

# **TIFFView**

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<b>COLLABORATORS</b>
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	<i>TITLE :</i> TIFFView		
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# Contents

<b>1</b>	<b>TIFFView</b>	<b>1</b>
1.1	TIFFView Guide 1.12 Copyright © 1993 B. Wynants . . . . .	1
1.2	Introducing TIFFView . . . . .	1
1.3	TIFF Files . . . . .	1
1.4	MacPaint Files . . . . .	2
1.5	GIF Files . . . . .	2
1.6	IFF Files . . . . .	2
1.7	System Requirements . . . . .	2
1.8	How to use TIFFView . . . . .	3
1.9	TIFFView Menu's . . . . .	3
1.10	File Menu . . . . .	3
1.11	Preference Menu . . . . .	4
1.12	Operations Menu . . . . .	6
1.13	ARexx Port . . . . .	6
1.14	Known Problems . . . . .	8
1.15	Tips . . . . .	8
1.16	ToDo . . . . .	8
1.17	About the program . . . . .	8
1.18	About the Author . . . . .	9
1.19	Program History . . . . .	9

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# Chapter 1

## TIFFView

### 1.1 TIFFView Guide 1.12 Copyright © 1993 B. Wynants

Table of Contents:

Welcome to the TIFFView AmigaGuide®. Select any of the following topics:

- Introducing TIFFView
- System requirements
- How to use TIFFView
- TIFFView Menu's
- ARexx Port
- Known Problems
- Tips
- To Do's
- About the program
- About the author
- Program History

### 1.2 Introducing TIFFView

This is a utility to read, view and print TIFF, MacPaint, GIF & IFF files and to write them as TIFF or IFF files.

Starting from version 1.11 TIFFView requires at least 2.04. To get the most out of it you must have an Amiga with the AGA chipset. Then you can open your images at 8-Bit Color or Gray!

The name TIFFView did cover the functionality of the first releases but since then other file types where added, therefor TIFFView should get a new name and one of the next releases may get another name.

### 1.3 TIFF Files

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TIFF Files (Tag Image File Format) are files commonly used in the graphic computer world (Mac, Sun, NeXT, IBM)

TIFFView is compatible with the 6.0 specs of TIFF.

supported TIFF:

- multi image TIFF
- 1,2,3,4,5,6,7,8,24,32 Bit
- Line-art, gray, palette images, 24 bit color RGB, 32 Bit color CMYK.

## 1.4 MacPaint Files

MacPaint Files are that old files used on Macintosh. I included this format because some clipart libraries still use this format...

## 1.5 GIF Files

GIF Files (Graphics Interchange Format(c)) are files that are commonly used in the BBS and IBM World it is however limited to 256 colors.

supported GIF: GIF87a & GIF89a

- multi image GIF files
- 1,2,3,4,5,6,7,8 Bit interlaced & non interlaced files
- Line-art, gray, palette images.

The Graphics Interchange Format(c) is the Copyright property of CompuServe Incorporated.

GIF(sm) is a Service Mark property of CompuServe Incorporated.

## 1.6 IFF Files

IFF Files (Interchange File Format) are files that are commonly used in the Amiga World.

supported IFF:

- 1,2,3,4,5,6,7,8 Bit
- Line-art, gray, palette images.

## 1.7 System Requirements

TIFFView should run on any Amiga system with at least 512K RAM and one disk-drive. TIFFView requires KickStart v2.04 or higher to run.

TIFFView also requires the ReqTools.library v38 or higher. ReqTools is copyright 1993 by Nico François.

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Should you have any trouble running TIFFView on your machine, please write to me with the full specifications of your machine, that is KickStart version, model, expansion boards etc...

## 1.8 How to use TIFFView

TIFFView can be started from the Shell or the Workbench.

CLI Usage:

```
TIFFView [filename(s)] [-r file]
  -r file : startup arexx command (no params yet).
```

WB Usage:

Shift select files and double click TIFFView.

## 1.9 TIFFView Menu's

File Menu

Preference Menu

Operations Menu

### 1.10 File Menu

Open...

Calls FileRequester to select an image to load.

Scan...

Not available.

Image Info...

Shows information about the currently active image.

Print

Prints the currently active image.

Kill Memory Image

Removes the memory image from the currently selected image.

Save

Saves the file using the name and path that shows in the titlebar. Only enabled if something was changed to the Image and the full image is in memory.

Save As...

Saves the file using an option requester and a FileRequester to select

---

options, name and path.

#### Close

Closes the currently active window.

Asks if changes have to be saved if needed.

#### Quit

Closes all TIFFView windows and Quits.

## 1.11 Preference Menu

#### First Image Only

Used for multi image TIFF and GIF Files.

If you check this option the reading will be slightly faster but only the first image of multi-image files will be shown and you are not warned of the presence of more images in the file.

#### Full File Names

If this is checked then the window title bar will show complete file path.

#### Screen Mode...

Shows a requester to define custom screen attributes.

#### Open Settings

##### Keep Memory Image

If checked and the original image has more colors like the screen image the complete full color image is kept in memory. This memory image is used for operations (Gamma) and for saving. This however can occupy a lot of memory.

e.g. A TIFF 24 bit image with the 'Keep Memory Image' option checked and a screen with an 8 bit representation requires 4 times the memory as without the memory image.

note: A memory image can be removed later by selecting the Kill Memory Image menu option.

#### All On Custom Screen

If checked, all images (also 1 bit images) open on the custom screen, otherwise 1 bit images open on the workbench screen.

#### Full Size

Images always open starting in Top Left corner and are always max sized.

#### Cascade

Images are opened relative to previous opened window and shifted to left and bottom.

#### Printer Settings

##### Half\_Size

##### Normal\_Size

##### Double\_Size

Allows to set an enlargement factor for printing.

#### Extra\_Info

Allows enabling of printing some info about the picture.

---

### Center\_Horizontal

Sets print position position.

### Save as Settings

The save as prefs are there to specify what kind of image has to be the default type for the Save As Options... requester.

The TIFF comp. mode option is there to generate a more compatible TIFF file for transportation across computers & applications:

- Some TIFF readers don't support 2 or 3 bit TIFF files.  
(so 2 and 3 bit TIFF files are converted to 4 bit TIFF files when saving).
- 1-Bit IFF or GIF is saved as TIFF Line-Art (colorinfo is removed)  
otherwise 1-Bit IFF and GIF is saved as a Palette TIFF of 1 Bit and the colorinfo remains intact.

Without TIFF comp. mode ON the generated TIFF files are also correct according to the TIFF 6.0 standard but less common accepted by some other applications.

### Dithering Settings

#### No Dithering

Dithering is disabled.

#### Simple

Just a simple and fast one dimensional dithering.

#### Floyd & Steinberg

Good and fast 2-dimensional dithering.

#### Jarvis, Judice & Ninke

Slow dithering over 3 lines.

#### Stucki

Slow dithering over 3 lines.

#### Stevenson & Arce

Slow dithering over 5 lines.

### Gray TIFF

The dithering is for converting TIFF files to 1, 2, 3, 4 or 6 bit Gray images.

### Color TIFF

Color to Gray: Converts Color to Gray according to the Gray settings.

Color to 3 Bit: 1 bit red, 1 bit green and 1 bit blue.

Color to 5 Bit: 2 bit red, 2 bit green and 1 bit blue.

Color to 6 Bit: 2 bit red, 2 bit green and 2 bit blue.

Color to 8 Bit: 3 bit red, 3 bit green and 2 bit blue.

### Palette TIFF

Remains untouched if the number of colors is less or equal to the value specified in the color to menu.

Otherwise it is redithered to the value specified in the color to menu.  
See Color TIFF.

### Gray GIF

The dithering is for converting GIF files to 1, 2, 3, 4 or 6 bit images.

### Color GIF

Remains untouched if the number of colors is less or equal to the value specified in the color to dithering menu.

---

Otherwise it is re-dithered to the value specified in the color to menu.  
See Color TIFF.

#### IFF

Remains untouched if the number of colors is less or equal to the value specified in the color to dithering menu.  
Otherwise it is re-dithered to the value specified in the color to menu.  
HAM & EHB IFF files are not supported.

#### Scroll Settings

Sets scroll speed when clicking arrows from scroll bars.

#### Unit Settings

Used by printing for extra print information.  
Used in Image Info Window to show image size.

## 1.12 Operations Menu

#### Gamma mapping...

Allows definition of gamma curve to remap the image.

Higher Gamma values give more detail in Dark Image parts (brighter Images).  
Lower Gamma values give less detail in Dark Image parts (Darker Images).

No gamma is 1.0.

A Good value for dark images should be 1.5.

## 1.13 ARexx Port

DoMenuItem Menu Item [Sub [val]] executes a menu item like if it was selected.  
Ex: domenuitem 1 6 1 ON selects scrollspeed normal

Full\_file\_names [OFF | ON]

Screen\_Mode screenwidth [xxxx]

Screen\_Mode screenheight [xxxx]

Screen\_Mode screendepth [xxxx]

Screen\_Mode screendisplayid [xxxx]

Screen\_Mode screenautoscroll [xxxx]

Screen\_Mode screenoverscan [xxxx]

Screen\_Mode Requester ; pops up a requester

Open\_Settings First\_Image\_Only [OFF | ON]

Open\_Settings Keep\_Memory\_Image [OFF | ON]

Open\_Settings All\_On\_Custom\_Screen [OFF | ON]

Open\_Settings Full\_Size

Open\_Settings Cascade

Printer\_Settings Half\_Size

Printer\_Settings Normal\_Size

Printer\_Settings Double\_Size

Printer\_Settings Extra\_Info [OFF | ON]  
Printer\_Settings Center\_Horizontal [OFF | ON]

Save\_as\_Settings IFF\_Uncompressed  
Save\_as\_Settings IFF\_Compressed  
Save\_as\_Settings TIFF\_Uncompressed  
Save\_as\_Settings TIFF\_Packbits  
Save\_as\_Settings TIFF\_LZW  
Save\_as\_Settings TIFF\_Comp.\_Mode [OFF | ON]

Dithering\_Settings Dithering No\_Dithering  
Dithering\_Settings Dithering Simple  
Dithering\_Settings Dithering Floyd\_Steinberg  
Dithering\_Settings Dithering Jarvis\_Judice\_Ninke  
Dithering\_Settings Dithering Stucki  
Dithering\_Settings Dithering Stevenson\_Arce

Dithering\_Settings Gray [To\_Line-art | 1]  
Dithering\_Settings Gray [To\_2\_Bit | 2]  
Dithering\_Settings Gray [To\_3\_Bit | 3]  
Dithering\_Settings Gray [To\_4\_Bit | 4]  
Dithering\_Settings Gray [To\_6\_Bit | 6]  
Dithering\_Settings Gray [To\_8\_Bit | 8]

Dithering\_Settings Color [To\_Gray | 0]  
Dithering\_Settings Color [To\_3\_Bit | 3]  
Dithering\_Settings Color [To\_5\_Bit | 5]  
Dithering\_Settings Color [To\_6\_Bit | 6]  
Dithering\_Settings Color [To\_8\_Bit | 8]

Scroll\_Settings [Slow | Normal | Fast]

Unit\_Settings [Millimeters | Inches | Pixels]

Version

About

Open filename

PullToFront filename ; filename is name used for open

Close filename ; filename is name used for open

Save filename ; filename is name used for open

Save\_As filename newfilename ; filename is name used for open

Print filename ; filename is name used for open

ImageInfo filename width ; filename is name used for open

ImageInfo filename height ; filename is name used for open

ImageInfo filename depth ; filename is name used for open

ImageInfo filename resolx ; filename is name used for open

ImageInfo filename resoly ; filename is name used for open

ImageInfo filename imageKind ; filename is name used for open mem image must be available ↔

ImageInfo filename imageClass ; filename is name used for open

ImageInfo filename compression ; filename is name used for open  
result contains the requested information

Kill Memory Image filename ; filename is name used for open

---

Operations Gamma factor ; factor must be 10 times to big

## 1.14 Known Problems

If an image is dithered to more colors than the available colors of the screen, the image will look bad, but it is correctly in memory so saving the image will work correct.

e.g. Opening an IFF 5 bit image (32 colors) with dithering color to 5 bit on an interlaced 4 bits (16 colors) screen gives a bad image on that screen.

## 1.15 Tips

On a system with not much memory leave the 'Keep Memory Image' in the 'Open Settings' submenu off.  
This saves a lot of memory if you open 24 bit images, but does not allow you to use the Save menu item (Save As works!!) if the image has changed.

## 1.16 ToDo

24 bit IFF reading & saving (request by Jean-Pierre LeBel)  
Image cropping tool (request by Jean-Pierre LeBel)

## 1.17 About the program

Current version 1.12

This program is freeware, this means that you can copy it freely as long as you don't ask any more money for it than a nominal fee for copying. If you want to distribute this program you should keep this document with it. This program cannot be used for commercial purposes without written permission from the author.

TIFFView has proven to be stable in everyday use. The author is not responsible for any loss of data, damages to software or hardware that may result directly or indirectly from the use of this program. The author reserves the right to make changes to the software or documentation without notice.

None of the files of the TIFFView package may be modified. Crunching or achieving is allowed only if none of the TIFFView files get modified by it.

Special permission is hereby granted to include TIFFView in Public-Domain collections such as Fred Fish's Amiga Library.

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## 1.18 About the Author

bugs, questions or suggestions to:

```
*      _____.
.____ +///.      Wynants Bert
*  \\\/// +      Kapelaniestraat 22
. \X/ *          B-2235 Hulshout
.  *  .          BELGIUM
```

or contact me on:

```
Great Balls Of Fire BBS
+32-16-640099
A heavy-weight Amiga BBS!
Public Domain only
(FidoNet : 2:292/603.0)
```

## 1.19 Program History

Changes & Fixes:

### 1.12

Handling more multi image TIFF files correctly now...  
Gamma mapping on a CMYK image worked invers.  
Multi Image GIF files are now also supported.  
Complete revision of GIF reading, now I think it even works :-)  
thanks to all those who reported GIF bugs.

### 1.11

Save/Discard/Cancel Dialog added  
IFF dithering added  
Search scanner option removed  
Gamma handling moved to image windows menu's  
MacPaint reading added  
Screen closing fixed for visitor window (e.g. Scale by Erik Wistrand)  
interleaved screen and bitmaps added  
bugfix for IFF & interleaved screen  
3.0 NewLook Menu's added  
color to gray conversion uses luminance calculation now  
CMYK image conversion corrected  
removed 1.3 compatibility  
printing can be aborted now  
now the custom screen uses the user font also  
all requesters font sensitive  
requester added for saving options  
localized under OS2.1 and higher  
rewrite of internal ARexx handling

### 1.10

Save as gives warning if destination file already exists.  
some bugfixes in ARexx part.

### 1.09

Abort added for opening and saving images.

---

CMYK image conversion added (TIFF only).  
Multi file selection in file requester.  
Choosing between images in case of some multi image TIFF files.  
(requested by Peter Stuer, not all multi image files are yet supported)  
Window tiling added for opening images. (Suggested by Peter Stuer)  
Preferences moved to ENVARC: on a 2.0 or 3.0 system.  
(Suggested by Peter Stuer)  
Corrected Default prefs for 3.0.  
Planar 24 bit TIFF reading added.  
Interlaced GIF reading handled correct now  
(Thanks Tom De Mulder for reporting).

#### 1.04

##### General changes:

Using ReqTools library for better requesters.  
Thanks to Nico François for ReqTools & his testing on the A4000.  
1-Bit IFF -> TIFF Line-Art bug corrected.  
Bug fixed which caused custom screen to generate some bad colors for ↔  
menu's.  
Color dithering fixed and added.  
Problem with mutual excl. menu's fixed.  
GIF Reading added.  
Crash bug fixed for screens with more like 5 bits.  
Dithering improved.

##### 2.0 Specific:

Screen mode requester added.  
Gamma Definition Requester added.  
Image information Requester added.

##### 3.0 Specific:

8 bit screens support.  
256 grays or colors possible.

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