graphics card !

NOTE: decoding will need about twice as much memory as with the 68k decoder, plus approximately another 50K for the loaded ELF module, 16K for stack and 2x16K for I/O buffers (you know, RISC is 'reduced instruction set' and not 'reduced memory usage' - but now you are able to actually make use of all that expensive RAM ;-)  
Also, the progressbar is not available for PPC decoding (does not make much sense when e.g. WWW browsing, anyway).

Small PPC FAQ

-----

Q: Why is a 060/PPC combo faster than the 040/PPC combo ?  
A: Perhaps because the 060 can process the I/O requests (aka OS calls) faster than the 040. Small differences may also be caused by using different hard drives - to minimize this, one could put the files into RAM: for example, but this wouldn't deliver real-life results. The following question is related, too.

Q: Can't PPC loaders be faster than this datatype one ?

A: Yes, they actually *can* be faster than the measured results may indicate. Problem is, that datatypes have to deal with bitmaps, which slows everything down. For example, in 24 bit mode DTM\_WRITEPIXELARRAY still has to be performed by the 68k, and in 8 bit mode, the same does apply to WritePixelLine8() - the latter one may include a c2p version on systems without a graphics card. To avoid the latter, one for example could try the PPC native loaders for SuperView-Library instead.

Q: Why are there different speed-up factors for different images ? I've performed Jan Uerpmann's PicBench test from his site <<http://www.tu-bs.de/~y0002723/files/PicBench.lha>> and it seems to indicate this.

A: The "larger" the images, the more the PPC can help increasing decoding speed - so larger images may deliver better results than smaller images.

More datatypes ?

-----  
On Aminet:util/dtype/ you can also find akJFIF, akPNG, akSVG and the co-production FAXX (with GPSofT) datatype.

What's the relationship between JFIF and LJPG ?

-----  
The answer is simple: on file format level, there actually is none, thus neither one of the two datatypes does replace the other one and you would need to install both to get the functionality of both - but akJFIF perhaps is the more important one.

No V43 with AGA ?

-----  
There's a V43 picture.datatype coming with the Picasso96 RTG package (on Aminet), which works with plain AGA, too.

Crashes ?

-----  
The first reason for a crash often is stack size. Not enough stack size. IPrefs/WBPPatterns has this problem, and others as well. Checking this and/or using FastIPrefs (the replacement) is recommended.

No write support ?

-----  
Sorry, there won't be write support (DTM\_WRITE method), since I think, that datatypes are mainly a system for data exchange and not to do the job of existing conversion utilities.

To explain it even further:

The datatype mechanism certainly is a system to HIDE implementation and data format details. If one does offer too much choices for destination file formats, this would - in my opinion - completely be against this concept. The ideal way of keeping the datatypes' concept cleanly OOP would be to internally handle everything in an amiga-unique IFF format - which BTW is quite essential for clipboard data exchange as well.

---

Unfortunately IFF-ILBM isn't very suitable for color depths greater than 8 bit. Maybe IFF-RGFX could be a good choice, here.

Odd screenmode selection

-----  
 graphics.library's BestModeID function isn't so well designed.  
 Try Patching to a better one, e.g. with Aminet:util/sys/ModeP.lha

Progressbar and programs (esp. Browsers)

-----  
 Please note, that the (optional) progress bar will either open on a windows's screen as specified via pr\_WindowPtr, or on the default Public Screen, thus if your favoured Web Browser does not set pr\_WindowPtr or does not declare its screen as default pub screen, that's not my fault. PDTA\_Screen will be checked first, as well - but usually this won't work at all.

Unknown datatypes (V43)

-----  
 If your datatypes stop working (unknown file format), please don't blame me, but at first check, whether you've still installed an already expired beta version of picture.datatype V43...

## 1.8 correspondence

WWW Support Site

<http://www.amigaworld.com/support/> (AWeb-II)

(try <http://193.203.162.219/>, if you can't connect)

```

-----
| You may reach me the following way. |
| Send bug-reports, money or whatever to: |
|-----|
| * SuperView Development & Registration * |
| * DRAFU Development & Registration * |
| * Image Engineer Registration Site Europe * |
| |
| PerSuaSiVe SoftWorX |
| |
| Andreas R. Kleinert |
| Sandstrasse 1 |
| D-57072 Siegen |
| Germany, Europe |
| |
| Any snail mail to the old address will still be routed. |
| |
| Phone: +49-271-22869 also FAX + AM |
| |
| Weekdays after 18.00h. |
| |
| 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 send binaries via ARK@News.wwbnet.de, and keep them smaller than 16 KB. Please think twice before sending them - my postbox is not unlimited in size.

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

- Fido    Andreas Kleinert 2:2457/350.18
- Usenet
  - ARK@superview.ftn.neckar-alb.de    (Fido-Gate)
  - Andreas\_Kleinert@t-online.de    (T-Online)
  - ARK@News.wwbnet.de                (Z-Netz)
  - ARK@amigaworld.com                (AmigaWorld)

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

  In Germany:

    Andreas\_Kleinert@p18.f350.n2457.z2.fido.sub.org

  From USA or elsewhere:

    Andreas\_Kleinert@p18.f350.n2457.z2.fidonet.org

## 1.9 thanks

Thanks go to (in order of appearance ;-)

=====

(some of these people sent money, others did make suggestions/bug reports or helped otherwise - how about you ?)

- Jörn Krüger                    - Andreas Schwarz                - Per Jonsson
- Roland Mainz                  - Robert C. Reiswig              - B & D Kubler
- Georg Rottlaender            - Phil Vedovatti                - Petra Struck
- Heiko Kröhnert                - Alvaro Thompson                - Achim Stegemann
- Bert Bosma

- ...the DOpus team, namely Dr. Greg Perry
- ...the StormC/Wizard team, namely Jürgen Haage and Markus Nerding
- ...the Cloanto team
- ...the people on the DTA (Datatypes) Mailing List on Amiga World and the people of the "Datatypes Replacement Project" in general

## 1.10 prefs

akLJPGPrefs

-----

akLJPGPrefs is the Preferences Program for akLJPG.datatype.

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").

Icon by Bert Bosma <lmb@wxs.nl> (based on NewIcons).

An alternative MUI prefs program replacement by Alvaro Thompson (originally) and Achim Stegemann (later) is now available as util/dtype/akMUIPrefs.lha

The global settings will be written to ENV: (and maybe also ENVARC:) into a preferences file called "Datatypes/akLJPG.prefs".

#### OPTIONAL

----- task specific settings files -----  
Settings specific to different caller programs may be created by copying the global settings from "Datatypes/akLJPG.prefs" to an optional task-related prefs file called

"Datatypes/akLJPG.prefs\_Tasks/TaSkNaMe"

where "TaSkNaMe" means the name of the program as e.g. shown by a system monitor (for obvious reasons, this does work best with workbench programs, which don't require name patterns as some CLI programs might do, like for example "CLI(3):Work:Browsers/XWebber"). So, with AWeb for example, you would just edit your global settings file and then do the following:

```
MakeDir ENV:Datatypes/akLJPG.prefs_Tasks
Copy ENV:Datatypes/akLJPG.prefs ENV:Datatypes/akLJPG.prefs_Tasks/AWebIP"
```

[... and the same for ENVARC: ...]

After that, AWeb will ignore the global settings and fetch its own from the given file.

(Currently you can't edit them locally, sorry - but for e.g. AWeb it should be simple to manage that via ARexx by just including an appropriate script to AWeb's ARexx menu).

-----  
You can do the following settings:

- 1) V43\_MODE=(NO\_DITHERING|V40\_DITHERING)
  - 2) V40\_24BIT\_MODE=(DITHER\_ORDERED|HAM\_OUTPUT)
  - 3) V40\_DEPTH=(3..8)
  - 4) HAM\_MODE=(HAM6|HAM8)
  - 5) PROGRESSBAR=(ON|OFF)
  - 6) INTERLEAVED\_BM8=(ON|OFF)
  - 7) SPEEDUP
  - 8) CUSTOM\_MODES
  - 9) NOPPC
  - 10) NOASPECT
-

That's mostly self-explaining, but as an example, here are the default settings and a short explanation:

```
V43_MODE=NO_DITHERING
V40_24BIT_MODE=DITHER_ORDERED
V40_DEPTH=8
HAM_MODE=HAM6
INTERLEAVED_BM8=ON
PROGRESSBAR=ON
```

#### General Explanation of Options

=====

##### 1) V43\_MODE

-----

NO\_DITHERING: does output 24 Bit data when running pic-dt V43  
 V40\_DITHERING: switches to V40 mode settings when running pic-dt V43

##### 2) V40\_24BIT\_MODE (when running picture datatype V40 or V43 in V40 mode)

-----

DITHER\_ORDERED: does ordered dithering of 24 Bit data  
 HAM\_OUTPUT: does convert 24 Bit data to HAM6/8

##### 3) V40\_DEPTH

-----

When dithering to a palette (so: when in V40 mode and ordered dithering being selected) the number of palette colors, which is 256 by default, may be reduced here (e.g. on ECS systems).  
 Valid depth values are 3..8 (which results in 16..256 colors, easily calculated by  $2^{\text{depth}}$ ).

##### 4) HAM\_MODE

-----

HAM6: generates HAM6 output for 24 Bit graphics, when running V39-42  
 HAM8: generates HAM8 output for 24 Bit graphics, when running V39-42

Note, that HAM8 is native to AGA machines and thus may cause difficulties with graphic boards and won't work with OCS/ECS Amigas. With HAM6 and graphic boards also problems may occur.

##### 5) INTERLEAVED\_BM8

-----

ON: will output interleaved bitmaps upto 256 colors  
 OFF: will output normal bitmaps (BMF\_CLEAR only) - you may switch interleaved mode off for specific programs, which cannot handle it, or when AllocBitmap() has been patched for chunky modes by a graphics card software or e.g. EGSPPlus

Note: There's no need for BMF\_DISPLAYABLE, don't rely on it.  
 And: If you encounter 'out of memory' or 'cannot open screen' problems, first try disabling interleaved bitmaps.

##### 6) PROGRESSBAR

-----

ON: pop up percentage display  
 OFF: do not pop up percentage display

## 7) SPEEDUP (hidden option)

-----  
 Activates some bitmap related optimizations, including a special hack for making image loading with AWeb somewhat faster.

## 8) CUSTOM\_MODES (hidden option)

-----  
 When the keyword CUSTOM\_MODES is set, only viewmodes out of the standard set will be generated:

- LowRes ( 320x200/256)
- HighRes ( 640x200/256)
- SuperHighRes (1280x200/256)
- LowRes Lace ( 320x400/512)
- HighRes Lace ( 640x400/512)
- SuperHighRes Lace (1280x400/512)

When CUSTOM\_MODES=0x##### (e.g. CUSTOM\_MODES=0x00000000) is set, the specified hexadecimal viewmode ID will be used always - alternatively, you can specify the viewmode name as plain text, for example "CUSTOM\_MODES=PAL:HighRes". Note, that spelling is very critical here.

For HAM output, this is only true, if the mode ID actually is capable of HAM (this usually is indicated by OR'ing it with HAM\_KEY), otherwise a different ID will be computed.

## 9) NOPPC (hidden option)

-----  
 When the keyword NOPPC is set, the PPC encoder module won't be used, even with a PPC available. Instead the datatype will fall back to 68k mode. Useful e.g. for speed comparisons.

## 10) NOASPECT (hidden option)

-----  
 If x/y aspect generation produces buggy results, e.g. with PictIcon, this option may be used to always force 1:1 to be returned.

## 1.11 history

There's a Datatype Developers Mailing List (DTA) running now. If you are a datatypes programmer and want to join, please don't contact me for further information, but maybe ask info@amigaworld.com (Bodo) or simply visit the Datatype Association's WWW homepage under <http://www.amigaworld.com/support/dta/>

Known Bugs: - Some people reported problems with the installation scripts in the past. If you encounter any problems or bugs, please report these directly to the script author Robert C. Reiswig <akDatatype@vgr.com>

- There did occur problems with V36.126 of wizard.library, so you might wish to upgrade to V37.127 or higher

---

(see Aminet:gfx/show/SViewNGWiz.lha). There's also a V39.101 available now - ask Haage and Partner. It's only used for the prefs program, so no need to worry, if you don't use the wizard version.

- viewmode selection may not always be 'perfect'

## History

=====

- V43.187 (5.6.98):
- updated akDT\_Installer by Robert C. Reiswig (-> Robert C. Reiswig, akDatatype@vgr.com)
  - prefs were screwed up since 43.181, trying to load akJFIF's .wizard file instead of the LJPG one (-> Magnus Bouvin)
  - you have to handle a large number of images ? Organize, view, convert and process these ? Do you want speed up through PPC support ? Check out PMPro, the universal graphics tool and picture manager. ←
  - did you already notice, that SViewNG now has PPC native loaders/savers for e.g. PNG, JFIF, TIFF, PICT, too ? They're even faster than the datatypes, since they don't have to deal with OS bitmaps.
  - the Datatype Association (DTA) now has its own homepage (courtesy by Roger Hagensen and Amiga World) - it easily can be reached under <http://www.amigaworld.com/support/dta/>
- V43.185 (7.5.98):
- if x/y aspect generation produces buggy results, e.g. with PictIcon, there's now an optional (and hidden) prefs switch to be set: "NOASPECT" will always let the datatype return 1:1 (-> Gunnar Schuster)
  - added internal replacement for BestModeID(); maybe it's still not perfect, but seems to work better than the original one, at least under CyberGraphX
  - fixed a bug in the HAM viewmode ID selection (related)
- V43.181 (23.4.98):
- prefs program redone with StormC 2.00.32
  - prefs program now internally does include a copy of the .wizard file, so even if it isn't in PROGDIR:, the GUI can be opened (it just won't remember size and position, then)
  - added missing icons (-> CPurnell)
- V43.180 (29.3.98):
- cleaned up source code
  - better modularization
  - reduced number of file access during handling of preferences settings (now just opened and
-

- read once)
  - various optimizations and fixes to the source code
  - added PPC support via an ELF plugin module;  
will work with all applications, no keyfile needed.  
See FAQ for questions on PPC support.  
(installer has not yet been tested to handle this  
PPC module, so you may have to install the PPC module  
by hand, if it's not copied during installation)
  - main datatype code accidentally generated  
for 68060. Not really a serious problem, unless  
you actually tried running the 68000 version on  
a 68000 ;)
  - ordered dithering was completely broken,  
additionally it did result in a memory leak
  - using bigger I/O buffer on 68k side now, too
  - now checks ENV:Classes/Datatypes/ for preferences, too
  - adopted (hidden) "CUSTOM\_MODES", "SPEEDUP" and "NOPPC"  
prefs options from akPNG/akJFIF
  - updated/fixed prefs description
  - updated statement on DTM\_WRITE support
  - added new, improved Installer script by  
Robert C. Reiswig (-> a lot of credits  
hereby go to his address :-)
- V43.175 (17.3.98):
- unified installation procedure, removed  
"Install" and "FIRST\_Unpatch" scripts,  
added new Installer script by Robert C. Reiswig  
which now again does handle everything that's  
necessary for a proper installation
- V43.165 (7.3.98):
- 030/040/060 versions now generated from patch files
- V43.155 (13.2.98):
- small changes
- V43.140 (25.1.98):
- added new icon for prefs program (NewIcons)  
(-> by Bert Bosma <lmb@wxs.nl>)
  - fixed enforcer hit as introduced in 43.135  
(-> Sebastian Becker, Thomas Tavoly, various)
- V43.135 (5.1.98):
- optimized progress bar code
  - fixed possible bugs in the progress bar code
  - upgraded outdated "1997" to "1998" bugfix  
release ;-)
  - made bitmap allocation and handling a little  
bit more cgfx-aware
  - added special speed hack for 8 Bit output on  
AWeb-II screens under CGfx
- V43.130 (12.12.97):
- speed: optimized compiler's code generation
- V43.121 (23.11.97):
- OLD\_DTM\_WRITE switch was taken from akJFIF.prefs :-)
  - the new dispatch routine again (or still) has been  
causing problems, this time with IBrowse (not  
displaying certain images, maybe because of refresh  
problems). Removed all the new code, again using  
David N. Junods good old method, here  
(-> Philippe Duchenne)
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- V43.120 (5.11.97):
- Prefs now with correct version id
  - included fixed "install" script by Roger Hagensen, which - besides some other bug fixes - now also does check for the GUI version (-> several)
- V43.110 (15.10.97):
- Prefs GUI design improved by Georg Rottlaender <Georg.Rottlaender@bonn.netsurf.de> under use of a 'NewIcon' graphics by Philip Vedovatti <vedovatt@u.washington.edu> - included with kind ↵ permission by the 'Team NewIcons'
  - Prefs program accidentally linked with storm020.lib. Fixed ↵
  - this will be the LAST update, until there's a MAJOR reason to fix/update something
- V43.100 (5.10.97) :
- rewrote Dispatch() routine completely, implemented new routines derived from Roland Mainz' improved sample code
  - DTM\_WRITE now can be forced to its old behaviour by specifying the hidden prefs option "OLD\_DTM\_WRITE" (IFF-ILBM then will be written without any error code given because of unsupported DTWR\_RAW)
  - recompiled prefs program with StormC 3.0 (2.00.23)
  - prefs now using external .wizard file (improve GUI, if you like)
  - prefs GUI now remembers position and size
- V43.95 (12.08.97) :
- recompiled with SAS/C V6.58
- V43.92 (28.07.97) :
- updated docs
  - updated 680x0 info
  - updated akDT\_Installer by Robert C. Reiswig (-> Robert C. Reiswig, akDatatype@vgr.com)
  - recompiled prefs program with StormC V3.0
  - fixed possible, \_small\_ memory leak within progress window's msg handling
- V43.91 (04.07.97) :
- fixed "memory loss on LibInit failure" bug
  - added new akT script V43.90 (-> Roger Hâgensen)
  - updated scripts (-> done by Roger Hagensen)
  - progress bar: replaced two Forbid/Permit by semaphore
  - removed another (unnecessary) Forbid/Permit pair
  - some \_\_saveds were missing
  - \_\_inlined CalcProgressPos() (not time-critical)
- V43.90 (24.06.97) :
- V43.81 should had been available as binary-only fix archive "akFix4381.lha" together with
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- the other datatypes, only.  
Upload did not succeed  
(-> a zillion people did report V43.80 bug)
- added akDT\_Installer by Robert C. Reiswig  
(-> Robert C. Reiswig, akDatatype@vgr.com)
- V43.81 (16.06.97) : - prefs icon was renamed differently than program  
(-> detected by Roger Hagensen)
- new dispatcher code either still is buggy, only works with V45 or has been implemented wrongly. Anyway: V43.80 was messed up, better use V43.81 !!
  - prefs icon had be wrongly named  
(-> Roger Hagensen, Andreas Schwarz)
- V43.80 (14.06.97) : - SetPatch 43.6 is on ftp.amiga.de  
Get it!
- protection bits now correctly set  
(-> Per Jonsson)
  - updated class dispatcher  
(-> Roland Mainz)
- V43.75 (27.05.97) : - HAM indicator seems to have been broken since some releases (viewmode field, HAM\_KEY)
- added new viewmode generation routine, especial for HAM modes, which takes care of AGA HAM capabilities and PAL/NTSC
  - added correct viewmode generation for all other modes, too
  - aspect ratio fields of BitMapHeader structure now are filled according the selected viewmode
  - added new akT V43.70  
(-> Roger Hâgensen)
- V43.60 (20.04.97) : - in the prefs, "24 Bit" was "Dithering" and vice versa ( ←  
V43\_MODE)
- temporary file in T: would not have been deleted
  - updated email
  - updated docs
- V43.1 (25.3.97) : - first version
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