sig

COLLABORATORS

	TITLE :		
	sig		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		August 15, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

sig

1.1 sig.guide

   This document describes SIRDS_GEN V3.7, a shareware SIRDS-Maker for
the Amiga. Many options, random dots as well as patterns are supported.
You can choose between a picture and a mathematical function as source.

Copyright (C) 1994 by Michael Mutschler

1.2 sig.guide/Installation

```
Installation
************
```

   To install, you just have to copy (drag) the file to the appropiate
directory. If you want to have it localized, you have to copy the
appropiate catalog too. This is easily done by clicking on the
install_catalog icon.

1.3   sig.guide/Registration

```
Registration
************
```

   Starting with V3.1, SIRDS_GEN is now SHAREWARE. There is only a
small cripple, and this is, that the function-parser won't calculate
the following functions:

   sin, cos, tan, asin, acos, atan, sinh, cosh, tanh, exp, log, log10,
sqrt.

   And without registration you wont be able to use pattern mode 4.

   Take a look at the picture pic2.sirds.gif. This one is calculated
with the formula "z=sin(x)+cos(y)" and pattern mode 4.

   The registration fee is US$10, or if you live in germany, you can
send DM15 to me. My address is:

```
   Michael Mutschler
   Somborer Weg 11
   71067 Sindelfingen
   Germany
```

   Only US$ or DM are accepted. All I need is your full address with
your name, Street, City and country (just like mine above.)

   You will be shipped a disk with your personal keyfile, and the
newest version of the SIRDS_GEN, with some patterns (and pics, if i get
some via ftp...)

   For all germans: Man kann mir auch die 15DM auch überweisen.
   Meine Konto-Nr ist:

```
      Kreissparkasse Böblingen
      BLZ:       603 501 130
      Konto-Nr: 3684791
```

   Und nicht vergessen, Name, Strasse & Ort mit draufschreiben. Das
   Land ist in diesem Falle überflüssig :-))

1.4   sig.guide/Distribution

```
Distribution
************
```

   SIRDS_GEN V3.7 is Shareware. See Registration, for more info.

   Good picture (preferrable the source picture, for generating
others...), are always welcome via ftp to ftp.rus.uni-stuttgart.de in
the directory pub/systems/amiga/incoming.

    You may copy the program as you like, as long as no money is taken
for it, except a small fee for copying which should be < $5. Inclusion
in PD-collections, such as the Fish-Disk, or Aminet is allowed, as long
as the following files stay together:

    cave.pic
    cave.pic.sirds
    cave.pic.sis
    pic2.sirds.iff
    SIRDS_GEN
    SIRDS_GEN.info
    SIRDS_GEN000
    SIRDS_GEN000.info
    SIRDS_GEN.guide
    SIRDS_GEN.guide.info
    testpattern.iff
    testpattern2.iff

    Any Picture generated with SIRDS_GEN may not be used in any
commercial manner without registration.

    The newest Versions will be available
    - via anonymous FTP: all aminet sites in the directory gfx/3d. Take
      a look at ftp.rus.uni-stuttgart.de in pub/systems/amiga/gfx/sirds
      I am collecting some pics there too, so send them!!!

    - Mailbox: The Abyss: +49-711-617291 & +49-711-6159399. Type
      u1;16 at the main prompt to get in the right subboard. The
      program is free download there.

1.5   sig.guide/Introduction

Introduction
****

    SIRDS means Single Image Random Dot Stereogram

    The trick of SIRDS is, that you have to know how to view them. When
just looking at them, like you lok at normal picture, then you will
just see some random placed pixels, which seem to not make any sense at
all.

    So how do you look at them? There are basically two ways of viewing
SIRDS: Wide-Eye view (WE) and Cross-Eye view (CE). WE ist the easier
way, though I have a friend, which can only see them with CE.

    WE: You have to try to look behind the picture, actually the same
distance, as you are away from it. To help doing this, you can put a
glass over it, and look at your own mirrored face, an the try to get
the SIRDS sharp. Then you should see the picture with a real 3D effect.
For better help the "Eyes" in the picture can be used: When you got it,
you see 3 of them. And the middle one must be sharp. The sharp middle
one, is on the farest plane.

   CE: Instead of looking behind, you must cross your eyes in front of
the picture. A pencil is useful to hold between the eyes and the
picture, concentrate on the pencil, and make the SIRDS sharp.

   The difference of viewing CE and WE is, that CE swaps the depth of
the picture: the farest plane ist the nearest, and vice versa.

   Another useful help is the flimmering. Just calculate some pics
(~10: save one; recalc; save next ...) and put them together as an
animation (e.g. DPaint can do this). This way you can't concentrate on
a particular point in the picture, and you only see something, if you
have focused on the right depth. (2 frames is not enough, so flimmer is
discarded now; and making an anim is so easy...) And remeber: This
works only with SIRDS and not with the pattern mode!

   How does it work? When looking normally, you look with both eyes on
ONE point. When looking on SIRDS, you have to look on TWO points. Each
eye is looking at a different point. This way, the brain thinks it is
one point with a virtual depth. Now, you can vary the depth with
inserting/leaving out pixels. Inserting means the point more far away.

   This is not limited to graphics. You can make them out of plain
ASCII too, but they don't look that good.

   Example_SIRTS

1.6 sig.guide/Example_SIRTS

Example_SIRTS
=============

   Here is how to make SIRTS (Single Image Random Text Stereogram)

```
#include <stdlib.h>
#include <stdio.h>

main()
{
char m[100], s[80];
int j,i,e;

srand(time(0));
for(e=0; e<6; printf("X%13s",""),e++);
for(puts(""),scanf("%d\n",&j);gets(m),j>=0;puts(s),j--)
for(e=s[79]=i=0;i<79;s[i++]=(e||i<14)?'!'+rand()%92:s[i-14])
for(e=0;m[i-14]=='#'&&i<79&&i>13;e=1,s[i++]=s[i-13]);
}
```

   compile the program and start it with "a.out <sirt.inp"

   for an input (e.g. sird.inp) you can use the following:

   17

```
    ----------------------------------------------------------------
    ----------------------------------------------------------------
    ----------------------------------------------------------------
    -----####-------####----####------------#############--------
    -----####-------####----####------------####################-----
    -----####-------####-----------------####--------------####-----
    -----####-------####-----------------####---###----###---####---
    -----####-------####--------####----####---###----###---####----
    -----#############------####---------####-------------####----
    -----#############----####----------####-------------####----
    -----####-------####----####----------####--####----####--####----
    -----####-------####----####----------####---#########--####----
    -----####-------####----####----------####-------------####----
    -----####-------####----####-------------#################-----
    -----####-------####----####------------#############--------
    ----------------------------------------------------------------
    ----------------------------------------------------------------
    ----------------------------------------------------------------
```

The first line ist the number of lines that follow. a "#" means a
plane above the other. An example output can be:

```
    X              X              X              X              X              X
    %Dc>qx[B]|+"i%Dc>qx[B]|+"i%Dc>qx[B]|+"i%Dc>qx[B]|+"i%Dc>qx[B]|+"i%Dc>qx[B]|+" ←
      i
    xcnM@?N%8/j%DxcnM@?N%8/j%DxcnM@?N%8/j%DxcnM@?N%8/j%DxcnM@?N%8/j%DxcnM@?N%8/j% ←
      D
    srE@K^M|CB1LKsrE@K^M|CB1LKsrE@K^M|CB1LKsrE@K^M|CB1LKsrE@K^M|CB1LKsrE@K^M| ←
      CB1LK
    B)PCj=$/J5*3BB)PCj=/J5*53BB)PC=/J50*53B)PCo=/J50*53B)PCo/J50*53B)PCo/J50J*53B ←
      )
    )(S6E@k.AtCfQ)(S6E@.AtCPfQ)(S6@.At_CPf)(S6n@.At_CPf)(Sn@.At_CPf)(Sn@.At_CP-f) ←
      (
    P;:107Ne,C^5*P;:107e,C^'5*P;:17e,CN^'5*P;:17e,CN^'5*P:17e],CN^'5*P:17e]CN^'t5 ←
      *
    [:-<7N=t+:m'c[:-<7Nt+:m.'c[:-<Nt+:ym.'c[:-<Nt+:ym.'c:-<N0t+ym.['c:<N0Jt+m.[') ←
      c
    x[r9p+>%,w6y'x[r9p+%,w6oy'x[r9+%,wj6oyx[r9Y+%,wj6oyxr9Y+0%,j6o[yxrY+0v%,6o[ ←
      y9x
    l/FY';^mD[J1ll/FY';mD[J1ll/FY';mD[7J1l/FY'r;mD[7J1l/Y'r;]mD[7J1l/Y'r;]mD7J1lT ←
      /
    /6!p/rqpoVEHw/6!p/rpoVEHw/6!p/rpoV2EHw6!p/MrpoV2EHw6p/MrtpoV2EHw6p/ ←
      Mrtpo2EHwS6
    ZE@sr5DK.ed[*ZE@sr5K.edI[*ZE@s5K.ehdI[ZE@s;5K.ehdI[Z@s;5rKehdIE[Z@;5rKPedIE[ ←
      CZ
    ri0/F5xoZ=h7zri0/F5oZ=hU7zri0/5oZ='hU7ri0/O5oZ='hU7r0/O5&oZ'hU7r0/O5& ←
      aoZhU7rd0
    W6]t/65|3J-87W6]t/6|3J-r87W6]t6|3Jq-r8W6]tD6|3Jq-r8W6tD6|[3Jq-r8W6tD6|[Jq- ←
      rf8W
    y|K^%L_NEL/v5y|K^%LNEL/|v5y|K^LNEL3/|vy|K^FLNEL3/|vy|KFLNEL3/|vy|KFLNEL3/|yvy ←
      |
    4[V9T'zaPC"9X4[V9T'aPC"s9X4[V9'aPCF"s94[V9Q'aPCF"s94[V9QaPCF"s94[V9QaPCFh"s94 ←
      [
    #RA(gBIxKr54O#RA(gBIxKr54O#RA(gBIxKr54O#RA(gBIxKr54O#RA(gBIxKr54O#RA( ←
      gBIxKr54O
    j-hwRAH+&=DCNj-hwRAH+&=DCNj-hwRAH+&=DCNj-hwRAH+&=DCNj-hwRAH+&=DCNj-hwRAH+&= ←
      DCN
```

```
=D'zm@kv9HWf-=D'zm@kv9HWf-=D'zm@kv9HWf-=D'zm@kv9HWf-=D'zm@kv9HWf-=D'zm@kv9HWf ←
    ¬
```

can you see it?

1.7 sig.guide/Features

```
Features
********
```

   SIRDS_GEN V3.7 takes a picture or a formula as input. When using a
picture, the value of the pixels determine the depth-position of the
SIRDS there. e.g. if you have a 32-color picture, then you have a
maximum of 32 layers in the picture, where the background is the lowest
area, and the pixels with number 31 will be the highest one. But if you
prefer using a grayscale, then you can sort the colors first, to let
the darkest color describe the lowest area, and the lightest one the
highest.

   The second input form is a mathematical function.

   The output is either a SIRDS or a SIS, when you supply a pattern.

   Here is a further list of options:
   * function plotting, and viewing as SIRDS

   * free choice of screen-mode

   * scaling of the picture

   * should run on Gfx-cards too (not much tested, but Picasso II is
     working)

   * automatic correction of the eyewidth to the displaymode

   * uses datatypes for reading the picture

   * 32-bit color-funktions are used.

   * uses a symmetric algorithm

   * generation of SIS possible

   * flimmering

   * various Settings possible

   * 4 different pattern-modes

1.8 sig.guide/Requirements

```
Requirements
************
```

   SIRDS_GEN V3.7 requires Kickstart 2.0+ & Workbench V2.0+, though
some function work only with Kickstart 3.0+.

   An accelerator with FPU is nice, but not recommended (use the
68000er version if you haven't got one).

   Here is a list of functions disabled when operating under Kickstart
2.0:

   * If you only have Workbench 2.0 you can't change the screenmode in
     the Prefs-window, and no localization is possible. Only possible
     with Workbench V2.1+

   * The picture to be converted can't be viewed before

   * The preview-Window of the Prefs-window is disabled

   * only loading of IFF-ILBM pictures possible

1.9 sig.guide/Usage

```
Usage
*****
```

   Choose the right version: If you own a computer with at least a
68020 AND a 68881 then you can use the normal version. Otherwise you
have to use the 68000-version.

   After starting you are prompted with the Preferences window to do
the various settings there. Either enter a formula, or (after
finishing) you are prompted for a picture to load. Now the picture will
be loaded into a screen (the PIC-Screen). Another Screen (the
SIRDS-Screen) will be opened, and the SIRDS will be calculated.

   Due to the fact, that the same loop, for both screens (PIC & SIRDS)
is used you have the same menus, and keyboard functions. So saving for
example effects the current active window.

1.10 sig.guide/Keys-Menus

```
Keys/Menus
**********
```

```
  PIC-SIRDS-Screen Keys       Keys available on the screens
  PIC-SIRDS-Screen Menu       Menu avaliable on the screens
```

```
  Preferences-Keys          Keys available while in prefs-window
  Preferences-Menu          Menu available while in prefs-window
```

1.11   sig.guide/PIC-SIRDS-Screen Keys

```
PIC/SIRDS-Screen Keys
=====================
```

l

     Loading of a new picture

s

     saving of the current screen as ILBM

g

     saving of the current screen as GIF

q

     exiting the program

ESC

     exiting the program

r

     Perform a new calculation

t

     switch to the other screen

p

     brings up the Preferences window. All functions there correspond
     to the ToolTypes.

1.12   sig.guide/PIC-SIRDS-Screen Menu

```
PIC/SIRDS-Screen Menu
=====================
```

Load Pic
     Loading of a new picture

Save Pic
     ILBM
          saving of the current screen as ILBM

     GIF
          saving of the current screen as GIF

Quit
     exiting the program

```
ReCalc
     Perform a new calculation

Switch Screen
     switch to the other screen

Preferences
     Brings up the Preferences window. All funtions there correspond to
     the ToolTypes.
```

1.13   sig.guide/Preferences-Menu

```
Preferences-Menu
================

Project
    Use
            same as clicking on the USE button: Accept the changes

    Open
            You are asked for a config-file to load. The loaded config
            will be displayed in the Prefs-Window

    Save
            Saves the config to ENVARC:SIRDS_GEN.prefs

    Save As
            Saves the config to a specified file

    Cancel
            Leave the Prefs-Window.

Edit
    Default
            Gets the default values

    Last saved
            reads the config from ENVARC:SIRDS_GEN.prefs

    Restore
            reads the config from ENV:SIRDS_GEN.prefs
```

1.14   sig.guide/Preferences-Keys

```
Preferences-Keys
================

   The Keys usable in the Prefs-Window are all the underscored ones,
plus a few more:
```

q

    CANCEL

ESC

    CANCEL

h

    hidden

e

    Auto Eye-Width

E

    activate the Eye-Width Gadget when possible

u

    USE

U

    Save

RET

    USE

s

    Get Source Screenmode

d

    Get Destination Screenmode

b

    beep

a

    Auto Source Screenmode

y

    cycle EyePos

c

    switch Colors

g

    switch camg-mask

i

    switch Invers

f

    switch function-mode

w

    activates the width-gadget

p

    switch pattern-mode

1.15 sig.guide/Preferences window

```
Preferences window
******************
```

   All the settings here reflect the Options via Toolstypes or CLI. See
the descriptions there for their meaning.

   A few things about the Prefs-Window. When klicking on the gadgets
right next to the Screen-mode text-Gadgets, you get a screen-mode
requester. The Gadget on the left of the Source-Screen-Mode is for the
(not) visibility of the Picture-Screen.

   When clicking on the gadget labeled "Preview" next to the
Pattern-dimension area, a window will open, and you get to see the
pattern. The viewing is done (how could it be else?) via datatype. This
way, it can be (and is) done asynchronously. So if you load e.g. a GIF
or even a JPEG, it can take a while before it is visible. You can do
everything else what you want.

   The preview window is an AppWindow. This means (if you have WBPREFS
set) you can move your patterns on it, and they will be used, as if you
clicked on the load pattern button, right of the display of the
pattern-file-name.

   The save-Gadget saves the current confirguration to
ENV:SIRDS_GEN.prefs & ENVARC:SIRDS_GEN.prefs. You can edit the options
there if you like; they're saved as ASCII. If used is clicked, the
options are saved only to ENV:SIRDS_GEN.prefs.

1.16 sig.guide/Options

```
Options
*******
```

   Here are the Options for configuring the Program.
   - you can use them as ToolTypes (e.g. HIDDEN)

   - if you want to have an option disabled, add NO in front of it. (e.g
     NOHIDDEN)

   - use them as CLI-Argument (e.g. SIRDS_GEN SIRDS_SCREEN="PAL:HighRes
     Interlace" EYEPOS BOTTOM NOBEEP)

   - When starting from CLI, you can specify an options-file to load.
     It is specified with a @ followed by a filename. Note: The @ has
     to be the first symbol in the commandline. Everything which
     follows will be parsed too. (example: SIRDS_GEN
     @ENV:SIRDS_GEN.prefs FILE cave.pic INVERSE) will load the prefs

twice). If the file contains spaces, you can surround the file
with quotes: SIRDS_GEN @"t:SIG file"

- or click on the corresponding gadget in the Prefs window

Options marked with (Startup only) are only setable on startup (as
CLI-option or Tooltype). If you want to set them for default, start the
program with the appropiate options, enter the prefs-window and click
on save, or you can edit the prefs-file, and add the option there.


```
[NO]BEEP          Display a beep after drawing
[NO]CAMG_MASK     Save IFF with modified CAMG_MASK
[NO]COLORS        Sort colors of loaded pic before drawing
DARKNESS          Set the percentage of black pixels for SIRDS
EYEPOS            define where the eyes should be placed
EYEWIDTH          define the width of the eyes
FILE              specify the picture to be loaded as source (Startup only)
FUNCTION          specify the function to be drawn (Startup only)
[NO]HIDDEN        use HIDDEN mode
[NO]INVERSE       create inverse-SIRDS
MINX-MAXX         define the x-dimension of the function
MINY-MAXY         define the y-dimension of the function
MINZ-MAXZ         define the z-dimension of the function
MIX               mix function & picture
PATTERN           choose the pattern for SIS
PAT_MODE          choose the pattern mode
[NO]PICOSAVE      save IFFs on Piccolo (Startup only)
PIC_DEPTH         set the virtual depth of the SIRDS
[NO]PREFS_FIRST   show the preferences before drawing (Startup only)
RASTER            set the raster for a function
SAVEFILE          set the file to be saved (Startup only)
SAVEGIFFILE       set the GIF-file to be saved (Startup only)
SEED              set the initial seed for SIRDS (Startup only)
[NO]SHOW_SRC      view the source picture
SIRDS_SCREEN      set the display-mode for the SIRDS
SIRDS_HEIGHT      set the height for the SIRDS
SIRDS_WIDTH       set the width for the SIRDS
SRC_SCREEN        set the mode for the source-picture
[NO]WBPREFS       show Preferences on the workbench (Startup only)
```


1.17 sig.guide/FUNCTION

```
FUNCTION
========
```

Starting with version 2.7, you are able to plot 3-dimensional
function with a SIRDS-algorithm. Really great if you can't think of
what a function will look like. The way you see it, is straight from
top down to the function. You can set all ranges of the function as you
desire.

The complete EBNF-syntax of the function-plotter is:
```
    func := 'z' '=' expr.
```

```
      expr := CmpOp ('<'|'>'|'<='|'>='|'='|'<>') CmpOp.
      CmpOp := term {('+'|'-') term}.
      term := factor {('*'|'/'|'%'|'div'|'mod') factor}.
      factor := value {('^'|'**') value}.
      value := ['+'|'-'] number | 'x' | 'y' | '(' expr ')'.
      value := ('abs'|'asin'|'acos'|'atan'|'cos'|'cosh'|'exp'|'log') '(' expr ')'.
      value := ('log10'|'sin'|'sinh'|'sqrt'|'tan'|'tanh') '(' expr ')'.
      value := 'if' '(' expr ',' expr ',' expr ')'.
      value := ('rad'|'radius') '(' expr ',' expr ')'.
      value := 'dist' '(' expr ',' expr ',' expr ',' expr ')'.
```

The function must contain a variable "z" at the beginning followed by a "=". The rest must be a valid function, else an error will occure.

The function parser understands the standard amount of functions:

```
        "*"           "abs"           "cosh"
        "/"           "acos"          "sinh"
        "+"           "asin"          "tanh"
        "-"           "atan"          "exp"
        "^"           "cos"           "log"
        "**"          "sin"           "log10"
        "()"          "tan"           "sqrt"
```

non standard:

```
    "div"    -  div-operator           5.7 div 0.5 (-> 11)
    "mod"    -  modulo                  5.7 mod 0.5 (-> 0.2)
    "%"      -  same as modulo
    "if"     -  if clause (see below)
    "<", ">", "=", "<=", ">=", "<>" - boolean operators (see below)
    "radius" - radius(x,y) = dist(x, y, 0, 0)
    "rad"    - same as radius
    "dist"   - distance of 2 points. syntax: dist(expr, expr, expr, expr)
                                      dist(2,4,6,7) -> (2,4) to (6,7) -> 5
```

Numbers can be written as you like. e.g the following will be accepted:
```
    1.2e-3
    .67
    -23.6
```

   Another feature of the parser is, that a minus in front of a term, will be treated, as if there stands -1*term. e.g if you want to enter a term like z=-1*sin(x) you could just enter z=-sin(x). Therefore this construction is valid too: z=2-x which would result in z=2-(-1*x)

   Of course * and / have a higher priority than + and -. And ^ or ** have a higher priority than * and /. So there is no need to use braces all the time, like 2+3*x.

   There doesn't exist any limit for the amount of braces. The only limitation is the length of 256 bytes for the whole function, which should be enough.

   The boolean functions return a value of (1.0) for true and (0.0) for false. e.g. z=(x<0)*x would result in:
```
    x<0  : z=x
```

```
    x>=0 : z=0
```

    don't forget the braces; boolean expressions have the lowest
priority. e.g z=x<0*x would be the same as z=x<(0*x) which is z=x<0

    The if-clause syntax is: if (expr, true-expr, false-expr) The
expression is tested, against 0.0. If it's not 0.0 then the expr is
true, and the true expression is calculated, otherwise the
false-expression will be used. It is useful, to use the boolean
expression for the first expression.

now a few examples:
    z=if(x>0, 1, -1)
    This would result in 1 if x>0, and -1 when x<=0.

lets simulate the signum function:
    x>0: z=1
    x=0: z=0
    x<0: z=-1
    just do something like z=if(x > 0, 1, if (x=0, 0, -1)) but you can
do it faster if you type z=(x>0)-(x<0)

A great thing to do with the dist()-function is the drawing of
interfering sine-curves. If you draw one starting from (0/0), then you
would do z=cos(radius(x,y)) which will result in a circular sine-curve,
starting at the origin, just if you throw a stone in the lake, and
watch the waves. You can set any middle point with the
dist()-function. i.e. z=cos(dist(x,y,0,3)) would start in (0/3).
To overlap these two, just add them together. Multiplication is funny
too.

    As I often use the rad()-function, there exists a shortcut r for
rad(x,y). You can simply type z=sin(r) to get a circular sine-wave.

here is an example of three points:
    z = cos(radius(x,y)) * cos(dist(x,y,0,5)) * cos(dist(x,y,5,5))
    range: xmin = -11, xmax = 13
           ymin = -8, ymax = 10
           zmin = -1, zmax = 1

There exists a default function, which is z=-0.3*(x*x+y*y)+2

1.18   sig.guide/MINX-MAXX

```
MINX/MAXX
=========
```

   MINX and MAXX define the x-range of the function to be plotted.
Default is from -6 to 6. !

1.19 sig.guide/MINY-MAXY

```
MINY/MAXY
=========
```

MINY and MAXY define the y-range of the function to be plotted.
Default is from -6 to 6.   !

1.20 sig.guide/MINZ-MAXZ

```
MINZ/MAXZ
=========
```

MINZ and MAXZ define the z-range of the function to be plotted.
Default is from -2 to 2.   !

1.21 sig.guide/DARKNESS

```
DARKNESS
========
```

Set the percentage of dark pixels, when drawing a SIRDS. 0 means all
white 100 means all dark. Note: when using 50, the program is slightly
faster.   ! DEFAULT: 50

1.22 sig.guide/SEED

```
SEED
====
```

Set the initial seed for a SIRDS. If you pass 0, then the timer will be
used for the seed -> every time another SIRDS.

DEFAULT: 0

1.23 sig.guide/SAVEFILE

```
SAVEFILE
========
```

   When using this option, you have to pass a filename, which the SIRDS
will be saved to. You can only save IFF-files this way. The picture is
saved immediately after drawing, and the program then terminates.

Useful for making a bunch of pictures, e.g. for an animation.

DEFAULT: <none>

1.24 sig.guide/SRC_SCREEN

```
SRC_SCREEN
==========
```

   Screenmode for the Pic-Screen. If no valid Screenmode is found,
BestModeID() is used for getting the right mode.

DEFAULT: PAL:LowRes

1.25 sig.guide/SIRDS_SCREEN

```
SIRDS_SCREEN
============
```

   Screenmode for the SIRDS-Screen.

DEFAULT: NTSC:HighRes Interlace

1.26 sig.guide/SIRDS_WIDTH

```
SIRDS_WIDTH
===========
```

   Width of the SIRDS-Screen. If zero, the STANDARD Overscan width of
the screenmode will be used. Try bigger value than StdOscan. The
Autoscrolling looks really nice.

DEFAULT: 0

1.27 sig.guide/SIRDS_HEIGHT

```
SIRDS_HEIGHT
============
```

   Height of the SIRDS-Screen. If zero, the STANDARD Overscan height of
the screenmode will be used.

DEFAULT: 0

1.28   sig.guide/EYEPOS

```
EYEPOS
======
```

   Position of the Eyes:
TOP
     At the Top (default)

MID
     in the Mid of the Screen (if you like it...)

BOTTOM
     at the bottom

NONE
     No Eyes (for those you dont like it at all)

DEFAULT: none

1.29   sig.guide/EYEWIDTH

```
EYEWIDTH
========
```

   The space between the eyes. If you specify "0", the space will be
adjusted to the screenmode: EYEWIDTH = OSCAN_STANDARD / 10. Actually
EYEWIDTH is the number of pixels per inch. You can use this option if
you want to calculate a SIRDS for another Media, e.g. for printing.

DEFAULT: 0

1.30   sig.guide/[NO]HIDDEN

```
HIDDEN
======
```

   If set, an algorithm for removing hidden layers is used.

DEFAULT: OFF

1.31   sig.guide/PIC_DEPTH

```
PIC_DEPTH
=========
```

The virtual depth of the SIRDS. It is calculation is the following:
visible_depth = 20 / PIC_DEPTH * max_visible_depth. Due to this formula
PIC_DEPTH has to be >=20.

DEFAULT: 55

1.32   sig.guide/[NO]BEEP

```
BEEP
====
```

If TRUE, a DisplayBeep(0) is generated after each calculation, to
indicate a picture is finished. Some people find this nerving, right
Jens?

DEFAULT: TRUE

1.33   sig.guide/[NO]CAMG_MASK

```
CAMG_MASK
=========
```

When saving as ILBM, some (in fact one) want to mask the screenmode
in the CAMG-chunk to apply a default-monitor. If this flag is true, the
screen-mode will be masked with INTERLACE | HIRES_KEY.

DEFAULT: FALSE

1.34   sig.guide/[NO]INVERSE

```
INVERSE
=======
```

If set, the vitual depth of the SIRDS will be reversed: The highest
area will be the lowest, and vice versa. Useful for peole who cross
their view before the picture for viewing SIRDS.

DEFAULT: FALSE

1.35   sig.guide/[NO]COLORS

```
COLORS
======
```

   If set, the colors are sorted. So the highest color will be the front-most position in the SIRDS. The colors are sorted in the following way: r-Val + g-Val + b-Val, and the sorted.

DEFAULT: FALSE

1.36   sig.guide/FILE

```
FILE
====
```

   Here you can specify a file for loading. If none specified, you will be asked for one.

DEFAULT: <none>

1.37   sig.guide/PATTERN

```
PATTERN
=======
```

   requires a File, which will be used as pattern for SIS. The loading is done via datatypes, so you can use any format you like. The SIS-mode is automatically activated, when this options is specified.

DEFAULT: <none>

1.38   sig.guide/PAT_MODE

```
PAT_MODE
========
```

   4 different Pattern-modes are possible:
 1. The Pattern will be displayed normally on the left, and adjusted
    to the right

 2. The Pattern will be displayed normally in the mid, and adjusted to
    both sides

 3. The Pattern will be displayed normally on the right, and adjusted
    to the left

 4. The Pattern is scaled to the farest point on each line, and

   centered. This is the slowest mode, but the best one. (only
   available with keyfile)

   If you pass a wrong value, a SIRDS will be generated.

DEFAULT: 2

1.39 sig.guide/[NO]SHOW_SRC

SHOW_SRC
========

   If OFF, no screen for the source-picture will be opened. Just to
save a little Chip-Mem for bigger SIRDSs.

DEFAULT: ON

1.40 sig.guide/[NO]WBPREFS

WBPREFS
=======

   If set, the Prefs-Window will open on the default PubScreen..
Otherwise it will open on the current screen.

DEFAULT: TRUE

1.41 sig.guide/[NO]PREFS_FIRST

PREFS_FIRST
===========

   When set to on, The Prefs-Window will show before the SIRDS will be
drawn. This way, you can select a new screenmode first, if you like.

DEFAULT: ON

1.42 sig.guide/RASTER

RASTER
======

   This option works in conjunktion with the function-plotter. You can

speed up the drawing, if you increase the raster. Setting RASTER to 1
will plot every pixel, and is really slow. A RASTER of 2 will draw a
square of 4 Pixels which have the same value, and so on. Useful, when
you want to see what a function will look like. Try using a high
value, such as 50. Looks nice too.

DEFAULT: 3

1.43   sig.guide/SAVEGIFFILE

```
SAVEGIFFILE
===========
```

   CLI-option only. You have to specify a file, which the GIF-file will
be saved to. The difference to SAVEFILE is:
  a. The file beeing saved is a GIF-file.

  b. The SIRDS is not shown!
        You have to specify SIRDS_WIDTH & SIRDS_HEIGHT, but they can be
any value. So you can generate huge pictures with this option, without
having to worry about memory. The only limitations are 256 colors, and
a width < 65536, but that's the limitation of the GIF-format. After
drawing, the program will end.

1.44   sig.guide/[NO]PICOSAVE

```
PICOSAVE
========
```

   Due to the fact that saving iff-pictures didn't work on a
Piccolo-Gfx-card, this option activates a small workaround: The Bitmap
of the picture is copied to a temporary Bitmap first, which is saved
then. I advise you to not set it if not necessary, due to extra memory
usage when saving.

DEFAULT: OFF

1.45   sig.guide/MIX

```
MIX
===
```

   This Options enables the mix of a picture with a formula. To get
things right, you need to know, that all heights are scaled to an area
between 0 and 1. 0 is the back plane and 1 is the front-most plane.

   There are 4 different ways to mix:

```
ADD
     This calculates the arithmetic mid of the function an the formula.
     i.e.  (pic_height + fml_height) / 2

MUL
     Multiplication of picture and formula. Useful if you want to cut
     out something of a formula. Just take a 2-color picture.

MAX
     takes the highest area's of picture or formula. You can have a
     Text fly above a sine wave for example.

MIN
     takes the minimum of picture and formula. Just for completeness.

none
     well, this is the default and doesn't mix the two.

DEFAULT: none
```

1.46 sig.guide/Address

```
Address
*******

   Bugs/Suggestions/registration to the following address:

     Michael Mutschler
     Somborer Weg 11
     71067 Sindelfingen
     Germany

     EMAIL:
     Internet: amiga2@info2.rus.uni-stuttgart.de
     UUCP: micha@agnus.tynet.sub.org
     FIDO: 2:246/1115.1
```

1.47 sig.guide/Thanks

```
Thanks
******

   Greetings:
   * Markus Wolf for the nice Test-Picture(s).

   * Hans-Jörg Malthaner for the GIF-Save routine

   * Christophe Wegmuller for the french catalog
```

```
"The Graphics Interchange Format(c) is the Copyright property of
CompuServe Incorporated. GIF(sm) is a Service Mark property of
CompuServe Incorporated."
```

1.48 sig.guide/History

```
History
*******
```

```
  Version 3.1
  Version 3.2
  Version 3.3
  Version 3.4
  Version 3.5
  Version 3.6
  Version 3.7
  Version 3.8
```

1.49 sig.guide/Version 3.1

```
Version 3.1
===========
```

```
   changes for Version 3.1:
```

```
 * Bug Fix: when in the Prefs-Win the Source screen-mode was
   disabled, and you disabled the function, the program would crash.
```

```
 * Internal changes to the parser.
```

```
 * The Parser now translates ^2 ^3 ^4 to multiplications. ^2 is now
   twice as fast.
```

1.50 sig.guide/Version 3.2

```
Version 3.2
===========
```

```
   changes for Version 3.2:
```

```
 * complete rewrite of the options. Now using ReadArgs() instead of
   ArgArrayInit(). See Options.
```

```
 * Now using ReadPixelArray8() for GIF-saving -> twice as fast as b4.
```

```
 * When the pattern can't be loaded, a SIRDS will be drawn.
```

  * Sometimes, when you clicked the pattern-filerequest Gadget, the
    screen wasn't refreshed. Fixed.

  * Localization. If you want to make a catalog in a language not
    currently supported, please read the readme in the catalogs-dir.

  * Due to localization, I found some strings, which were still
    german. oops.

  * When using [NO]PREFS_FIRST, and the prefs-window is cancelled, the
    program will quit now.

1.51   sig.guide/Version 3.3

```
Version 3.3
===========
```

    changes for Version 3.3:

  * Localized the string "Lines to do" in the Requester when saving a
    gif

  * added new PAT_MODE 4 for registered users. Without Keyfile you
    wont be able to use it.

  * Enforcer hit removed, when saving the config

  * the dimension of the function will be saved now too

  * serious bug during startup fixed.

  * added cli-option SAVEGIFFILE.

  * changed DST_WIDTH, DST_HEIGHT, DST_SCREEN to SIRDS_*. But the old
    options will work for a while too... :-)

  * PREFS_FIRST is now true for default

  * added another picture in the archive

  * Now loading locale.library with V38 instead of V39.

  * The error-messages relating the 68020er version of the lack of a
    020 & 881 now localized.

1.52   sig.guide/Version 3.4

```
Version 3.4
===========
```

changes for Version 3.4:

* removed the flimmering. Didn't look that good, and wasted 1.5kb
  code. See Introduction, for a workaround.

* added "if" function to the function-parser

* when the source screen wasn't open, the main loop could guru.
  fixed.

* f & p - key now active again in prefs window.

* "radius" & "dist" function in parser.

* Prefs-Win now has the RMBTRAP flag set.

1.53   sig.guide/Version 3.5

```
Version 3.5
===========
```

changes for Version 3.5:

* removed history of pre 3.1

* a SIRDS_WIDTH of 640 is now guru-free

* New option: [NO]PICOSAVE

* french catalog included

1.54   sig.guide/Version 3.6

```
Version 3.6
===========
```

changes for Version 3.6:

* added MIX-mode

* fixed pattern mode 1

* New documentation

* Made the Preview-Window an AppWindow. You can move patterns
  directly onto it

* Now the KEYPATH variable is used for searching for the Keyfile. If
  it is not present, S: will be used. Just like MUI.

1.55   sig.guide/Version 3.7

```
Version 3.7
===========

   V3.6 was only for beta-testing; same as V3.7.

   changes for Version 3.7:

   * added "r" to function-parser (shortcut for rad(x,y))

   * when file loading fails, the program will not quit anymore.
     instead it continues, as if the requester has been cancelled

   * the getpattern filerequester now doesn't automatically disables the
     pattern-mode, when cancelled.

   * added 2.0-flag CLI-only option, which forces use of 2.0 function on
     newer OS-versions. This means, no datatypes are used!

   * now the darkest color is used for the BARDETAILPEN and the
     brightest for BARBLOCKPEN. This way you can always see the menu.
     This works on Kick3.0 only.

   * complete rewrite of the internal bitmaps: no more datatypes'
     bitmaps, but my own.  This should solve the big trouble.

   * due to internal bitmaps, you can see the loaded picture under
     Kick2.0 too
```

1.56   sig.guide/Version 3.8

```
Version 3.8
===========

   changes for Version 3.7:

   * fixed wrong saving of mix-mode ADD

   * darkness is now saved correctly too

   * enhanced the commmand-line parser to accept an options-file. (see
     Options)

   * added menu to the Prefs-Window. (see Preferences-Menu)
```