

## **akTIFF\_Documentation**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> akTIFF_Documentation		
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<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# akTIFF\_Documentation

### 1.1 akTIFF : Documentation

akTIFF.datatype V44.6

- SHAREWARE -

© 1998 by Andreas Ralph Kleinert. All rights reserved.

A PerSuaSiVe SoftWorX PRODUCT.

Needs Kickstart V3.x

Release Date : 16.9.1998

Please consider registration - usually less than 1% of the  
users of a program do register. That's not much.

<Commercial> BTW: What is SViewII ? </Commercial>

<Commercial> Already tested PMPro ? </Commercial>

Copyright  
Disclaimer  
Distribution  
Payment  
Usage and Notes  
Datatype FAQ  
68020-68060, PPC  
Prefs  
Correspondence  
Hall of Fame  
Version-History

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

Please visit:

WWW Support Site  
<http://wdo.de/ark/> (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.

## 1.2 copyright

The akTIFF.datatype in this version and its documentation files are (C)opyright 1998 by Andreas R. Kleinert. All rights reserved.

The right of using this program is granted to you by paying the SHAREWARE-fee of 15 DEM (10 U\$) or equivalent to the author.

This software is based in part on the TIFF reference library (libtiff), which allows being used e.g. for freely distributable and commercial programs.

libtiff 3.4beta037:

Copyright (c) 1988-1997 Sam Leffler  
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Note, that reading of LZW compressed TIFF graphics is disabled because of legal reasons. JPEG compression intentionally is not supported.

---

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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Should any of the listed terms and clauses within this document not be valid in conjunction with the law of certain countries this does not affect the validity of the other clauses.

## 1.3 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.

## 1.4 distribution

The akTIFF.datatype in this version is freely distributable (SHAREWARE). 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.

## 1.5 payment

You may send cash money in an envelope, euro-cheques, or just transfer the 15 DEM (10 U\$) shareware fee to the following account (mention your name): Deutsche Bank Siegen, BLZ 46070090 Kto. 0298174

No foreign cheques, please (euro-cheques or DM-cheques are ok).

## 1.6 Usage and so on

### Installation and Usage

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

While the datatype itself can be placed elsewhere within a valid search path, the .ppc module HAS TO be placed to SYS:Classes/Datatypes/ - not a problem, if you use the installer script, otherwise please remember...

### Program information

akTIFF.datatype is a TIFF datatype, which is based on the latest TIFF reference sources (libtiff 3.4beta037).

So it does support 8 Bit color mapped files (colorspace expanded to 8 bit per component always) and True color files (24 Bit, alpha channel ignored, cut down to 24 Bit 8:8:8 if necessary).

Note, that reading of LZW compressed TIFF graphics is disabled because of legal reasons. JPEG compression intentionally is not supported.

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.

You must use the included preferences program for best configuration - of course you can also use one of the alternative prefs programs from Aminet, which should deliver the same functionality (but please remember not to send any corresponding bug reports to my address).

akTIFF.datatype is SHAREWARE, the future depends on YOU.

---

## 1.7 Datatype FAQ

"Object is not of required type"

-----

Note, that reading of LZW compressed TIFF graphics is disabled because of legal reasons. JPEG compression intentionally is not supported.

"Not enough memory"

-----

The main reason why this datatype has been created was to supply a PPC-optimized TIFF datatype. 68k support has been added for completeness (and as fallback option), however it uses the same base construction as the PPC version and thus uses much more memory than necessary - however this may speed up loading somewhat, even in the 68k version (compared to other TIFF datatypes).

This datatype isn't suitable for 2 or 4 MB machines - you should have some fastram in spare - otherwise, use some of the competing TIFF datatypes.

CTRL-E support ?

-----

No, not this way, mate !

Keyfile system

-----

There's a keyfile system used for this datatype that the keyfile actually does not enable any "extra functionality" except making the 68k and PPC module fully functional and just replacing that "Registered ?" text in the progressbar.

I won't send any keyfiles via snail mail. If you want to receive the key, please mention your email address (clearly written) with your registration !

NOTE: keyfile can be placed to either S: or where KEYPATH (env-variable) does point to.

PPC module (ELF)

-----

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

For this, the ELF TIFF decoder module has to be placed at location SYS:Classes/Datatypes/akTIFF.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 !

Please note, that the datatype (68k AND PPC) only will become fully functional for registered users of this datatype, who have a keyfile installed.

If you don't have a keyfile installed, you have two choices:

1. remove it again
2. make use of the 68k or PPC module but get only every 3rd line of the image (the whole image will be loaded and decoded, but only every 3rd line will be passed to the caller)

Speed: to test the speed of the decoder, you should go online with AWeb and load a WWW page with several large TIFF graphics. Then go offline again, and load the same page from the cache: this will show you the raw decoding speed, without any influence of download time or other tasks.

Best is, to do the speed tests in V40 mode when using the demo version, since in V43 mode, the demo restrictions themselves (= not exporting every line of the image) will have some (undetermined) influence on speed – those lines explicitly have to be \*cleared\*, which needs some time on a 24 bit image. Sorry – this was introduced after V44.2 with a bugfix.

NOTE: decoding will need about twice as much memory as with a conventional datatype plus for the PPC version approximately another 245K for the loaded ELF module and 16K for stack (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.

### More datatypes ?

-----

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

### 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/WBPatterns has this problem, and others as well. Checking this and/or using FastIPrefs (the replacement) is recommended.

Using (Fast)IPrefs in PPC mode may not be a good idea at all, but for some people, the following did help in s:startup-sequence:

```
Wait 8 secs
C:FastIPrefs W M L A G
```

For the others, the trick from the Picasso96 FAQ should do the job: put the tool "CPUBlit" (an old patch available on Aminet) to your s:startup-sequence \*before\* the monitors are started. You must call it as follows:

```
CPUBlit -a -b
```

You may also wish to check out tools like FBlit, FastBlit, CpuBlit98 and related ones from Aminet:util/boot - some may work perfectly on your machines, others perhaps won't at all. But experimenting may be worth it.

### 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.

#### Ramlib Crashes

-----

If you get "ramlib" gurus with this or any other program, then try installing Aminet:util/sys/StackAid.lha

#### 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...

And make sure, that you don't use picdtpatch (v39.2) from the Hypertext.datatype archive by Stefan Ruppert.

## 1.8 Making use of 680x0 CPUs and PPC accelerators

Basically, this program does run with a plain 68000 CPU.

However, if you do own an 68020/030+68881/882 FPU or 68040/060+FPU, or maybe a dual processor board with PPC, you may wish to make use of the extra horse power.

There are certain configuration options, special libraries and/or patches available, so you perhaps should investigate into that issue a little bit deeper - but carefully.

#### PPC Support

=====

1. With CyberStorm PPC cards, it may make sense to make use of the "SetFastAvec" and "Set60nsMode" (SetMemMode) tools, which should speed up the system performance somewhat, i.e. by addressing your RAM with 60ns instead of 70ns access time. Newer versions allow to do these settings fromout the card's bootmenu. If you get random crashes, step back to 70ns.
  2. Make sure, that you have a lot of RAM on the accelerator, so that the PPC isn't forced to make accesses to the slow motherboard RAM. If you get random crashes, make sure you followed the installation instructions, and did not configure SIMMs of different vendors for a 64 bit access bank.
  3. This program does make use of "ppc.library". So:  
Make sure, that you a) don't have "powerpc.library" installed or b) have a version of "powerpc.library" installed, which
-

does not conflict with "ppc.library" (V8 is said to work together with ppc.library). Don't install ppc.library without having a PPC board plugged in. Always make use of the newest 68040/68060.library plus ppc.library - as available under ftp.phase5.de or Aminet.

4. Read the corresponding FAQ pages for more information on PPC support and configuration - especially note, that a keyfile is required for fully functional PPC support within this datatype.

#### 68020/030+68881/882 FPU and 68040/060+FPU Support

=====

Usually, Amiga OS' mathieeee-Libraries do automatically manage the coprocessor support, but for some reasons, these libraries are not used with this datatype:

- they can't be shared between processes
- they are not actually optimized for 68040/060+FPU as with OS 3.1

Unfortunately, the used FFP libraries don't support an FPU at all.

But there are certain patches available on Aminet, to speed up FPU support in general, add FPU support for the FFP libraries or in general allow more efficient use of the 040/060 CPUs, e.g. by avoiding unnecessary emulation of missing instructions through 68040/68060.library.

Make sure, that those patches don't conflict with certain versions of the 680x0 libraries or even are part of these already. If you've carefully read the docs you may wish to check out the following solutions:

#### 1. Fix bugs within the math libraries

This one has nothing to do with the FFP libraries, but since there's also a bug in mathieeesingbas.library (which resides in ROM), you should install a patch for that:

- a) best solution is a newer SetPatch Version V43.x (available from ftp.amiga.de somewhere in "/pub/")
- b) if SetPatch V43 does not work with your OS version, you should try for example "SetMathPatch" (coming e.g. with GhostScript - see Aminet:gfx/show)

Those patches may conflict with some math library replacements - it seems to be logically, that a completely rewritten replacement library of course does not need to be patched any further. At least not for the same bugs...

#### 2. Patching the math#? libraries for better (or introducing) FPU support:

- a) - FMath V40.6 Aminet:util/libs/FMath406.LHA

- FFPPatch      Aminet:util/boot/ffppatch.lha
- b) - HSMathLibs    Aminet:util/libs/HSMathLibs\_040.lha  
                      Aminet:util/libs/HSMathLibs\_060.lha
- c)    various other patches from the "util" area of Aminet

With the 68040/68060.libraries of p5, according to their docs, further patches of the math libraries are not recommended - however may work nevertheless.

### 3. General 040/060 speedup

For automatic speedup on 68020+ systems, this datatype makes use of utility.library.

This one has nothing to do with the FPU, but if you do own a 060 and OS 3.0 you should perhaps consider to install "Mult64Patch", which claims to implement the 64 bit integer functions UMult64/SMult64 utility.library V39+ (which have to be software emulated on the 060) two times faster than the patches done by 68060.library and four times faster than the trap emulation. A speed test program is included.

That program can be found under Aminet:util/boot/Mult64Patch.lha - however, it may already be obsolete for newer versions of your 68060.library. Do the speed check, then decide.

## 1.9 correspondence

\*\* General PerSuaSiVe SoftWorX WWW Support Site is <http://wdo.de/ark/>  
 \*\* - actually redirected to [http://home.t-online.de/home/Andreas\\_Kleinert/](http://home.t-online.de/home/Andreas_Kleinert/)

```
|
|   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 - otherwise ask before.  
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
  >>>   Andreas_Kleinert@t-online.de      (T-Online)
        ARK@News.wwbnet.de                (Z-Netz)
        ARK@superview.ftn.neckar-alb.de   (Fido-Gate)
        Andreas_Kleinert@gmx.de           (GMX)
```

(note, that mail sent to @gmx.de currently will be forwarded to @t-online.de - so, as long as it works, try to address the latter directly)

- 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

## 1.10 thanks

Thanks go to (in order of appearance ;-)

=====

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

- [ to be filled in ]

Thanks also must go to:

- ...the Amitrix team, namely Brant Coghlan and Dale Currie
- ...the Cloanto team, namely Michael C. Battilana
- ...the DOpus team, namely Dr. Greg Perry and Jonathan Potter
- ...the Haage and Partner people, namely Jürgen Haage and Markus Nerding
- ...the people from phase5, namely Ralph Schmidt and Claus Herrmann
- ...the picture datatype V43 programmers, namely Frank Mariak and Olaf Barthel
- ...the other programmers of datatypes, for information exchange

- and useful comments
- ...dozens of people I forgot to mention here !

## 1.11 prefs

akTIFFPrefs

-----

akTIFFPrefs is the Preferences Program for akTIFF.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@wx.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/akTIFF.prefs".

### OPTIONAL

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

"Datatypes/akTIFF.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/akTIFF.prefs_Tasks
Copy ENV:Datatypes/akTIFF.prefs ENV:Datatypes/akTIFF.prefs_Tasks/AWebIP "
```

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

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

Well, actually this does not need to be done by hand, but easily can be managed fromout the (original) preferences program (as long as the corresponding task actually is running at the same time).

-----

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) INTERLEAVED\_BM8
- 6) PROGRESSBAR=(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.

## 1.12 history

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 may wish to upgrade to V37.127 or higher (see Aminet:gfx/misc/SvII-WIZ.lha). There also are newer versions available, but obviously not on Aminet - ask Haage and Partner or check their latest demo version releases. -- Since it's only used for the prefs program, there's no need to worry, if you don't use the wizard version, though...
- viewmode selection may not always be 'perfect'
- file recognition is a possible weakpoint

**Hint:**

- if you use this datatype with a WWW browser, then create a separate partition (sized 30-70 MB) for temporary data storage and do assign VMEM: and your browser's cache directory to it. Also, make sure that it has a decent AddBuffers setting (128 or more). When partitioning (danger: data loss), it may make sense to increase the filesystem block size to a higher value, too (1024). And make sure, you're using the latest FFS file system 43.x from [www.amiga.de](http://www.amiga.de) (it won't expire) - note, that you may update the FFS without repartitioning, but you have to be very careful when doing this fromout HDTToolBox.

**Keyfile problems:**

People, who did not receive their keyfile within 2-4 weeks after sending their registration should also contact me. (During sommer, please note, that it not always does make sense to call after 2 weeks - some people tend to make holiday sometimes...)

**History**

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- V44.6 (16.9.98):
- first release
  - credit card online registration via RegNet now is possible. Some special Offers have been set up for you, some of wich are derived from the usual Discount list. Please have a look!
  - the newest wizard.library version seems to be V40.101; you can find in the archive with the AmigaWriter demo version under [ftp.haage-partner.com](http://ftp.haage-partner.com)
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