

**Bview**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> Bview		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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<b>REVISION HISTORY</b>
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# Chapter 1

## Bview

### 1.1 Bview 1.05 & 1.06 guide

Bview 1.05 & 1.06 guide .

1) Some information about using the software.

```
@{ " Disclaimer                " link disclaimer }
@{ " Copyright and Distribution " link copyright }
@{ " Introduction              " link introduction }
@{ " Why this release is not 1.1" link release }
@{ " Requirements              " link requirements }
@{ " Installation              " link installation }
@{ " Credits                   " link credits }
@{ " History                   " link History }
@{ " Bugs & Future             " link Reports }
```

2) Using Bview with the AGA (V39) chipset. (A4000,A1200)

```
@{ " AGA   with Bview " link M_AGA }
```

3) Working with Bview.

Starting Bview...

```
@{ " From SHELL or Dir utility " link S_SHELL }
@{ " From WorkBench            " link S_WB }
@{ " As a commodity             " link S_COM }
@{ " As an Application icon     " link S_ICON }
```

Picture Loaded...

```
@{ " Keys to control Bview " link E_PIC}
```

The Edit Screen... (Right mouse button) (EDIT\_SCR)

```
@{ " Operations... (OP_Wnd) " link E_OP }
```

```
- @{ " Information  (IN_Wnd) " link E_IN }
- @{ " Change mode  (CM_Wnd) " link E_CM }
- @{ " Print screen (PR_Wnd) " link E_PR }
```

```
- @{ " Save picture (SA_Wnd) " link E_SA }  
- @{ " Disk tools      (DI_Wnd) " link E_DI }  
- @{ " Options         (OPT_Wnd) " link E_OPT}
```

## 1.2 Disclaimer

The author cannot be held liable for the suitability or accuracy of this manual and/or the program(s) it describes. Any damage directly or indirectly caused by the use or misuse of this manual and/or the program it describes is the sole responsibility of the user her/him self.

## 1.3 Copyright and Distribution

Bview release 1.05 & 1.06

(C) Copyright 1992-94 Joeri Alberty  
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User Manual  
(C) Copyright 1992-94 Joeri Alberty

This program uses both the powerpacker.library  
and reqtools.library (OS 2.0 version)  
These two libraries are (c) Copyright Nico François

-----

Bview, (C) Copyright 1992-94 Joeri Alberty.  
This program is FREEWARE , you don't have to pay anything for it.

This program may be freely distributed as long as all files are included in the distribution without any modifications. You may \*NOT\* charge more than Fred Fish does for a single library disk.

This program may \*not\* be uploaded on BBS's that claim copyrights on the uploaded material.

Commercial distribution of Bview and/or it's relative files is \*NOT\* allowed without written permission from the author.

## 1.4 Introduction

---

Welcome to Bview another IFF ILBM viewer for ECS & AGA...  
Now you say ANOTHER viewer ....  
YES, but with a gadget interface.

I made Bview because ..

- Now when a picture doesn't load.I can change my viewer
- I hate to read manuals (and write them) to find the right flag or key to save , print , change or display a picture
- Use the display database & iffparse library for programming

Features of Bview

- Gadget Intuition interface (gadtools.library)
- Easy change Viewmodes with a click of your mouse
- Easy scale your bitmap to fit on screen.
- Print a picture with adjustment of printer settings
- Save a picture in IFF ILBM , Scr , Raw on disk
- View the IFF ILBM -> BMHD CAMG etc ...
- Save your environment of Bview to ENV: etc ...
- Load powerpacked images
- Save information about picture to disk or printer
- Make a Slide show by pressing a button.
- ....

Not in Bview

Bview is not an image processor.  
You can however change the bitmap width & hight to fit or aspect your picture in an other resolution.  
However in HAM etc this will give not high quality outputs...  
Use for this purpose TAD,ImageFx etc....

It is possible however to read a picture from a mode that your amiga is not able to display but the number of bitplanes are allright...

ex1. AGA PAL:HIRES 32 colors --> Can't be displayed on ECS amiga  
but it is possible to display it on PAL:LOWRES 32 ECS

ex2. You don't have a multiscan monitor so impossible to display  
productivity --> but it is possible to display it in PAL & NTSC

## 1.5 Requirements

Bview was programmed with SAS C v6.51 on a Amiga 500  
Kickstart V37.175 Workbench V38.12 with 3 MB memory + ECS

It is tested from A500 - A4000/40 and works ok there...  
Tested for AGA support on a A4000/040 and A1200  
Print option tested on NEC PINWRITER P2plus (A500),Laserjet printer A3000)

Bview 1.05 doesn't work on an A4000/030 maybe 1.06 does not tested yet

You need at least Kickstart V37++ and Workbench V37++ to run Bview.

---

The program needs the following DISK libraries:

```
reqtools.library          version 38.(1210) or better (with this release)
iffparse.library          version 37 or better
powerpacker.library       version 36.(10) or better (with this release)
```

Next information is of my own amiga. This is produced by ARTM 2.0  
ARTM can also be found on Aminet.

```
Processor ..... 68000
Math CoProcessor..... not present
MMU ..... not present
DMA CustomChip ..... ECS Agnus (PAL)
Graphic CustomChip ..... ECS Denise
Kickstart Rom ..... 2.04
Rom Kickstart Version ..... 37.175
Used Kickstart Version ..... 37.175
Workbench Version ..... 38.21
```

Address	Type	Pri	OpenC	Version	Neg	Pos	Name
00200154	library	0	12	37.3	204	44	utility.library
002036a0	library	0	1	37.35	824	424	graphics.library
00206270	library	0	1	37.2	48	158	keymap.library
002076e0	library	0	1	37.7	200	70	layers.library
00207b84	library	0	1	37.318	764	3294	intuition.library
0020b580	library	0	20	37.44	1032	996	dos.library
002175bc	library	0	0	36.10	140	40	powerpacker.library
00218ab4	library	0	3	37.11	164	50	icon.library
00224718	library	0	0	37.2	272	46	iffparse.library
00221e68	library	0	0	38.8	56	134	diskfont.library
00222a48	library	0	1	37.1	96	60	mathieeedoubbas.librar
00229084	library	0	2	36.23	476	252	rexsyslib.library
00230ecc	library	0	1	37.132	108	2061	workbench.library
0022e618	library	0	2	37.110	168	226	gadtools.library
00258c50	library	0	0	38.21	24	44	version.library
00251b20	library	0	0	38.1210	176	234	reqtools.library
00000a44	library	-20	2	37.44	164	390	expansion.library
002007a0	library	-100	3	37.132	792	612	exec.library

Address	Boardadr	Bo.Size	Slotadr	Ssize	Driver	Prod	Type	Manuf	Boardname
00000bd0	00200000	2048kB	00000020	32	no	0	230	221	

Address	Pri	Lower	Upper	Maximum	In-Use	Free	Largest	Name
00200000	0	00200020	00400000	2047k	651k	1396k	1198k	expansion mem
00000400	-10	00000420	00100000	1022k	186k	836k	805k	chip memory

## 1.6 Installation

Bview is at the moment only one program so you can copy it from  
the release directory/disk to your Harddisk etc...

To install the libraries there is Bview.xicon press it and the libraries reqtools.library 38.1210 & powerpacker.library 36.10 will be installed in your LIBS directory.

See that your @{ " requirements " link requirements } are ok...

## 1.7 Credits

First i want to thank those people who helped me testing this program.

- S. Helsen (A3000 -> Used my Bview for printing from SID.)
- T. Smolderen (A4000/040 -> Most impossible kind of Workbench & prefs).
- For his icons.
- A. Verhe for testing Bview on a A2000/020 ECS
- and his picture disks (models etc...) to test Bview on.
- Tom Maes (A4000/040) for promoting and looking at Bview.
- All other people at the CCCB Antwerpen who tried Bview.  
(Creatieve (Commodore) Computer Club Belgie)

Other Credits go to the people who wrote the different libraries i used in my programs. Special :

- Nico Francois reqtools powerpacker.
- Amiga for writing a operating system which is easy to use & program with the help of gadtools iffparse etc...
- UIA (Universitaire Instelling Antwerpen) for giving me an E-mail adress  
Not so easy for a medical student. (alberty@reks.uia.ac.be)

## 1.8 BUGS & Future ...

This is an update to Bview 1.02

Only little errors are changed & Bview is made much more stable.

for changes from 1.02 to 1.05 see History

Till version 1.1 the following errors can ocure

Here are some known bugs...

- See @{ " Disk Tools " link E\_DI }  
. See WARNING
  - See @{ " Save picture " link E\_SA }.  
. Here you can only save the picture once in IFF on disk.
  - See @{ " Change mode " link E\_CM }.
-



. Gadget 'monitor is not working at the moment'

- See @{ " Options " link E\_OPT}

. Gadget MonDependent is not working allright.

. Operation cycle gadget does not work proper.

. 32 bit/gun select can be selected with kickstart 37 -> GURU

- Output for errors or bad loading of picture or not OK.

Future...

- Bview will work with datatypes.library.

- Pictures can be loaded from within the program.

- You can select pictures from different directories at the same time.

- The information window will be more clearer to understand

- Guide will have an Index function.

- .... (your turn)

Errors/bugs/shortcomings etc ... are welcome.

You can contact me ...

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Use Email if you have access to it...

## 1.9 History of Bview

Bview 1.02

First Release on Aminet

Bview 1.05

New in Bview

Errors Fixed

- HAM KEY USING message fixed.

- Save problem with 256 colors fixed.

Improvements

- Scaling routines can now enlarge a picture if it is a brush etc...  
(Use Fit & Scale (Aspect & Scale) in Change mode menu and press Render)

- Ilbm to source generates now colortables for  
LoadRGB4(), LoadRGB32(), SetRGB32().

- You can now use an AppIcon Set 'PRO\_START=2' in Tooltypes (Bview icon)

---

```
('PRO_START=0' -> load and display, 'PRO_START=1' make Bview an Commodity)
```

- Compiled with SAS C/C++ 6.51 with optimiser ... (\_\_inline)

Bview 1.06

- Changed driver routine so maybe A4000/030's can use Bview

## 1.10 Using Bview with AA chipset

If you start Bview the first time.

Bview will only use the ECS colorpalette (4096 colors)

or in tech terms use 4 bits/gun and the function LoadRGB4

If you own a A4000 or A1200 (both AGA chipset or AA) you have a color palette of (2 power 24 colors) 16,777,216,000 colors.

In tech terms 24bit palette. Function LoadRGB32 (32 bits/gun)

You will see the difference if you load a picture with 256 colors in in or a picture with more than 16 grey scales.

To use this palette do the folowing ....

- Load Bview (click on it in @{ " WorkBench " link S\_WB })
- Press Use or Save (When you loaded it in for the first time )
- Select a picture in the file requester
- When loaded press the LEFT mouse button (see @{ " Control Bview " link E\_PIC})
- > Press '@{ "Options... " link E\_OPT}' in right "Operation" window
- > Check (Checkbox gadget) '32 bits/gun'.
- > Press 'Save' or 'Use' button.

Now you will use the AGA palette when you load the next picture or change mode... this picture

Example for changing mode.

- > Go to '@{ " Change mode... " link E\_CM }'
- > press 'Render' button
- > Look in ' Information... ' --> bits/gun : 32
- Ok. everything works...

Look at the difference it makes (best seen with 256 colors (grey scales)

## 1.11 Starting Bview from shell etc...

From SHELL Bview [@{ " options " link S\_options }] [picture name]

picture name : IFF ILBM picture name

if non given program will display [ file requester .

Bview ? will give you information about program

In Dir Utility same as above  
ex Disk Master use extern Bview %s etc...

Start Bview for first time

## 1.12 Starting Bview from WorkBench

From WorkBench select icon Bview and you will get the [ file requester .  
Tooltypes : @{ " options " link S\_options }

Start Bview for first time

## 1.13 Starting Bview as commodity

First use

- @{ " From WorkBench " link S\_WB }
- Not possible from shell.

see that tooltype PRO\_HOTUP=yes (default) see @{ " options " link S\_options }

Next press [Alt] b to start Bview (default)

Key can be changed by CX\_HOTKEY see @{ " options " link S\_options }

Use Exchange (see extra disk commodore 2.x) to remove commodity.

## 1.14 Start Bview as an Application icon

First use

- @{ " From WorkBench " link S\_WB }
- Not possible from shell.

see that tooltype PRO\_START=2 see also @{ " options " link S\_options }

Now you will see that bview doesn't start but creates an App ICON on your WorkBench.

Drop a picture in it or click on it to start Bview.

At the moment you can't remove this App Icon

## 1.15 Picture on screen

When the picture has been loaded you can press the RIGHT MOUSE BUTTON.  
A screen will be opened with 2 windows (Bview: Edit screen)

You can also use here the keys explained in @{ " Operation " link E\_OP }

---

to control Bview.

Pressing left Mouse Button displays the next picture or if end of list terminates viewing and display the file requester or SHELL.

## 1.16 Operation window

The window right is the Operation window.

Here you can select which operation you are going to do...

```
- @{ " Information " link E_IN }
- @{ " Change mode " link E_CM }
- @{ " Print screen " link E_PR }
- @{ " Save picture " link E_SA }
- @{ " Disk Tools " link E_DI }
- @{ " Options " link E_OPT}
```

In the left window you will than see the gadget's for that operation

At the button of the right window you see arrows (|< < ^ end > >|)  
These are used to control Bview.

When only one picture has been selected from WB or SHELL only [^][end]) can be used.

[^] or arrow up on keyboard (180 degrees turned 'T' keys below [DEL][HELP])  
Use this to close Edit Screen or open Edit Screen.

Go to next picture in the list.

[<] or arrow left  
Go to previous picture in list.

[>|] or [RSHIFT] & arrow right  
Go to last picture in list.

[|<] or [RSHIFT] & arrow left  
Go to first picture in list.

[end] or arrow down  
Stop viewing and go back to requester or shell.

press right mouse button to select a menu item (about,workbench)

## 1.17 Information window Hotkey : i

Default window to show first on right side of Edit Screen.

Here you see the IFF ILBM structures for BMHD CAMG CMAP

You can't press any button here.

## 1.18 Change screen mode Hotkey : m

- Operation.

Here you can change the viewmode of your picture (ULONG modeID)  
Try to fit a superbitmap picture on your screen by scaling or  
changing the screenmode.

- LISTVIEW gadget

Click the mode you like in the listview gadget most left.  
Now your image is in that mode.  
You can check this by looking in the information window Hotkey i  
Look for CAMG ....

- CHECKBOX gadget's

fit : if selected only these modes will be displayed which fit on  
your monitor in the given resolution.  
This can be done by changing the screenMode or scaling bitmap.  
(See cycle gadget)

aspect : if selected only these modes that have the same aspect will  
be displayed.

ex.picture is HIRES you select aspect listview will give for  
example HIRES 640x256 en SUPERHIRES-INTERLACED 1280x512.  
So your picture won't be stretched etc...  
This can be done by changing the screenMode or scaling bitmap.  
(see cycle gadget)

- CYCLE gadget's

monitor : Doesn't work in this version (BUGGY)  
overscan : Here you can set your overscan preference  
Default is CUSTOM program will choose the best overscan mode  
After selecting an overscan mode press [RENDER].

aspect & fit. cycle

The Difference between 'mode' & 'scale.'

when fit or aspect selected (see checkbox).

mode -> will give those resolutions (in Listview) where your picture  
will fit or aspect on the screen  
!!! It does not change the Bitmap Width or Hight !!!

scale -> Here you can take every resolution.  
The program will SCALE (shrink) your bitmap so that it can  
be displayed on your screen in the resolution selected  
See 'Information' (Information window) for this change

ex Bitmap 320 x 512 Lores Interlaced.

You select 'Aspect' (check) scale (cycle) and press PAL:Lores (listview).

Wait a moment the screen will be displayed.

Go to information (information window) here you see

BMHD Bitmap 320 x 512 (Original bitmap)

Disp 320 x 256 (scale output to aspect)

CAMG mode : PAL:Lores

!!! The original bitmap will always be used to scale picture !!!

!!! and will stay in memory. !!!

- BUTTON gadget's

render : Will update your screen.

cancel : Not working.

Problems : See that your monitors are on for your monitor.

ex. PAL NTSC MULTISCAN etc.. See DEVS:MONITORS or extra disk

commodore Amiga (rel 2.x) (Storage/monitors)

and WBstartup file modenames

## 1.19 Print screen Hotkey : p

- Operation.

Here you can print your Picture (Bitmap/RastPort) to the printer.

The option works with DUMPRASTPORT and uses the printer driver you selected in prefs/printers (commodore).

- CYCLE gadget's

Output option: - Normal : normal output to your printer

- Medium : medium size output

- Small : little picture as output

- Relative : Here you can specify the width as a % (128)

Density : Same as in prefs/printer

- CHECKBOX gadget's

Borderless : Cuts the borders from the bitmap

Used when picture fills the whole screen etc...

Centered : Centers the bitmap (width) on the output page

Color 0 while : Makes Background Color (0) white. This when you have a black background (ex picture made in Brilliance Dpaint) and now print it on your printer.

Don't use it with HAM pictures (mostly a bad result).

FormFeed : Will eject your page after the DUMP

Don't use it when Information is on.

Information : Prints after Screendump information about picture to printer (Name,width,height,depth,mode,TimeStamp)

- BUTTON gadget's.

Print : Starts printing.

Cancel : cancel's printing.

## 1.20 Save Picture HotKey : s

- Operation.

Saves bitmap (brush) or screen to disk as IFF ILBM,Source SAS\_C or Raw.

- CYCLE gadget's

Format : - IFF ILBM : Saves as Interchange File Format InterLeaved BitMap  
 - Scr SAS\_C: Saves as source for use in your own programs.  
     See how to use it in dir 'PicScr'  
     See also Color.  
 - Raw : Save soure in raw format normally used with ASM.

Method : - Screen : Saves whole screen away so...  
     use MAX(page(width/Height),bitmap(width/height))  
 - Brush : Save only bitmap width and height away.  
     Mostly used when picture is smaler than screen.

Comp : - BYTE ENCODE RUN 1 : this is the compression normally used with IFF.  
 - None : No compression can be used whet picture is very small.  
     Let us say icons...

Color : Used with gadget 'Format Src SAS\_C'

- 8 bits/gun  
 This is used to save the picture as IFF CMAP 8:8:8.  
 When used for 'Format Src SAS\_C' it wil be the same as 32 bits/gun
- 4 bits/gun  
 Will write a colortable of USHORTS to disk.  
 This are mode of triplets ex 0x888 -> Red 8 Green 8 Blue 8  
 Can be called with function LoadRGB4(vp,colors,count);  
 This is the function normally used on ECS machines (0-F)
- 32 bits/gun  
 Writes colortable of ULONGS to disk.  
 ex 0xffffffff gives Gun RED 100% red and so on  
 So uses 3 32bit values for one color.  
 Use with function LoadRGB32(struct ViewPort \*vp,ULONG \*table);  
 This function works from Kickstart 39 and above (AGA systems)

- INTEGER input gadget's

TransColor : Changes trancolor or Backgroundcolor to new value.

- BUTTON gadget's

Save : Saves picture to disk.

## 1.21 Disk tools : d

- Operation.

At the moment can delete and rename file but will be rewritten for version 1.1 (Name will than be Change List)

- CYCLE gadget

Rename : will rename the file on disk to new name

BUG : Don't use it when more pictures are loaded in and you use < > gadge's in Operation window.

Delete : Delete's picture on disk

Same BUG as above

- BUTTON gadget

Execute : executes operation

BUG: When you use delete press 2 times on execute.

## 1.22 Options Hotkey : t

- Operation.

Used to set the option for your environment ENV ENVARC

- CYCLE gadget's

16bit CAMG mode : Used when you Load a 1.3 saved IFF on a 2.0 and higher systems.

Now from 37.x CAMG are 32bit (ULONG).

Consisting of ULONG mode = xxx\_MONITOR\_ID|xxx\_KEY;

So if you load a 16 bit camg the program will change it to 32bit by adding a monitor ex PAL\_MONITOR\_ID

The monitor you like can be set here.

Attention : Don't set a monitor that is not available on your system.

Edit Screen mode : - Custom : uses the mode set in Custom mode:

- WBench : copies the mode you are using on your WB.

Default operation : Not working yet will be gone in 1.1

- CHECKBOX gadgets

---



Loop : for example when last picture is on screen and you press Left Mouse Button or > gadget first picture will be shown etc...  
When this is of with last picture > >| can't be used

Auto : Normally this is used with gadget Loop.  
Will display next picture after 5 sec (Default).  
You can change this in INTEGER gadget (Time (sec))  
How Does it work.  
- First more than 1 picture has to be selected  
- CHECK Auto gadget and give display time in (Default 5 sec)  
- Press > or up & Left Mouse.  
How to stop.  
- Press Right Mouse button when picture is on screen  
- Go to Options (press gadget or hotkey t)  
- UNCHECK Auto.

MakeText : Will save information about pictures as a text file to disk  
This file will be saved in the current directory where the picture loaded is located.  
New pictures will be added to the old list.  
- Saves this information when you press > etc...

Del.list : OverWrites existing list in current directory (See MakeText)  
WARNING: Use this function only one time.  
Otherwise list will be deleted everytime you save next picture information.

32 bit/gun : When you Have an AGA system or Kickstart 39 or higher.  
CHECK this gadget the program will now use the LoadRGB32 function and will use colors out of the amiga's 24bit color palette as given in the CMAP.  
WARNING: Don't use it on a 37.x Kickstart (GURU will visit)

- BUTTON gadget's

Select : Will display a screenmode requester (REQTOOLS).  
Used for...  
Fallback mode: when IFF CAMG (mode) is not possible to display on your amiga.  
Program will try to use this mode instead.  
Custom mode : Mode for Edit Screen.

Save : Saves options to ENVARC: & ENV: see @ { "Start Bview for first time " ↵  
link S\_First}

Use : Saves options to ENV: Start Bview for first time

## 1.23 File requester

This is the reqtools.library requester  
If on want to use asl instead let me know it..

Here you can select more than 1 picture by pressing button [all]  
or use [SHIFT] and mouse to select.

then press view to continue.

## 1.24 First time startup & Save use option

You will see a requester in the left corner of your screen asking to press one of the 3 selections...

USE : Will make a Dir (Bview) and create the option file global.prefs  
This will be created in your ENV: directory.

SAVE: Same as above but saves it also to your ENVARC: directory.

Use SAVE it is easier because when you reboot your system the ENVARC: dir will be copied to your ENV: dir in ram: and can be used by Bview. With USE it is in RAM and will be lost by rebooting.

CANCEL: Don't use it it won't hurt your system but is not usefull.

Problems : See that your S:startup-sequence is conform 2.x or higher rules . This has to be in it

```
makedir ram:T ram:Clipboards ram:env ram:env/sys
copy >NIL: ENVARC: ram:env ALL NOREQ
assign ENV: ram:env
```

## 1.25 Options for Bview

Options.

- PRO\_START=1                      Makes Bview to start as a Commodity see PRO\_HOTUP (default)
- PRO\_START=0                      Load & display an image & remove Bview from memory
- PRO\_START=2                      Makes Bview an App Icon.
- PRO\_HOTUP=yes                    Enables Bview to work as a commodity.  
Can't be used from shell.
- DEF\_ILBMDIR=current            Set default loading directory for requester.
- CX\_POPUP=yes,CX\_PRIORITY=0,CX\_HOTKEY="alb b" used when PRO\_HOTKEY=yes  
See manual "Using The System Software" Commodore Amiga.

## 1.26 Why this release is not 1.1

In Bview 1.02 I said that bview 1.1 would be ready in February  
But Bview is at the moment in version 1.08.

1.08 is not crash free & some routines have to be changed

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So i put Bview 1.05 1.06 on Aminet because these are versions which are tested for some weeks & work good on different Amigas.

Bview 1.1 will take some time because the routines are changed in a manner that they are not compatible with Bview 1.06.

This was needed to load pictures directly in Bview & to make bview to work later on, on your Workbench in a window & use datatypes.

I hope this version will work ok for you.