

SuperView-Library

COLLABORATORS

	<i>TITLE :</i> SuperView-Library		
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REVISION HISTORY

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Chapter 1

SuperView-Library

1.1 SuperView Library Documentation

superview.library V19.5

- Freeware (Licenseware) -
product-specific Licenseware

Any usage from and by other programs without an
explicit license is strictly forbidden (see "Distribution").
Ask for licenses.

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A PerSuaSiVe SoftWorX PRODUCT.

This program has been written under OS V3.1 and is therefore
fully compatible. It needs OS V2.04+.

Actively supports PowerPC (TM) via powerUP (TM)
and ppc.library.

Release Date: 16.11.1997

If you at first don't succeed, call it a public beta version...

Legal

Copyrights and legal stuff

Disclaimer

Distribution

Usage

Short: Purpose and Abilities

Requirements

Installation

68020-060 support

Making use of fast CPUs
 PowerPC (powerUP) support

What can be expected ?
 Contact

How to contact the author
 Archive

History

SVObject Descriptions/History

Device SVObject Descriptions/History

SVDriver Descriptions/History

SVOperator Descriptions/History

Support-Library Description/History
 Various Topics

Supporting Software

Known bugs and workarounds

Notes and Hints

Possible future enhancements ...

Credits and even more legal stuff

Thanks and Greetings

SuperView in the Press

Bibliography

More Projects
 ControlPad Preferences

Preferences

ControlPad Fileformat

CPInfo Fileformat

ControlPad enlistment
 External Links in this Directory
 German ReadMe File

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

Please visit:

SuperView WWW Sites
http://home.t-online.de/home/Andreas_Kleinert/
<http://www.amigaworld.com/support/sview/>

Simon Edward's Image Engineer WWW Site
<http://yallara.cs.rmit.edu.au/~sbe/>
(Image Processing program produced by Simon Edwards)

Die CHAOS-Theorie:

"Dabei geht es zum Beispiel darum, den verdammten Schmetterling zu finden, dessen Flügelschläge die vielen Stürme in letzter Zeit verursacht haben." (Terry Pratchett in "Total verhext")

In English means something like:


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 superview.library and the distributed files - e.g. the  documentation files - are (C)opyright 1993-97 by Andreas R. Kleinert. All rights reserved.

(For some files there may additional or substitutive Copyrights take place, which then are stated locally within the documentation or via local reference to "Credits".)

The following usage and license conditions are announced for all parts of the distribution, which means SVOjects, SVDrivers, SVOperators and all other files.

When referring to the whole program package as such, it is called "SuperView-Library".

The usage and distribution of SuperView-Library takes place under the concept of product-specific Freeware (Licenseware).

For more details on distribution rules and developers restrictions, you have to see paragraph "Distribution".

Please note:

- * 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.
- * Some of the mentioned names or products within this or other documents may be copyrighted by companies or trademarks of companies or persons.
- * This software is based in part on the work of the Independent JPEG Group (concerning JPEG.svobject).
- * The "xpkmaster.library" (part of the useful Xpk package, which can be found on Aminet) is developed under the concept of the GNU license by its authors, c/o Dirk Stöcker <stoecker@rcs.urz.tu-dresden.de> This freely distributable Library is needed by SVG.svobject, Unpack.svobject and and RGFY.svobject to read and decode XPK-packed files.
- * The "newicons.library" (part of the useful NewIcons package, which can be found on Aminet) is developed by the 'Team NewIcons', c/o Eric Sauvageau <merlin@thule.no> and Phil Vedovatti <vedovatt@u.washington.edu> This library is needed by AmiIcon.svobject to read/write NewIcons.

GIF is obsolete - you neither should use nor support it any longer. If you are doing WWW design, use PNG and JPEG instead. It's important !

This software was translated with the help of ATO, the Amiga Translators' Organization. ATO is a non-profit organization that translates for the Amiga community!

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(Also see

Thanks and Greetings

for more information on

translation issues and translators.)

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

Distribution in Common

~~~~~

The Library must not be distributed isolated, detached from any specific program package, whose author has licensed the library.

If the licensed library is included within the licensing program's program distribution, the distribution conditions of this program take place as long as these do not explicitly contradict to the disposals described in the following text.

Licensed programs are not restricted to have any special legal copying conditions, so the Library may appear together with any form of Software, like e.g. Freeware, Shareware or commercial programs, perhaps with exception of "pure" Public Domain.

Restrictions

~~~~~

The program SuperView-Library in this version is product-specific Freeware (Licenseware), which at first means, that a single distribution of the Library is as well forbidden as an unauthorized distribution together with programs of non-licensees.

Also, the Library MUST not:

- be included into other program's distributions without my explicitly written permission
- be copied as a single package without being directly related to a specific program
- without a license be copied and also not be used directly or - via any tricks - indirectly

Licensing

~~~~~

---

There is no way of automatic licensing via "agree-to-the-above-terms". Any license has to be given in written, non-electronic form. Interim-licenses may be promised via phone, email, etc but have to be confirmed in paper form.

The only one, who is authorized to write and send licenses or promise licensing is the author of SuperView-Library, which is Andreas R. Kleinert.

If you want to license the library, please send me the following information:

STATUS - what's the status of your planned or actually existing program ?

Main categories are Freeware, Shareware, Commercial.

WHO - what's your (or your companies') name, address and phone number, maybe also email adress ?

WHAT - what kind is your program of ?  
Not any programmer of any kind of program will get a licence. I am not going to support programs, which may concern my vital interests by being direct competitors of other programs where I am involved as a participator, depending on the success of the programs. [ ;-) ]  
On the other hand there are various ways to synchronize programming efforts and to come to a solution, which is acceptable for both sides.

PLANS - according to the type of your program you might also tell me something about your plans for future versions of the program as long as it does concern a fundamental change in the program's concept and function (competitor)

SAMPLE - would be nice to see a copy of the previous, beta or final version of the program

PAYMENT - are you gonna pay for the licence ?

Freeware authors will not have to pay anything, if they get a license. Shareware authors might. Commercial programs will perhaps.  
Tell me what you think, then we'll talk about it.  
Fees aren't expensive in my opinion.

After Licensing

~~~~~

Each license is specific to the licensee and his wishes.

Common to all licensees is the following:

- The Right to use the unmodified library within the program or program-group it has been licensed for
- Access to not publicly documented functions
- The Right to distribute the library together with your program

- The Right to integrate the library into the concept of your program as long as no basic parts have to be changed
- The Obligation to respect the distribution conditions and to add a ReadMe file and documentation remark reflecting this to the program
- The Obligation to send me a copy of the final, registered or register-able version of the program using SuperView-Library

If there are more questions, please don't regret to ask me, because just asking doesn't cost you anything.

I may as well tell you, which programming languages currently are directly supported (C of course always).

1.5 Abilities, Purposes and much more

The "SuperView-Library" consists of many functions and sub- ←
libraries,
which allow quick and easy displaying, saving, converting and processing of various picture formats, like IFF-ILBM, JPEG, PCX, Targa, PCD TIFF, PNG, BMP, ... (more than 45 altogether).

It has been designed for the purpose to display and process any common type of bitmap graphics as fast and as comfortable as possible on almost any Amiga hardware configuration.

External Loader-/Saver-Libraries (SVObjects), Graphic Card Drivers (SVDivers) and various Operators (SVOperators) allow easy but flexible configuration, usage and expansion.

Programming documentation is available for license-takers, only.

Feature Overview

Recognized file graphic formats

Supported graphic cards and display adapters

Supported input/output devices

Available image processing operators

1.6 Making use of 680x0 CPUs

This program works WITHOUT any FPU, BUT...

If you do own an 68020/030+68881/882 FPU or 68040/060+FPU you may wish to make use of these.

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 mathtrans.library does not support an FPU at all.

But there's a solution: it is strongly suggested, to use some of the available math-library replacements and/or patches from Aminet.

1. FMath by Martin Berndt, for example does replace all of them:
 - mathieeedoubbas.library
 - mathieeedoubtrans.library
 - mathieeesingtrans.library
 - mathtrans.library

It is strongly recommended to install V40.6 or a newer version from Aminet (Aminet:util/libs/FMath406.LHA).

2. FFPpatch by Jess Sosnoski additionally patches some functions of mathffp.library to use 68881/2 instructions. It currently makes use of some mathtrans.library functions for FFP/IEEE conversion and thus does require FMath as well. (There's a 'ffptest' program included, so that you can test, whether it improves speed or makes it worse.)

It is strongly recommended to install V1.7beta or a newer version from Aminet (Aminet:util/boot/ffppatch.lha).

On a A4000 with A3640 (68040-25) running FMath, it gave the following results:

[before]

```
mathffp.library speedtest
© 1997 Jess Sosnoski
```

Test Name	Time in Seconds
-----	-----
SPAbs ()	took: 0.79 sec
SPNeg ()	took: 0.80 sec
SPAdd ()	took: 1.38 sec
SPSub ()	took: 1.31 sec
SPMul ()	took: 1.87 sec
SPDiv ()	took: 2.05 sec
SpFlt ()	took: 0.76 sec
SpFix ()	took: 1.04 sec
SpFloor ()	took: 1.09 sec
SpCeil ()	took: 1.99 sec

[after]

```
mathffp.library speedtest
© 1997 Jess Sosnoski
```

```
Test Name          Time in Seconds
-----
SPAbs()   took:    0.52 sec
SPNeg()   took:    0.48 sec
SPAdd()   took:    1.06 sec
SPSub()   took:    1.05 sec
SPMul()   took:    1.06 sec
SPDiv()   took:    1.32 sec
SpFlt()   took:    0.49 sec
SpFix()   took:    0.77 sec
SpFloor() took:    0.82 sec
SpCeil()  took:    1.73 sec
```

3. 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:

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

4. 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.

It is strongly recommended to install the newest version from Aminet (Aminet:util/boot/Mult64Patch.lha).

If you do own a CyberStorm 060 board, just ignore what I said before and follow the instructions given in the 68060-Library documentation.

1.7 PowerPC (powerUP) support

Concept: loadable PPC-Modules for use with ppc.library V44+

The most time-consuming routines of certain modules of SuperView-Library have been ported to native PowerPC code and perhaps will profit a lot from the presence of an installed powerUP system.

These "native modules" are located in a new subdirectory of LIBS: called "svppc/", with subdirectories for each of SuperView-Library's module types.

If any "native modules" are present, these will be used whenever applicable. Should none of these modules be available, then this does not matter, since the plain 68k code (which may be optimized for a certain 68k CPU, though) will be used instead (fallback option).

Note, that SuperView-Library's native modules won't replace any of the existing libraries or modules as such - they only do supply specialized routines in native code for certain tasks.

When running any PowerPC code, you should have made sure, that there's enough RAM on the powerUP board available - at least in an A4000 the RAM interface from the CPU card (e.g. A3640) to the mainboard is so slow, that even a 68040 could not access Fast RAM with full speed, so possibly a PowerPC would suffer from the same problem.

You should take care, that there's still enough "fast" Fast RAM available, even if all the libraries and code have been loaded: usually the graphics are loaded at last - a 1024x768 graphics in 24 Bit will just take 2.4 MB and in a dithered version again around 790 K.

If there's enough "fast" Fast RAM available, you can expect high speed increases with most basic operations, especially when internal representation conversions do take place.

(See the documentation of the single modules for further information. PowerUP support usually is marked separately, on top of the module documentation.)

Availability

NONE OF THE PPC MODULES ARE FREeware - THEY WON'T APPEAR ON AMINET.

40 modules (+/-) are made available in a special powerUP PPC plugin module package, which e.g. can be bought by registered SuperView/SViewNG users or will be included with some commercial programs.

Also, there will follow some PPC modules, which will only be available for exclusive shipment with some commercial programs (as also are the concerned SV modules).

This is high end software, and its development must be financed - so you have to pay for it to help ensuring further development.

1.8 Installation and Configuration

=====
Installation Options: Overview

- A. Automatized Installer-based Installation
1. Installer procedure

- B. Customized Installation
1. Main installation procedure
 2. Setting Up Standard Configuration
 3. Plugging in 680x0 modules
 4. Plugging in PackerSupport
 5. Plugging in SQ-Operators
 6. Using VMEM: (Needed)
 7. Plugging in Ghostscript/Postscript (TM)
 8. Reading GPlot (CGM), AmiFIG (FIG),
AMF/WMF/DR2D/DXF/WPG-Vector (MetaView)
 9. Support for high PhotoCD resolutions
 10. Plugging in powerUP (TM) PPC modules

- C. To Be Checked Also
1. Datatypes-Support
 2. Other Libraries
 3. Additional settings
 4. Preferences

=====

A. Automatized Installer-based Installation

=====

1. Installer procedure

Depending on the selected skill mode (novice, intermediate, expert) you will at least be asked for some of the following:

- your basic graphics engine (ECS, AGA, various GfxCards)
- a place to install the libraries to instead of LIBS:
- a place to install the catalogs to instead of SYS:locale/catalogs
- a path to assign VMEM: to (s:user-startup will be modified)
- whether
 - SVPrefs
 - should be copied to SYS:Prefs
- whether to install the PackerSupport stuff
- whether to immediately also install the SQ-Operators
- questions about (existing) GhostScript/MetaView installations

B. Customized Installation

=====

1. Main installation procedure

Copy "superview.library" and "superviewsupport.library" to your LIBS: directory, the SVOjects to "LIBS:svobjects/", the SVDdrivers to "LIBS:svdrivers/" and the SVOperators to "LIBS:svoperators/"!
(PowerPC modules must be stored in "LIBS:svppc/" plus subdirectories - see paragraph 9.)

Be aware, that library names are case-sensitive and wrongly spelled libraries won't be recognized, though.

Installation of the libraries can be done to any directory, so that these may be installed separate from the system libraries. Adding the SuperView-Library to the system would then be managed via

```
Assign LIBS: [PATH] ADD
```

somewhere in the User-Startup.

2. Setting Up Standard Configuration

Docs/Sample_Configs contains basic configuration settings for ENVARC: and ENV: which have to be copied there to allow the library system running without problems. env_AGA contains plain AGA configuration and so on - see Installer script for more information.

3. Plugging in 680x0 modules

Owners of 68020-68060 systems should copy the turbo versions of some of the modules over the 68000 installation. Simply type "Copy libs/68030 to LIBS: all" or similar.

4. Plugging in PackerSupport

PackerSupport/libs/svobjects does contain the support module for XPK (includes PowerPacker PP20) compressed data. Optionally copy this to LIBS:svobjects and the config from env to ENVARC: (and ENV: as well, of course)

5. Plugging in SQ-Operators

Steve Quartly's great additional svoperators can be found within "SQ-Operators/". Just install those separately, as already done for PackerSupport before.

6. Using VMEM: (Needed)

Additionally, you should create an assignment called "VMEM:", which is intended to contain virtual memory image files or other temporary data, which may be created either by superviewsupport-library (vmem_XXXXXXXX), JPEG.svobject (jpeg_XXX) or other modules. It does not always make sense, to place this directory somewhere at a Ram-Disk, because most programs will perhaps only try to place files there, after they already checked, that there's no more memory available (so even your Ram-Disk would not grant more space).

It is suggested to place this Assign on a fast harddisk or partition, with a high AddBuffers value.

7. Plugging in Ghostscript/Postscript (TM)

If you have Ghostscript installed, you may want to use it for reading Postscript (TM) files - if not, you may consider to install it for such uses.

See

```
GhostScript.svobject
description for more information.
```

8. Reading GPlot (CGM), AmiFIG (FIG),
AMF/WMF/DR2D/DXF/WPG-Vector (MetaView)

See

GPlot.svobject
,
AmiFIG.svobject
and

MetaView.svobject

descriptions for more information

on installation.

Please note, that GPlot and AmiFIG both do require Postscript support, which means: a fully working Ghostscript installation.

9. Support for high PhotoCD resolutions

Support for BASE*4 (1536x1024) and BASE*16 (3072x2048) requires the NetPBM-Tool "hpcdtoppm" to be installed and configured for use with PCD.svobject. See

PCD.svobject
description for

more information.

10. Plugging in powerUP (TM) PPC modules

These have to be placed to "LIBS:svppc/" into the same directories as their counterparts, thus "LIBS:svpcc/svobjects/" and so on.

C. To Be Checked Also

1. Datatypes-Support

"datatypes.library" V39+ is only needed, if OS3-DataTypes are wished to be supported - not available for OS2 users. For 24 Bit datatype support also picture.datatype V43 is needed to be installed (with ECS/AGA this one also needs a version of cyberncg.library, which had been removed from newer pic-dt 43 distributions - alternatively use the pic-dt 43, which is coming with the Picasso96 RTG system and which works with ECS/AGA without any other requirements).

2. Other Libraries

Please take care, which libraries also additionally may be needed by single SVOjects/SVDrivers/SVOperators.

3. Additional Settings

Directory Caching:

~~~~~

Buffer values (set via C:AddBuffers) for the used drives should at least be around 25, sometimes more may be quite useful.

Stacksize:

---

~~~~~

If you don't set this one to a reasonable value, the system might crash when using some specific modules (e.g. Dither24Bit). It is strongly recommended to use values ≥ 32768 bytes with any programs using the library.

User-Startup:

~~~~~

Add the following line somewhere to s:user-startup

```
SYS:Prefs/SVPrefs >NIL: <NIL: INIT
```

It will make sure, that ppc.library already is in memory, when the first program tries to open it via superviewsupport.library.

#### 4. Preferences

-----

For modifying any specific ControlPad settings, you should use

```
SVPrefs
```

(optionally copied to SYS:Prefs during Installer-based installation).

Nevertheless sometimes modules do not come with the required .cpinfo files, so it would become necessary to edit ControlPad files directly at their locations ENV:SuperView-Library and ENVARC:SuperView-Library, maybe by using the descriptions inside the doc-file "ControlPads".

## 1.9 Overview of currently available SVOjects

Available SVOjects and/or supported file formats (mostly ← included) :

| SVOject                | Type | Read-Support       | Write-Support       |
|------------------------|------|--------------------|---------------------|
| AMF                    | *    | EXT → MetaView 1.x | (not available)     |
| BMP (Win, OS/2) / RIFF | EXT  | max 8/24bit files  | max 8/24bit files   |
| C64 (Koala, Doodle)    | EXT  | max 4bit files     | (not yet available) |
| CDR (Corel Preview)    | EXT  | (various)          | (not available)     |
| CGM                    | *    | EXT → GPlot        | (not available)     |
| Degas (Atari)          | EXT  | max 4bit files     | (not available)     |

|                   |     |                   |                         |
|-------------------|-----|-------------------|-------------------------|
| DXF               |     |                   |                         |
| *                 | EXT | -> MetaView 2.x   | (not available)         |
| EPS (F)-Header    |     |                   |                         |
|                   | EXT | (various)         | only from 24bit sources |
| FBM (*nix)        |     |                   |                         |
|                   | EXT | max 8/24bit files | max 8/24bit files       |
| FIG               |     |                   |                         |
| *                 | EXT | -> AmiFIG         | (not available)         |
| Icon (Amiga)      |     |                   |                         |
|                   | EXT | 4/16 Color Icons  | 4/16 Color Icons        |
| Icon (W*nd*ws)    |     |                   |                         |
|                   | EXT | 16 Color Icons    | (not available)         |
| IFF-ACBM          |     |                   |                         |
|                   | EXT | max 8bit files    | max 8bit files          |
| IFF-DEEP          |     |                   |                         |
|                   | EXT | 24bit files       | only 24bit files        |
| IFF-DR2D          |     |                   |                         |
| *                 | EXT | -> MetaView 2.x   | (not available)         |
| IFF-FAXX          |     |                   |                         |
|                   | EXT | 1bit files        | (not available)         |
| IFF-ILBM          |     |                   |                         |
| /                 |     |                   |                         |
| FastILBM24        |     |                   |                         |
|                   | EXT | max 8/24bit files | max 8/24bit files       |
| IFF-PBM           |     |                   |                         |
|                   | EXT | 8bit files        | 8bit files              |
| IFF-RGB8          |     |                   |                         |
|                   | EXT | 24bit files       | only 24bit files        |
| IFF-RGFX          |     |                   |                         |
|                   | EXT | 8/24bit files     | 8/24bit files           |
| IFF-YUVN          |     |                   |                         |
|                   | EXT | 24bit files       | only 24bit files        |
| IMG (GEM/V*nt*ra) |     |                   |                         |
|                   | EXT | max 8bit files    | (not yet available)     |
| JPEG (JFIF)       |     |                   |                         |
|                   | EXT | max 8/24bit files | always as 24bit files   |
| Limbo             |     |                   |                         |
| *                 | EXT | -> Limbo          | (24 Bit via Limbo)      |

---

|                       |     |                       |                     |
|-----------------------|-----|-----------------------|---------------------|
| MAC (MacPaint)        |     |                       |                     |
|                       | EXT | max 1bit files        | (not yet available) |
| PCD (PhotoCD)         |     |                       |                     |
|                       | EXT | 24bit files           | (not available)     |
| PCX upto V3.0         |     |                       |                     |
|                       | EXT | max 8/24bit files     | max 8/24bit files   |
| PICT-2 (Mac)          |     |                       |                     |
|                       | EXT | always as 24bit files | (not available)     |
| Pictor/PCPaint/PIC    |     |                       |                     |
|                       | EXT | max 8bit files        | (not yet available) |
| PNG (Network Gfx)     |     |                       |                     |
|                       | EXT | max 8/24bit files     | max 8/24bit files   |
| PNM (*nix)            |     |                       |                     |
|                       | EXT | max 8/24bit files     | max 8/24bit files   |
| Postscript/PDF        |     |                       |                     |
| *                     | EXT | -> Ghostscript        | (not available)     |
| QRT/POV               |     |                       |                     |
|                       | EXT | 24bit files           | 24bit files         |
| SGI                   |     |                       |                     |
|                       | EXT | max 8/24bit files     | only 24bit files    |
| SunRaster (RAS)       |     |                       |                     |
|                       | EXT | max 8/24bit files     | max 8/24bit files   |
| SVG Graphics          |     |                       |                     |
|                       | EXT | max 8/24bit files     | max 8/24bit files   |
| Targa                 |     |                       |                     |
|                       | EXT | max 8/24bit files     | max 8/24bit files   |
| TIFF (V5.0)           |     |                       |                     |
|                       | EXT | max 8/24bit files     | max 8/24bit files   |
| Utah RLE              |     |                       |                     |
|                       | EXT | 24bit files           | 24bit files         |
| WMF                   |     |                       |                     |
| *                     | EXT | -> MetaView 1.x       | (not available)     |
| WPG (WP-Draw BitMap)  |     |                       |                     |
|                       | EXT | max 8bit files        | (not yet available) |
| WPG (WP-Draw Drawing) |     |                       |                     |
| *                     | EXT | -> MetaView 2.x       | (not available)     |
| XWD                   |     |                       |                     |
|                       | EXT | max 8/24bit files     | (not available)     |

---

DataTypes

INT all Pictures/DTs (not available)

\* SVOBJECTS marked with an Asterisk will only work, when the mentioned external programs (usually freely distributable software from AmiNet) also have been installed and set up as needed. (If not set up, these may be disabled via controlpad STATUS=DISABLED.)

There's also an Unpack.svobject in the PackerSupport-Directory, which allows reading of packed files without explicitly unpacking these before (supports XPK and PP20).

It is as well possible to save graphics as  
C or Asm-Sourcecode

.

---

GIF is obsolete - you neither should use nor support it any longer. If you are doing WWW design, use PNG and JPEG instead. It's important !

If you need to handle GIF graphics (e.g for conversion to PNG), just install one of the available GIF datatypes - and reading will work.

---

Planned SVOBJECTS (no guarantee !) :

- XBM
- TIM
- MTV
- Rendition
- various raw formats
- more Atari formats
  - (if I get my hands on some pictures ->
  - send
  - some, if PD !)
- and more
  - (you may
  - send
  - me gfx's and/or descriptions, if PD)

Please ask before sending graphics via email.

## 1.10 Overview of currently available Device SVOBJECTS

Available SVOBJECTS :

SVOBJECT Type

Printer

supports printer.device/TurboPrint3-5/Studio EXPORT

---

Scanner

supports scanner.device of ScanQuix

IMPORT

## 1.11 Overview of currently available SVDivers

Overview: Supported and Non-supported Graphics Cards

=====

| Card Name           | Kind of Support |
|---------------------|-----------------|
| 1600GX              | -               |
| A2410 TIGA          | CG EGS          |
| CyberVision64       | CG P96          |
| CyberVision64/3D    | CG              |
| DCTV                | -               |
| Domino              | CG EGS P96      |
| DraCo Altais        | CG              |
| Firecracker         | -               |
| GDA-1               | -               |
| Graffity            | -               |
| GVP 110/24          | EGS             |
| GVP IV 24           | EGS             |
| Colormaster         | EGS             |
| Inferno (Wildfire)  | CG              |
| Merlin              | CG P96 NAT      |
| OMniBus             | P96             |
| OpalVision          | NAT             |
| Picasso II          | CG P96 NAT      |
| Picasso II+         | CG P96 NAT      |
| Picasso IV          | CG P96          |
| Piccolo             | CG EGS P96      |
| Piccolo SD64        | CG EGS P96      |
| Rain*ow II (R-II)   | EGS             |
| Rain*ow III (R-III) | EGS             |
| Retina Z2           | EGS NAT         |
| Retina Z3 BLT       | CG EGS NAT      |
| Spectrum            | CG EGS P96      |
| Visiona             | EGS             |

As you can see, any reasonable graphics card for the Amiga is supported via one or more SVDivers for emulation software, available for these. Only some strange RGB-Port adaptors or rare framebuffers are not supported.

### Shortcut Explanation

CG = CyberGraphX or CyberGraphX-Clone available (CyberGraphics.svdriver)  
 EGS = EGS available (with EGSPPlus this means: CG, too)  
 P96 = Picasso96 SVDriver available  
 NAT = native emulation software and SVDriver available, as long as not already covered by the other mentions  
 - = nothing known about any emulation software



Available SVDriver (mostly included) :

| SVDriver    | Requirements                    | BITPLANE | ONEPLANE |
|-------------|---------------------------------|----------|----------|
| OCS/ECS     | OCS/ECS* and OS V2.04+ (V37+)   | (system) | 8/24bit  |
| AGA         | AGA* and OS V3.x+ (V39+)        | (system) | 8/24bit  |
| CyberGraphX | CyberGraphX** RTG System        | 8bit     | 8/24bit  |
| EGS 7       | EGS Emulation Software V7       | 8bit     | 8/24bit  |
| Merlin      | Merlin*** Card Software         | 8bit     | 8/24bit  |
| OpalVision  | OpalVision Card Software        | 8bit     | 8/24bit  |
| Picasso96   | Picasso96 RTG System            | 8bit     | 8/24bit  |
| Picasso     | PicassoEmu** (Picasso II(+)/IV) | 8bit     | 8/24bit  |
| Retina      | RetinaEmu (Retina Z2/Z3)        | 8bit     | 8/24bit  |

\* ECS- and AGA.svdriver will both work with graphic cards, if they are configured with "BITMAPCOPY=RTG" and the GfxCard software does supply a Workbench Emulation and/or Screen Promotion. If you own a graphics card, without having an appropriate SVDriver for it, always try using AGA.svdriver at first. For handling 24 Bit, extra settings should be done (dithering, etc.)

\*\* The APIs of these RTG/emulation systems have been "cloned" by other systems, also. Drivers possibly may work with these as well, since they are not relying on any undocumented features - except maybe concerning specific system-friendly workarounds for specific bugs. If there is a "native" driver for these systems, you should not use the "cloned" API driver - if not stated differently or unavoidable.

\*\*\* With ProBench V3, use the CyberGraphX SVDriver instead. The native API seems to have become incompatible to its predecessors in some ways.

[ API = Application Programmers Interface ]

Planned SVDrivers:

=====

"Send me a card, I write the Driver !"  
 (at least trying to do so, then... ;-)

Dropped Projects:

=====

There won't be drivers for: - Graffiti

Since the graffiti.library does not offer  
 OS conformeous access (IDCMP) and the  
 number of available resolutions is far  
 too limited.

## 1.12 Overview of currently available SVOperators

Available SVOperators (mostly included) :

SVOperator

24BitToHAM

dithers 24 bit RGB to HAM6/HAM8

AnyTo24Bit

converts input to 24 bit

CallPNM

Call preset external PNM operator

Crop

"crops" boxes of any size from 8/24 bit graphics

Dither24Bit

dithers 24 bit RGB to 2..256 Colors

ExtractBlue

extracts Blue values from (upto) 256 Colors or 24 bit

ExtractGrayScales

converts (upto) 256 Colors or 24 bit to Gray

ExtractGreen

extracts Green values from (upto) 256 Colors or 24 bit

ExtractRed

extracts Red values from (upto) 256 Colors or 24 bit

HilbertDither256

dithers to Black & White

LeftToRight

turns left to right ...

OptimizePalette  
reduces depth by filtering unused or redundant colors

PaletteDither  
dithers (optionally in parts) to a user-supplied palette

Rotate  
rotates by 90/180/270 degrees ...

RotateFree  
rotates freely by 0..360 degrees about a given point

Scale50  
scales to half/double size

TopToBottom  
turns top to bottom ...

XOR  
nice effects ...

Just for information:

- this distribution also includes a bunch of image processing operators by Steve Quartly (SQOperators) like

|                          |                         |
|--------------------------|-------------------------|
| SQBentley.svoperator     | SQBlur.svoperator       |
| SQContrast.svoperator    | SQDeep_Press.svoperator |
| SQDiffuse.svoperator     | SQEmboss.svoperator     |
| SQHighPass.svoperator    | SQMosaic.svoperator     |
| SQMotion_Blur.svoperator | SQOilPaint.svoperator   |
| SQSharpen.svoperator     | SQSlicing.svoperator    |
| SQThreshold.svoperator   | SQTiling.svoperator     |

- buyers of the commercial program Picture Manager professional (short: PMPPro) will also get some additional operators, ↔ which are not freely distributable (exclusively shipped with PMPPro):

|                       |                        |
|-----------------------|------------------------|
| Antique.svoperator    | Brightness.svoperator  |
| Complement.svoperator | Contrast.svoperator    |
| Convolve.svoperator   | DitherFix24.svoperator |
| EdgeDetect.svoperator | Gamma.svoperator       |
| Mosaic.svoperator     | RGBAdjust.svoperator   |
| ScaleFree.svoperator  | AutoBorder.svoperator  |

(referring to Release V4.x - may differ from version to version)

Planned SVOperators (no guarantee !) :

- some more operators for common image processing
- and more

## 1.13 Software supporting SuperView-Library

- o The following programs do own a license for SuperView-Library:

| Program           | Description                                   | Status |
|-------------------|-----------------------------------------------|--------|
| SuperView         | THE image viewer and converter for anyone     | SW     |
| SqOpal            | THE image viewer and processor for OpalVision | SW     |
| SuperLoader       | THE loader module for OpalPaint               | FW     |
| ImageEngineer     | THE image processing program for anyone       | SW     |
| PictureManager    | THE image database program for professionals  | COM    |
| DRAFU             | THE function plotting program                 | SW     |
| GenesisPro Editor |                                               |        |
| Game Level Editor |                                               | FW     |
| ArtEffect         | SuperView-Library Plugin                      | COM    |

- o The following small programs have been written by me and do also support SuperView-Library in some way :

| Program    | Description, Author                   | Status |
|------------|---------------------------------------|--------|
| SimpleView | SuperView-Library Example Program     | FW     |
| MicroView  | SuperView-Library Example Program     | FW     |
| KFracPlus  | fractal generator (saves via library) | FW     |
| PNG-Box    | conversion "any to PNG" for WWW uses  | SW     |

## 1.14 superviewnote

SuperView is a program that has been designed for the purpose, to display any kind of graphic as fast and as comfortable as possible.

Fast means not only fast in reading and displaying but also in calling and using the program.

Highest possible flexibility is implemented via the external Driver-System, consisting of the SuperView-Library, the SVOjects, SVDrivers and SVOperators.

These intentions resulted in a bundle of features and options you have access to when using SuperView and installing it to your System:

- licensed "SuperView-Library" (see directory SuperViewLibrary)
- intensive use of many special OS V2.04+ and OS V2.1+ capabilities
- support of many OS V3.x+ and AGA graphics features, as e.g. support of interleaved BitMaps
- support of all SVOjects, SVDrivers and SVOperators of SuperView-Library
- "Screen-Grabbing"
- Commodity (optional)
- ARexx-Ports (optional)
- AppIcon (optional)
- AppMenu (optional)
- AppWindow (optional)
- Clipboard reading and writing
- Support of Devices, like e.g. Scanners
- Localization for OS V2.1+ (not all texts yet)
- AmigaGuide OnLine-Help for OS V2.04+ (asynchroneous & localized with 2.1+)
- detailed configuration via Config-File, Cli-Options and Workbench-Tooltypes
- Graphical User Interface (GUI) for Workbench-Users (optional)
- conversion of the supported File-Formats
- information about the displayed graphics via Requester, selectable via GUI-Menu
- and more

It is Shareware and can be found on AmiNet under gfx/show (for example gfx/show/SView.lha). It's direct successor is called SViewNG and can be downloaded as gfx/show/SViewNG.lha

SuperView/SViewNG WWW pages:

[http://home.t-online.de/home/Andreas\\_Kleinert/](http://home.t-online.de/home/Andreas_Kleinert/)  
<http://www.amigaworld.com/support/sview/>

## 1.15 sqopalnote

SqOpal is an Image Processing, display and manipulation package especially for the OpalVision 24 bit Graphics and FrameBuffer hardware.

It has been written by Steve Quartly and Paul Huxham and optionally uses SuperView-Library.

It is Shareware and can be found on AmiNet under gfx/show (for example gfx/show/SqOpal20.lha).

Steve Quartly: [steveq@mafeking.scouts.org.au](mailto:steveq@mafeking.scouts.org.au)  
Paul Huxham: [paulh@perth.DIALix.oz.au](mailto:paulh@perth.DIALix.oz.au)

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## 1.16 superloadernote

SuperLoader is a Loader Module for OpalPaint (OpalPaint comes with the OpalVision 24 bit Graphics and FrameBuffer hardware).

It has been written by Steve Quartly and Paul Huxham and uses SuperView-Library.

It is Freeware and can be found on AmiNet under gfx/board (for example gfx/board/SuperLoader11.lha).

Steve Quartly: [steveq@mafeking.scouts.org.au](mailto:steveq@mafeking.scouts.org.au)  
Paul Huxham: [paulh@perth.DIALix.oz.au](mailto:paulh@perth.DIALix.oz.au)

## 1.17 imageengineernote

Image Engineer is a shareware image processing application for any Amiga with 68020 and OS 2.x or greater.

Image Engineer can be used for tasks varying from converting images between different file formats, rendering 24 bit images down to standard Amiga screen modes, enhancing badly scanned images, applying special effects even up to advanced image composition.

What you can use it for is basically limited by what you can think of.

Registration is only 35 US dollar (45 AUS dollar, 55 DEM).  
Registration sites are in Australia (Simon Edwards) and Germany (Andreas R. Kleinert).

Registered users will be sent a personal keyfile which will unlock all of Image Engineer removing the limits on the image size, and the 'Register Now...' requesters.

This keyfile will also work for future versions.  
Keyfiles can be sent out via mail or Email.

IE can be found in (currently) two archives on AmiNet under gfx/edit (for example gfx/edit/ImEngV3.41p1.lha and /ImEngV3.41p2.lha).

Simon Edwards: [sbe@yallara.cs.rmit.edu.au](mailto:sbe@yallara.cs.rmit.edu.au)  
IE WWW page: <http://yallara.cs.rmit.edu.au/~sbe/>

## 1.18 picmanagernote

Picture Manager Professional V4 (PMPro) is an excellent commercial image catalogization program with a large number of features for creation and handling of thumbnail tables.

It is a powerful database and allows loading, processing and displaying images via SuperView-Library and includes an automatic conversion function for catalogs of images, which allows to convert between all file

---

formats SuperView-Library does support ... AND MORE ...

It even can directly scan LHA and LZX archives for images.

- The ENGLISH version of Jürgen Schäfer's Picture Manager can be obtained from

Blittersoft  
6 Drakes Mews  
Crownhill Industry  
Milton Keynes, MK8 OER    Voice: +44-(0)1908-261466  
United Kingdom              Fax:    +44-(0)1908-261488

Or from any distributor. The official pricing as of October 1997 has been 39.95 UK pounds (no guarantee). Ask them for it.

Blittersoft also are the distributors of many other Amiga hard and software products, among them Village Tronic and phase5.

Blittersoft WWW page: <http://blittersoft.wildnet.co.uk/pmpro.htm>  
Blittersoft: [sales@blittersoft.com](mailto:sales@blittersoft.com)

- The GERMAN version of Jürgen Schäfer's Picture Manager can be obtained from

IrseeSoft SPCS  
Meinrad-Spieß-Platz 2  
D-87660 Irsee                      Voice: +49-(0)8341-74327  
Germany                              Fax:    +49-(0)8341-12042

Or from any distributor. The official pricing as of August 1997 has been 129 DEM (no guarantee). Ask them for it.

IrseeSoft also are the manufacturers of the TurboPrint V5 high quality printer driver enhancement system.

A CD-ROM containing catalogues of more than 25000 graphics from Amiga CD-ROMs as well as a full version of PM 2.0 and demo versions (german) of PMPro 4 and TurboPrint 5 is available for 29 DEM (no guarantee). It's the first one of a new CD-ROM series - the second one just has been released and does contain graphic catalogues for Aminet 1-16 and Aminet Set 1-4 CD-ROMs.

IrseeSoft WWW page: <http://www.irseesoft.com/>  
IrseeSoft: [IrseeSoft@t-online.de](mailto:IrseeSoft@t-online.de)

## 1.19 drafunote

DRAFU plus is a function plotter, which optionally supports SuperView-Library for saving the drawings from single windows.

It includes the following features:

- freely defineable function terms ( $x^?$ , sin, cos, tan, ...)  
(function parser by Dipl.Ing. Ulrich Degens)

- unlimited number of sizeable windows on the screen
- unlimited number of functions per window (presented as a list)
- upto 256 colors on the screen (AGA):
  - freely selectable draw color for each function
  - freely selectable background, drawing and axis color for each window
- loading and saving of function lists
- flexible axis' description (decimal, logarithmically, scientific)
- single/double axis description
- saving windows drawings in any of the graphics file formats SuperView-Library does support (optionally, library is not needed)
- hardcopy function

AND MUCH MORE

DRAFU can be found on AmiNet under misc/math (for example misc/math/DRAFU.lha).

Author: me ;-)

DRAFU WWW page: <http://www.amigaworld.com/support/drafu/>

## 1.20 genesisnote

GenesisPro is a 3D Level Editor, that is usable for Dungeonmaster style and Wolfenstein 3D style/DOOM style games (it does not feature not-rectangular walls, but it DOES feature floors of different height).

It has been written by Alex Grasso and Steffen Haeuser.

GPE is Freeware and can be found on AmiNet under game/demo (for example game/demo/GenesisPro.lha).

Steffen Haeuser: Fido 2:2487/3009.0, MagicSN@Birdland.es.bawue.de

## 1.21 And thanks for all the fish:

I perhaps have to thank many persons for supporting me with ideas, Bug-reports and so on :

Thanks go to (in alphabetical order) :

\* Jan van den Baard

... for his great tool GadToolsBox, which I formerly used to design the GUI of  
SVPrefs

.

\* Ian O'Connor

---



... for the Designer, which I used before Wizard for GUI creation.

\* Simon "ImageEngineer" Edwards

... for a lot of things concerning SuperView-Library :-)

\* Gerd Frank

... for Beta-Testing, Bug-Reports and for his many ideas and suggestions, concerning SuperView-Library and SuperView (also see notes there) !  
And last not least for the first draft of the Guide Documentation... ;-)

\* Roman Patzner

... for the nice icons he designed for use with Martin Huttenloher's MagicWB (8 Colors minimum) and sent to me for inclusion with SuperView. With SuperView-Library only the InstallerScript-Icon is used yet (several times ;-)

\* Steve Quartly and Paul Huxham

... for the various versions of OPAL.svdriver included with the library (Steve and Paul) and for Steve's SQ-Operators, included with his friendly permission. Steve also did "SuperLoader" and "SqOpal" together with Paul Huxham. THANKS !

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\* Jürgen Schäfer

... for specific Beta-Testing and related Bug-Reports, as well as several useful hints and suggestions on implementing new features to the library.

\* Martin Schulze

... for uploading SuperView onto the AmiNet and including it into the SaarAG series, so that it reached more people out there. Also for sending and receiving all those mails, which did not find their way through the labyrinth of Fido-Gateways ;-)

\* Detlef Winkler

... for the new Icons for Doc- and AmigaGuide-files, included with the Library. He also designed some graphics and icons for use with SuperView and new drawer icons. Additionally, he had a lot of ideas, suggestions and graphics for 24 bit IFF-ILBM, IFF-YUVN, IFF-DEEP and SGI support.

\* to the translators

|           |                  |                             |
|-----------|------------------|-----------------------------|
| Francais: | Julien Wilk      | (wilkj@esiee.fr)            |
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 Alexandre Gabriel (chryse@mail.telepac.pt)  
 Polski: Boguslaw Dziewierz (cut@localbar.com)

\* and last NOT LEAST

- all \_registered\_ users of SuperView for supporting Shareware !!

\*\*\* COMMERCIAL BREAK - BEGIN \*\*\*

ORDER YOUR KEYFILE NOW !

\*\*\* COMMERCIAL BREAK - END \*\*\*

- the people mentioned below (still in alphabetical order ;-):

|           |             |                                                                                                       |
|-----------|-------------|-------------------------------------------------------------------------------------------------------|
| Joel      | Alvim       | for managing/coordinating the ATO work                                                                |
| Torbjörn  | Aronsson    | for suggestions and bug reports                                                                       |
| Ralph     | Babel       | for writing the useful "Amiga Guru Book"<br>and for competent statements in<br>DE.COMP.SYS.AMIGA.TECH |
| Alex      | Carbin      | TuC / Co-Sysop Century                                                                                |
| Rüdiger   | Dombrowski  | ADX-Datentechnik                                                                                      |
| Thomas    | Dorn        | Author of XiPaint (thx for 3.2 and 4.0)                                                               |
| Sven      | Drieling    | "Indy" - Creator of "Power-Brei" DiskMag<br>and the Oberon2-Language interfaces and modules           |
| Oliver    | Eichhorn    | for technical discussions about EGS support                                                           |
| Thomas    | Eigentler   | Programmer of MERLIN.svdriver (included)                                                              |
| Wolf      | Faust       | Studio programmer                                                                                     |
| Thomas    | Fischbach   | did various online support for a long time                                                            |
| Fred      | Fish        | AmigaLibDisks and Fish CD-ROMs                                                                        |
| Klaus     | Gillarek    | Beta testing Picasso96.svdriver :-)                                                                   |
| Stefan    | Grad        | GPD-Disks                                                                                             |
| Klaus     | Holtorf     | for detailed information on graphic file formats                                                      |
| Ing.-büro | Helfrich    | for supplying the PiccoloSD64 Graphics Card                                                           |
| Stefan    | Kremer      | TuC / Sysop Century                                                                                   |
| Alex      | Lange       | Time PD-Disks (former aps-electronic)                                                                 |
| H.P.      | Lattka      | Franz PD-Disks                                                                                        |
| Paul      | Lesurf      | Blittersoft                                                                                           |
| Andreas   | Manewaldt   | Taifun PD-Disks                                                                                       |
| Axel      | Melzener    | Game Object Design                                                                                    |
| Andreas   | Neumann     | Creator of the PCQPascal-Language includes<br>and modules                                             |
| Patrik M  | Nydensten   | for lots of suggestions and bug reports                                                               |
| Dr. Greg  | Perry       | for help on IFF-FAXX implementation                                                                   |
| Michael   | Petrikowski | Amiga Szene PD-Disks, SEP - Software-Entwicklung                                                      |
| Albi      | Rebmann     | supplier of my ftn.neckar-alb.de domain                                                               |
| Frank     | Taha        | thanks for the DP II (PC) PBM graphics                                                                |

Michael Trautes Sysop of Micky's box - my current Fido Boss  
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Christian Wincziers Sent me some PICT-2 graphics. Thanks !  
Florian Zeiler Sending me the RetinaZ3 and PicassoII graphic  
cards enabled me to write own Drivers for these.

- some users, which e.g. reported bugs via mail, e-mail or telephone  
or did something else related to my programming work on the library  
(only the ones, which have not already been listed above) :

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Joachim Baumeister  
Rudi Brand  
Aaron Digulla  
C. Davis Sprague (dsprague@mhv.net; MCP bug report)  
Michael Flad  
Grant Fribbens  
Thomas Gundlach  
Michael Gruber  
Richard Hartmann  
Mats Jansson (for reporting 060 problems)  
Michael Kilimann (for reporting 060 problems)  
Mika Lundell MERLIN testing and so on. Thanks.  
Mats Jansson  
Jim & Becky Maciorowski (thanks for the nice card :-)  
William Maddock  
Michel De Meerleer  
Neil Mohr  
Patrik Nydensten lots (tons ;- ) of suggestions  
Patrick Ohly  
Andy Philpotts  
Dr. Heiko Pollmann  
Fabio Rotondo  
Jürgen Schneider  
Tommy Simonsen  
Klaus Stengel  
Reinhard Theling  
Henrik Tikanvaara  
Marco Vernaglione  
Marc-Tell Volkmann  
Fabien Wernly  
Tilo Winkler (thanks for the strange TIFFs ;-)

and more.

Maybe I forgot somebody to list here, but nobody's perfect... ;-)

Please note: If you wrote to me and didn't get an answer,  
this need not necessarily mean, that I didn't  
answer - mails can get lost sometimes.  
Please tell me and ask again!

## 1.22 How to contact the author

SuperView WWW Sites  
[http://home.t-online.de/home/Andreas\\_Kleinert/](http://home.t-online.de/home/Andreas_Kleinert/)  
<http://www.amigaworld.com/support/sview/>

```

|   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
|                   +49-271-22838
|
|           Weekdays after 17.00h.
|
|   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 only send binaries after you have asked me and I did confirm your request - my postbox is not unlimited in size.

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

```

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

```

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

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

From USA or elsewhere:

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

When reporting any bugs, please don't forget to include a detailed description of the bug and tell me, if it is reproduceable or not. Also mention the version number of SuperView-Library (and e.g. SuperView) which caused the bug and describe your system configuration (Amiga model CDTV/CD-32/600 (HD)/500 (+)/1000/1500/1200 (+/HD)/2000/2200/2500 (UX/AT)/3000 (+/T)/4000 (/030/040/060/PPC) (T)/DraCo (/040/060) / 4060L/5050T, Kickstart/OS Version, RAM, HardDisk, GfxCard, any special Hardware/Software)

Since there recently have been some problems: please don't forget to mention, whether your machine is accelerated in any way, or not (68020/.../060 plus 68881/882, PMMU or PowerUp/PPC).

Would be nice to know, whether it is going to run under UAE or any other Amiga or AmigaOS emulation, etc.

## 1.23 The future of SuperView-Library...

The Future (or: The Undiscovered Zone ;-)

=====

Well, ideas cannot be planned and creativity is not able to be calculated ;-)

So I can only express, what I'm thinking about the future of the library: There are many things, which I want to implement, on the other hand there are things, which are just necessary to be implemented sooner or later. So much work has to be done (still).

I'll try to do this, but I hope that there's enough support from the Amiga programmers all over the world (via Inter/AmiNet, Fido, etc.) to help me to continue doing so.

This does not only mean financial support, but also additional programming efforts like third-party improvements on the library.

You may contact me for developer support - like already mentioned before.

- Andy

## 1.24 Known bugs and suggestions for workarounds

Harddisk MaxTransfer problem (workaround)

Problems with specific applications (workaround)

Crashes on 060 systems should no longer appear - if the library ← crashes

on specific modules at startup-time, please trace it back with SnoopDOS,

delete that specific modules, and contact me for a bug-report.

Minor problems:

- o C. Davis Sprague told me, that the combination superview.library and MCP with active NEWTOOLTYPES patch did cause crashing the library at startup time. So don't use that patch...

There seem to be more options in MCP, which may become 'critical'...

Whenever you encounter any problems: first try it again without any patches running !

- o Do not mix libraries from Picasso96 and CyberGraphX - when again switching from P96 to CGfx with Picasso96API.library still being in LIBS: then your system will immediately crash with the next opening of that library.

## 1.25 Harddisk MaxTransfer Problem

IDE-MaxTransfer Problem (in rare cases, SCSI concerned, too)

-----  
Since SuperView-Library usually holds very large buffers within memory, it also likes to read and write these completely from and to disk. This means, that the specific device drivers are confronted with quite large values of bytes to be read or written, which perhaps usually does not happen very often.

Sometimes the firmware of IDE harddrives, like shipped with the A4000/030-040 or A1200HD, does not support transfers of blocks larger than 64K (65535 Bytes) during one single write operation. Usually the DOS splits larger writing calls to take care of this restriction. But since this is just a lack of performance and actually does not comply to the IDE/AT standard, the default value for this "MaxTransfer" is not 0xFFFF (64K) but 0FFFFFFF or 0FFFFFFFF instead.

If any written graphics files are mysteriously damaged or will be read incorrectly (writing usually is more critical than reading), you should start your "HDToolBox" and select "Partition Drive" for the concerned HardDrive. After that activate "Advanced Options" and chose "Change". Modify the "MaxTransfer" field, so that it does reflect "0x00008000" (which is the safest value - "0x0001Fe00" or "0x0000FFFF" may work as well, but this would have to be explicately tested).

After that leave all the windows by confirming "OK" and select "Save Changes to Drive" (no longer disabled) on the first window.

Do not change any other settings within "Partition Drive", if you don't know, what you're doing, since actually partitioning your HardDisk would cause your complete data to be lost. If you did change something you didn't want to change, just "Cancel" the whole thing and start from the beginning.

Please note that, if you don't have correct MaxTransfer value settings,

this may cause damage to data on your harddisk. Either when reading/writing via SuperView-Library or with other programs.

## 1.26 Problems with specific applications

Here's a list of several programs, which either cause SuperView- ←  
Library  
to crash, or which may crash or fail unexpected (so that it might seem, as if SuperView-Library did crash or were the reason of the fault):

### o Mixed Picasso96 and CyberGfx environment

=====

Problem #1

-----

Picasso96 users, which have the Picasso96.svdriver installed (that's default, unless you "exclude" it via SVPrefs

or

delete it), and do switch between P96 and CyberGfx, should not the following: without removing Picasso96API.library from Libs: when CyberGfx is running, any program that tries to open Picasso96API.library will make it crashing (since that library tries to create another, emulated instance of cybergraphics.library, which must fail).

Solution #1

-----

Either

- delete/exclude Picasso96.svdriver
- move all libraries, not only the monitor drivers, when switching between P96 and CyberGfx
- wait for a bugfix (Tobias Abt and Frank Mariak both have been informed)

Problem #2

-----

There's a Picasso96API.library replacement for CyberGraphX, written by Steffen Haeuser. V20.0 does produce a couple of Enforcer hits when being opened.

Solution #2

-----

Either

- remove it
- remove Picasso96.svdriver
- upgrade to a bug-fixed version

### o EGS libraries V6 and V7 © VIONA Development

=====

Problem

-----

When flushing the EGS libraries, it seems that the libraries will

cause recoverable alerts with OS 3.x.  
Maybe on some systems real crashes will occur.  
Don't know, whether the libraries are really the source,  
but it's likely.

Solution

-----

Don't flush ;-)

- o DOpus5 (supposed to be fixed with Magellan release)

=====

Problem

-----

Not a serious problem. DOpus5 does not seem to figure the correct  
version numbers from sv library files, when requested to do so.

Solution

-----

C:Version libraryname

- o LX/020 1.03 © 1993 Xenomiga Technologie (Jonathan Forbes)

=====

Problem

-----

Obviously can't correctly extract large LZH/LHA archives.

- o MCP (various versions)

=====

Problem

-----

Seems to cause: ramlib-crashes, odd address gurus, check  
instruction gurus or bad screen colors, ...

Solution

-----

Disable the following MCP patches:

- new tooltypes
- reqtols patch
- onereq
- library search
- SetRGB32

- o NewMode V3.3 (and below) © 1992-95 by Andreas Linnemann

=====

Problem

-----

Has been reported to cause serious problems when running together  
with e.g. SuperView (when attaching a fixed ViewMode to the program).

Solution

-----

Already fixed for newer versions.

I, personally, would strongly recommend not to promote any SuperView  
Screens via NewMode, since now for almost any configuration there  
should be suitable SVDivers - alternatively also a RTG-configuration  
for AGA.svdriver.

---



- o SnoopDOS

=====

Problem

-----

Some external libraries (being opened by SV modules) seem not to be snoop'able without causing crashes, then.

Solution

-----

Turn off SnoopDOS.

- o VMM (supposed to be fixed)

=====

Former versions of SuperView-Library did allocate all buffers with the MEMF\_PUBLIC flag set, which prevented e.g. VMM from storing these as virtual memory on disk.

As with current versions, the large image buffers - where it makes sense - are no longer prevented from being accessed by VMM. MEMF\_PUBLIC no longer is set for these.

Before - and with old modules - this could have been by-passed by setting the 10240 flag value within VMM's advanced options - but this should not be done any longer, since it may become dangerous under certain circumstances.

## 1.27 History

Please note the version-dependencies :

|                   |           |             |             |
|-------------------|-----------|-------------|-------------|
| superview.library | SVObjects | SVDrivers   | SVOperators |
| Version 15-19     | Version 4 | Version 2-3 | Version 3   |

(superviewsupport.library V11)

V19.5 (16.11.1997) :

-----

- NEW SVObjects: - AmiIcon: - reading/writing Amiga icon (.info) files with either WB (4/8 color) or MagicWB (16 color) palette, supports NewIcons for > 16 colors

Note: Reading explicitly needs to be enabled by a Controlpad setting switch!

- IFF-RGFX: - new graphics file format standard proposal for AGA/RTG Amigas now supported, too  
(see Aminet:dev/misc/IFF-RGFX.lha)

- SVObjects: - C-Source: - now can write assembler source code

- as well
- ILBM: - (see there)
- SVG: - (see there)
- SVOperators: - XOR: - (see there)
- Prefs: - (see there)
- Docs: - updated
- updated infos on Scanner and Printer SVOobject

#### V19.4 (19.10.1997) :

-----

- SVDDrivers: - ECS, AGA: (see there)
- MISC: - added note about possible ppc.library and powerpc.library conflicts (when using the PPC-Modules) to the installer script: always use powerpc.library V7, when using one.
- BTW: the MCP and PPC notes in the installer script are not yet localized. Would be nice, if someone could do that.
- updated polish catalog by Boguslaw Dziewierz <cut@localbar.com> Now placed in correct directory, with correct spelling (polski)
- updated "Press feedback" section
- updated information on english PMPPro in 3rd party section
- Prefs: - fixed small bug
- new Wizard-GUI with lots of improvements done by Georg Rottlaender <Georg.Rottlaender@bonn.netsurf.de>

BTW: did you already notice, that BlitterSoft now is selling

Picture Manager prof.

(PMPPro) V4.1 for 39.95 UKP ?

Check out <http://blittersoft.wildnet.co.uk/pmpro.htm>

or the demo version on Aminet under biz/demo/pmpdemo.lha

(it's on the Aminet-CD #21, too)

#### V19.3 (28.9.1997) :

-----

- Note: V19.2 was not on Aminet
- SVOjects: - Printer: - now also supports TurboPrint for 8 Bit modes as well as EHB/HAM
- added support for Wolf Faust's Studio printer system
- SVDDrivers: - ECS, AGA: - more fixes
- LIBRARY: - svsupport (see there)
- MISC: - added polish catalog by Boguslaw Dziewierz <cut@localbar.com>
- added explicite note about ppc.library V44+

#### V19.2 (21.9.1997) :

-----

- 
- SVPrefs
  - : - now finally with a wizard GUI, too
  - (-> Patrik Nydensten, and more)
- Crashes: - some people still reported, that SV-Library could crash
  - #1 on startup; most often deleting all unused SVDDrivers did help. Since I could not find any related bugs, and the only SVDriver I don't maintain myself is OPAL.svdriver, it will now be moved to a new directory called "LIBS:svstorage" if it is not needed
  - the (unsupported) SVO.svobject and CyberDataType.svobject will be moved there, too
  - did the same for EGS7, PicassoII, MERLIN and Retina drivers, as well as Picasso96. All these drivers now are mutually exclusive - the only possible parallel use now is together with the CyberGraphX driver (since they fixed this nasty bug as with V1.27 or 1.28 AFAIK)
  - if you want to try parallel use nevertheless, just copy the files back from LIBS:svstorage/ to LIBS:svdrivers/
  - there's also the possibility to install these to LIBS:svdrivers/ and add their names to the file ENV:superview-library/svdrivers.exclude (respectively ENVARC:) ←
  - '
  - so that you can try to add them on demand (use "+" fromout SVPrefs)
- Crashes: - there's a Picasso96API.library replacement for CyberGraphX,
  - #2 written by Steffen Haeuser. V20.0 does produce a couple of Enforcer hits when being opened.
  - Solution: - remove it
  - or remove Picasso96.svdriver
  - upgrade to a bug-fixed version
- Crashes: - SVPrefs: ensuring, that ppc.library already is in memory,
  - #3 before superview.support.library does try to open it
  - (-> Frank Mariak)

V19.1 (18.9.1997) :

-----

- SVDDrivers: - ECS, AGA: - (see there)
- MISC: - added francais catalog and installer script
  - by Julien Wilk (wilkj@esiee.fr)
  - and Pascal Rullier <rullier@triade.fr>
- Libs: - svsupport-lib: - (see there)
- Docs: - updated ATO credits
- PPC: - PPC modules 19.1 now are incompatible with ppc.library versions 44.8 and below. Since 18.x is incompatible with 44.9 and up, all previous buyers already did receive

- a free update, which again will work (44.20 recommended).
- "DEEP\_Decode24" PPC module had a bug, maybe this could have caused occasional crashes. Fixed.
- due to PPC changes, bumped main library versions to 19 resp. 11

## V18.2 (5.9.1997) :

-----

- SVOjects:           - PNG: - fixed some heavy bugs

## V18.1 (20.8.1997) :

-----

- general 'clean-up' release
- thus bumped version
  
- ALL SVOjects:       - recompiled with SAS/C V6.58
- ALL SVDDrivers:     - recompiled with SAS/C V6.58
- ALL SVOperators:   - recompiled with SAS/C V6.58
  
- SVDDrivers:         - Picasso96, CyberGraphics,  
                      PicassoII, Retina
- Picasso96 now 'out of beta stadium'
  
- SVOjects:           - SunRaster, SGI
  
- LIBRARIES:          - superview.library,  
                      superviewsupport.library:  
                      recompiled with SAS/C V6.58
  
- LIBRARY:            - if a SVOjects/Driver/Operator  
                      can't be loaded (initialized),  
                      the library now will give a  
                      second try immediately, which  
                      will help when memory is low  
                      (when "avail flush" effect taking  
                      place during library initialization)
  
- DOCS:               - flushed, cleaned, fixed  
                      all revision histories
- updated 'press feedback' section
  
- MISC:               - fixed PCD.cpinfo description
- I am sick/tired/bored of getting  
bug reports, which simply are caused  
by \*MCP\* patching the system. It may  
be a nice tool, but all patches should  
work as reliable as the original...  
So the installer script now does ask  
you to disable the following MCP patches  
(as long as still being buggy) when  
using SuperView-Library:
  - new tooltypes

- reqtols patch
- onereq
- library search
- SetRGB32

Otherwise you may get: ramlib-crashes,  
odd address gurus, check instruction  
gurus or bad screen colors, ...

Thanks to the (big) number of people  
who told be about problems with MCP.

## 1.28 Printer.svobject

© 1996-97 by Andreas R. Kleinert.

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Version : 4.8  
Release Date : 27.09.1997

Description

~~~~~

Printer.svobject is an external library module for the superview.library.

It supports printing from any Screen (upto 256 Colors)
or graphics buffer (upto 256 Colors or 24 Bit).

The standard printer.device of AmigaOS does not support printing of
24 Bit graphics (rastports) upto version 3.0. There are two ways
to pass this by:

- either dithering to 256 colors before printing
the 24 Bit graphics (still looks ugly with standard printer drivers)
- OR installing TurboPrint 3.x-5.x by IrseeSoft, which replaces
printer.device greatly and besides improved 256 color printing
also offers 24 Bit support
- OR installing the Studio Printer Software (Studio Professional II or
any other Studio version like e.g. CanonStudio) by Wolf Faust,
which consists of an external server program. Printer.svobject will
write the graphics as either IFF-ILBM (upto 8 Bit) or PNG (24 Bit),
and the Studio Server then will read the file, open its GUI and
allow you to print it, while also being able to do some settings.

Printing without installed TurboPrint/Studio

Currently, all 24 Bit images will be dithered to 256 colors
before printing (using the "Dither24Bit" operator).

Usually you get best results, when first applying "AnyTo24Bit"
to a 256 color graphics and then call Printer.svobject
from your application's DEVICE SVOBJECT list.

Printing with TurboPrint/Studio being installed

When printing 24 Bit graphics, TurboPrint/Studio will automatically be used when available. You can do all the necessary settings fromout their GUIs.

Credits

~~~~~

- o TurboPrint 5.x does support most of the available printers and makes these useable with the Amiga. It improves AmigaOS' native printer drivers as well as adding 24 Bit capability to its printer.device.

In Germany, TurboPrint can be obtained directly from IrseeSoft, but they'll as well be able to tell you a distributor near you:

|                       |                                                                                               |
|-----------------------|-----------------------------------------------------------------------------------------------|
| IrseeSoft SPCS        | <a href="http://home.t-online.de/home/IrseeSoft/">http://home.t-online.de/home/IrseeSoft/</a> |
| Meinrad-Spieß-Platz 2 | <a href="mailto:IrseeSoft@t-online.de">IrseeSoft@t-online.de</a>                              |
| D-87660 Irsee         | Voice: +49-(0)8341-74327                                                                      |
| Germany               | Fax: +49-(0)8341-12042                                                                        |

Or from any distributor. The official pricing as of June 1997 has been 149 DEM (no guarantee). Ask them for it.

IrseeSoft also are the manufacturers of the Picture Manager professional image catalogization system.

A CD-ROM containing catalogues of more than 25000 graphics from Amiga CD-ROMs as well as a full version of PM 2.0 and demo versions (german) of PMPro 4 and TurboPrint 5 is available for 29 DEM (no guarantee). It's the first one of a new CD-ROM series - the second one just has been released and does contain graphic catalogues for Aminet 1-16 and Aminet Set 1-4 CD-ROMs.

Thanks to Florian Zeiler for providing TurboPrint.

- o Studio Professional II does support many printers, too.

In Germany, Studio 2.x can be obtained directly from arXon, but they'll as well be able to tell you a distributor near you:

|                     |                            |
|---------------------|----------------------------|
| arXon GmbH          |                            |
| Assenheimer Str. 17 |                            |
| D-60489 Frankfurt   | Voice: +49-(0)69-978410-26 |
| Germany             | Fax: +49-(0)69-978410-30   |

Or from any distributor. The pricing as of September 1997 has been about 109 DEM (no guarantee). Ask them for it.

Thanks to Wolf Faust for providing Studio and CanonStudio.

ControlPad-Switches

---

~~~~~

```
ControlPad-Name      : "ENV:SuperView-Library/Printer.controlpad"
ControlPad-Commands : - DENSITY=<density value for printing quality>
                      ; Amiga's printer device does allow seven
                      ; modes of printing density (1-7)
                      ; (not with TurboPrint)
                      ; default is: 3
```

History

~~~~~

V4.8 (27.09.1997) :

- now also supports TurboPrint for 8 Bit modes as well as EHB/HAM
- added support for Wolf Faust's Studio printer system

V4.7 (14.08.1997) :

- recompiled with SAS/C 6.58

## 1.29 Scanner.svobject

© 1996-97 by Andreas R. Kleinert.

FREEWARE. All rights reserved. Only to be distributed with SuperView-Library.

```
Version      : 4.8
Release Date : 14.08.1997
```

Description

~~~~~

Scanner.svobject is an external library module for the superview.library.

It supports scanning images by using Andreas Günther's scanner.device, as supplied with the ScanQuix software package.

Currently, all scanned images are imported as 24 Bit.

Credits

~~~~~

ScanQuix currently supports more than 20 different scanner models:

| Vendor | Model                                                                  | Connection               |
|--------|------------------------------------------------------------------------|--------------------------|
| Epson  | GT-4000, GT-5000, GT-6000,<br>GT-6500, GT-8000, GT-8500,<br>GT-9000    | SCSI, serial or parallel |
| HP     | ScanJet 2c, 2cx, 3c, 4c,<br>4p, 5p                                     | SCSI                     |
| Mustek | Paragon 600, 600 SP,<br>600 II SP, 800 SP,<br>800 II SP, 1200, 1200 SP | SCSI                     |
| Artec  | ViewStation A6000C,                                                    | SCSI                     |

A6000C Plus, AT-3, AT-6

It is available from:

RBM Computertechnik  
 Bernd Rudolf <http://www.rbm.de/ScanQuix/>  
 Kleinenberger Weg 2a [info@rbm.de](mailto:info@rbm.de)  
 D-33100 Paderborn Phone: +49-5251-640646  
 Germany Fax: +49-5251-640655

As of May 1997, ScanQuix 3 was publicly offered for 179 DM.  
 For more information, please contact this company. For a special  
 "Artec&ScanQuix3" package you may contact AB Union under:  
[http://ourworld.compuserve.com/homepages/AB\\_Union/](http://ourworld.compuserve.com/homepages/AB_Union/)

ControlPad-Switches

```
ControlPad-Name      : "ENV:SuperView-Library/Scanner.controlpad"
ControlPad-Commands : - PUBSCREEN_NAME=<PubScreenName>
                      ; where the scanner drivers should open
                      ; their windows (if not set or not available,
                      ; the default Public Screen will be used).
```

History

```
~~~~~
V4.8 (14.08.1997) :
- recompiled with SAS/C 6.58
```

### 1.30 AmiFIG.svobject

© 1996-97 by Andreas R. Kleinert.

(Also see notes under "Credits".)

FREEWARE. All rights reserved. Only to be distributed with SuperView-Library.

```
Version : 4.7
Release Date : 14.08.1997
```

Description

```
~~~~~
AmiFIG.svobject is an external library module for the superview.library,
which needs any SVDriver with Bit-/Oneplane-Support, a working
GhostScript.svobject and an installed fig2dev executeable.
```

It supports importing AmiFIG/Xfig vector drawings as bitmapped graphics.  
 This is done by using fig2dev for conversion to Postscript (TM) files,  
 which then will be parsed using a working Ghostscript installation  
 with

```
GhostScript.svobject
.
```

AmiFIG.svobject will create a temporary file, which then will be  
 parsed through superview.library again.



Reading :

(Any FIG drawings as long as the resulting Postscript (TM) commands are readable for Ghostscript).

Configuration

~~~~~

This FIG support module has been tested with:

- the AmiFIG 1.1 port from Aminet: AmiFIG is (C) 1996 Andreas Schmidt AND NOT YET, because of missing fig2dev:
- the Xfig 1.9d amiga port from AmiNet, which has been done by Terje Pedersen (terjepe@login.eunet.no)

At first, you have to correctly install and configure Ghostscript and

GhostScript.svobject

.

After that you have to install AmiFIG/Xfig and either supply an AmigaDOS search path to a directory, where the executable "fig2dev" is stored (default), or explicitly specify path plus name of the program by the controlpad entry AMIFIG_PATH (see below).

Where to DOWNLOAD from

~~~~~

Aminet:gfx/edit/Amifig#?.lha (#?=version and CPU)

ControlPad-Switches

~~~~~

```
ControlPad-Name      : "ENV:SuperView-Library/AmiFIG.controlpad"
ControlPad-Commands : - AMIFIG_PATH=<fig2dev command path plus name>
                       ; how fig2dev is to be called
                       ; e.g. AMIFIG_PATH=Work:AmiFIG/fig2dev
                       ; default is: fig2dev
- STATUS=<ENABLED|DISABLED>
  ; allows to disable this module - for example
  ; to be able to use an other, program-specific
  ; import-module for the same file format
```

History

~~~~~

V4.7 (14.08.1997) :

- recompiled with SAS/C 6.58

## 1.31 Degas.svobject

© 1996-97 by Andreas R. Kleinert.

FREWARE. All rights reserved. Only to be distributed with SuperView-Library.

Version : 4.7  
 Release Date : 14.08.1997

Description  
 ~~~~~

Degas.svobject is an external library module for the superview.library, which needs any SVDriver with Oneplane-Support.

It supports reading of Atari Degas files.
 In detail these are :

Reading :

- uncompressed Degas PI1 320x200, 16 colors
- uncompressed Degas PI2 640x200, 4 colors
- uncompressed Degas PI3 640x400, 2 colors

History
 ~~~~~

V4.7 (14.08.1997) :

- recompiled with SAS/C 6.58

## 1.32 ILBM.svobject

© 1994-97 by Andreas R. Kleinert.  
 FREeware. All rights reserved. Only to be distributed with SuperView-Library.  
 Supports powerUP (TM).

Version : 4.15  
 Release Date : 16.11.1997

Description  
 ~~~~~

ILBM.svobject is an external library module for the superview.library, which needs any SVDriver with Bitplane-Support.

It supports reading and writing of IFF-ILBM files.
 In detail these are :

Reading :

- IFF-ILBM uncompressed 1..8/24 bit
- IFF-ILBM CmpByteRun1 compressed 1..8/24 bit

Writing :

- IFF-ILBM uncompressed 1..8/24 bit
- IFF-ILBM CmpByteRun1 compressed 1..8/24 bit

Reading/writing from/to ClipBoard is supported.

ControlPad-Switches
 ~~~~~

ControlPad-Name : "ENV:SuperView-Library/ILBM.controlpad"

```
ControlPad-Commands : - ANIM_BODIES
                      ; if set, ANIM files' ILBM-BODY chunk
                      ; (first frame) will be extracted when
                      ; such a file is encountered. Otherwise
                      ; anim.datatype may do that task later.
                      ; (not actually IFF-ILBM support: it's
                      ; IFF-ANIM support)
                      - DRACO
                      ; tries to avoid possible problems on
                      ; the Draco computer (modeid generation)
```

#### History

~~~~~

V4.15 (16.11.1997) :

- transparency information might not have been exported correctly after reading (V2 gfxbuffer instead of V3)

V4.14 (14.08.1997) :

- recompiled with SAS/C 6.58

1.33 PBM.svobject

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Version : 4.8
Release Date : 14.08.1997

Description

~~~~~

PBM.svobject is an external library module for the superview.library, which needs any SVDriver with Oneplane-Support.

It supports reading and writing of IFF-PBM files, which originally only were written by Deluxe Paint II for the PC, when saving chunky 256 Color graphics.

In detail these are :

#### Reading :

- IFF-PBM uncompressed 8 Bit
- IFF-PBM CmpByteRunl compressed 8 Bit

#### Writing :

- IFF-PBM uncompressed 8 Bit (less than 256 colors will be increased to 256 colors)
- IFF-PBM CmpByteRunl compressed 8 Bit

Reading/writing from/to ClipBoard is supported.

#### History

~~~~~

V4.8 (14.08.1997) :

- recompiled with SAS/C 6.58

1.34 ACBM.svobject

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Version : 4.9

Release Date : 14.08.1997

Description

~~~~~

ACBM.svobject is an external library module for the superview.library, which needs any SVDriver with Bitplane-Support.

It supports reading and writing of IFF-ACBM files.

In detail these are :

Reading :

- IFF-ACBM uncompressed 1..8 Bit

Writing :

- IFF-ACBM uncompressed 1..8 Bit

Reading/writing from/to ClipBoard is supported.

History

~~~~~

V4.9 (14.08.1997) :

- recompiled with SAS/C 6.58

1.35 Datatypes support

Loading Graphics via DataTypes under OS3

=====

In General

The library generally also accesses OS3-Datatypes, if none of the installed SVObjects was able to identify a specific graphics file format.

Usually by default only DataTypes of class "picture" will be accepted.

This means, no Samples, Texts, AmigaGuide File or whatever else will be loaded and displayed via superview.library - by default.

But it is possible to enable these also - see configuration section for more information on how to change settings - so that for example introduction pictures of ANIMs may as well be loaded.

Specific Problems

As you may have expected, it is as well possible to replace single SVOBJECTS by the corresponding Datatypes in case you think that the Datatype does work better or more reliable.

For temporarily enabling this, you would just have to "Remove" the SVOBJECT and load the Datatype.
For permanently enabling this, you would have to delete the SVOBJECT from "LIBS:svobjects".

But remember, that DTs in general cannot export 24 bit Data and are not able to save any graphics (other than as IFF-ILBM).

Ralph Schmidt's picture.datatype V43 does allow loading of 24 bit pictures by enhancing the datatype system with additional functionality. To be able using these features with SuperView, you need a working installation of picture.datatype V43 (with ECS/AGA you'll also need a version of cyberncg.library, which had been removed from newer pic-dt 43 distributions).

The picture.datatype V43 which is coming with the Picasso96 Workbench Emulation RTG Software should work as well - any problems with this one should be reported to its author in the first place, though.

This also applies to any other, future picture.datatype V43 clones.

1.36 PCX.svobject

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Supports powerUP (TM).

Version : 4.8
Release Date : 14.08.1997

Description

~~~~~

PCX.svobject is an external library module for the superview.library, which needs any SVDriver with Bit-/Oneplane-Support.

It supports reading and writing of PCX files.  
In detail these are :

Reading :

2-256 Colors, 24 bit. In detail:

- PCX V2.5 upto 16 Colors (supports 4/8 color EGA/VGA palette)
- PCX V2.8a upto 16 Colors (supports 4/8 color EGA/VGA palette)

- PCX V2.8b upto 16 GrayScales
- PCX V3.00 upto 256 Colors
- PCX V2.5 - V3.00 with 24 bit Data (see Remarks !)

Writing :

Depending on the Colordepth of the source the following is written :

| Source Colors | Version   | Type          | Destination Colors |
|---------------|-----------|---------------|--------------------|
| 2 .. 16       | PCX V2.8a | planar bitmap | 16                 |
| 32 .. 256     | PCX V3.00 | chunky pixel  | 256                |
| (24 bit)      | PCX V3.00 | RGB planar    | (24 bit)           |

For 2-256 Colors It is always tried, to write the files RLE-encoded, but if encoding is ineffective (output data nearly as large or even larger than input data), the files will be written unencoded. 24 bit files will currently only be written unencoded.

History

~~~~~

V4.8 (14.08.1997) :

- recompiled with SAS/C 6.58

1.37 SVG.svobject

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Version : 4.8
Release Date : 16.11.1997

Description

~~~~~

SVG.svobject is an external library module for the superview.library, which needs any SVDriver with Bit-/Oneplane-Support.

It supports reading and writing of SVG Graphics files, which is SuperView-Library's own graphics file format with XPK support.

In detail these are :

Reading :

- SVG ONEPLANE 8/24 bit  
BITPLANE 1..8 Bit

Writing :

- SVG ONEPLANE 8/24 bit  
BITPLANE 1..8 Bit

ControlPad-Switches

~~~~~

```
ControlPad-Name      : "ENV:SuperView-Library/SVG.controlpad"
ControlPad-Commands : - PACKMETHOD=<xxxx>
                    ; if this one is specified, it is tried to
                    ; pack the resulting file with the specified
                    ; XPK-Packer. If this fails, the file keeps
                    ; unpacked.
```

File Format Information

~~~~~

As "Aminet:util/dtype/akSVG43x.lha" there's a separate package available, which consists of a "SVG.datatype" for applications not using SuperView-Library,

the description of the file format  
and

a conversion tool "AnyToSVG" (using Datatypes upto 24 Bit).

#### History

~~~~~

V4.8 (16.11.1997) :

- fixed possible enforcer hit (writing XPK)

V4.7 (14.08.1997) :

- recompiled with SAS/C 6.58

1.38 The SVG Graphics File Format Specification

=====

= The SVG Graphics File Format = - Version 1, draft version: 03.01.1997

=====

File Format Information

~~~~~

Pictures in the "SVG Graphics File Format" consist of two parts: a header and an attached xpk-packed or unpacked data file. Both parts are put into one single file.

Construction (all fields in Motorola BYTE order):

|      |               |           |                                    |
|------|---------------|-----------|------------------------------------|
| 0x00 | ID            | UBYTE[18] | "SVG Graphics File" + 0-Byte       |
| 0x12 | Version       | UWORD     | always 1 yet                       |
| 0x14 | GfxDataOffset | ULONG     | header length (depends on version) |
| 0x18 | LeftEdge      | ULONG     | as with e.g. ILBM                  |
| 0x1c | TopEdge       | ULONG     | ...                                |
| 0x20 | Width         | ULONG     | ...                                |
| 0x24 | Height        | ULONG     | ...                                |
| 0x28 | ColorDepth    | ULONG     | used colors as x of 2^x            |
| 0x3c | ViewMode32    | ULONG     | 32 Bit Amiga ViewMode              |
| 0x40 | PixelBits     | UBYTE     | 1, 8, 24 (future: 16, 32)          |
| 0x41 | PixelPlanes   | UBYTE     | # of planes with PixelBits         |
| 0x42 | BytesPerLine  | ULONG     | bpl of a PixelPlane                |

0x46 ColorMap UBYTE [256][3] unused, if > 256 Colors (zero-ed)

After that either follows XPK compressed data or uncompressed data, which can be detected by the leading chars "XPK" or "PP20" for packed data at GfxDataOffset (relative to beginning of the file).

Please note, that with upto 256 colors (Colordepth <= 8) it has to be checked, whether the graphics actually is EHB or HAM. Use the Viewmode32 field for these assumptions when reading, and maybe OR with HAM\_KEY or EHB\_KEY when saving.

Note:

-----

"Pixelbits" and Planes do allow a lot of combinations.

Actually used and supported by current software are only the following:

| Bits | Planes | Depth | Content                                |
|------|--------|-------|----------------------------------------|
| 1    | 1..8   | 1..8  | (unaligned Bitmaps with 2..256 colors) |
| 8    | 1      | 1..8  | (chunky Bitmaps with 2..256 colors)    |
| 24   | 1      | 24    | (24 Bit RGB Bitmaps with 8:8:8 RGB)    |

So 24 Bit Data should not be saved planewise, but as 24 Bit RGB instead.

If you ever should save any other data, please avoid any planar configurations and respect the following rules for RGB data chunks:

| Bits        | Planes | Depth | Content                                         |
|-------------|--------|-------|-------------------------------------------------|
| 16          | 1      | 15/16 | (15/16 Bit Bitmap with 5:5:5:1 RGB0/A)          |
| 32          | 1      | 24/32 | (24/32 Bit RGB Bitmaps with 8:8:8:8 RGB0/A)     |
| 48          | 1      | 48    | (48 Bit RGB Bitmaps with 16:16:16 RGB)          |
| 64          | 1      | 48/64 | (48/64 Bit RGB Bitmaps with 16:16:16:16 RGB0/A) |
| ... etc ... |        |       |                                                 |

Note, that an alpha channel can only be correctly identified, when "ColorDepth" is handled as an indicator, whether there actually is one, or not. Programs not supporting alpha channels should simply ignore the color depth and interpret "Bits=16 and Planes=1" as 5:5:5:0 RGB and "Bits=32 and Planes=1" as 8:8:8:0 RGB and so on...

Planar configuration actually only was thought for support of 2..256 color Bitmap contents. We all new, that actually 24 or more bitplanes are nearly unuseable and actually ugly to handle.

So please respect the "Planes" variable only being valid for values between 1..8 and only, if "Bits=1" has been set, also note, that with "Planes=1..8" you must set "ColorDepth=Planes", since other than with 8 Bit chunky there is no support of unused planes.

## 1.39 GPlot.svobject

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Version : 4.7  
Release Date : 14.08.1997

Description  
~~~~~

GPlot.svobject is an external library module for the superview.library, which needs any SVDriver with Bit-/Oneplane-Support, a working GhostScript.svobject and an installed GPlot executeable.

It supports importing CGM metafile vector drawings as bitmapped graphics. This is done by using gplot for conversion to Postscript (TM) files, which then will be parsed using a working Ghostscript installation with

GhostScript.svobject
.

GPlot.svobject will create a temporary file, which then will be parsed through superview.library again.

Reading :

(Any CGM drawings as long as the resulting Postscript (TM) commands are readable for Ghostscript - especially the Times-Roman font has to be available for Ghostscript).

Configuration
~~~~~

This CGM/GPlot support module has been tested with the GPlot 4.3b2a1 port from Aminet:gfx/conv. GPlot is (C) 1987 by the Pittsburgh Su Center, the original version had been done by Phil Andres, Amiga port by Michael Cheng in 1996.

At first, you have to correctly install and configure Ghostscript and

GhostScript.svobject  
.

After that you have to install GPlot and either supply an AmigaDOS search path to a directory, where the executable "GPlot" is stored (default), or explicetely specify path plus name of the program by the controlpad entry GPLOT\_PATH (see below).

Please note, that the resulting Postscript (TM) files, which then will be passed through Ghostscript, definitely do contain a reference to the font "Times-Roman" (in Ghostscript's FONTMAP this is redirected to the font file ptmr.gsf, which has to be present in the font directory(ies) specified in the environment variable GS\_LIB). With the Ghostscript version I had for testing, the font support did not work, due to a bug (or configuration fault ;- ) of Ghostscript.

So, please make sure, that this font is present - otherwise an error message like "file not found" may appear.

Where to DOWNLOAD from

---

~~~~~

Aminet:gfx/conv/gplot.lha

ControlPad-Switches

~~~~~

```
ControlPad-Name      : "ENV:SuperView-Library/GPlot.controlpad"
ControlPad-Commands : - GPLOT_PATH=<gplot command path plus name>
                       ; how gplot is to be called
                       ; e.g. GPLOT_PATH=Work:GPlot/GPlot
                       ; default is: GPlot
- STATUS=<ENABLED|DISABLED>
  ; allows to disable this module - for example
  ; to be able to use an other, program-specific
  ; import-module for the same file format
```

History

~~~~~

V4.7 (14.08.1997) :

- recompiled with SAS/C 6.58

1.40 BMP.svobject

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Supports powerUP (TM).

```
Version      : 4.10
Release Date : 14.08.1997
```

Description

~~~~~

BMP.svobject is an external library module for the superview.library,  
which needs any SVDriver with Bit-/Oneplane-Support.

It supports reading and writing of Windows (TM) and OS/2 (TM)  
BitMap files (BMP). Not all derivatives might be supported, though.  
Extraction of Bitmaps from RIFF-BMP files (DIB) also is possible.

In detail these are :

Reading :

- unencoded BMP "wallpapers" in 1, 4, 8, 24 bit colordepth.
- RLE-encoded BMP "wallpapers" in 4, 8 Bit colordepth.

Writing :

Depending on the Colordepth of the source the following is written :

| Source Colors | Version | Type | Destination Colors |
|---------------|---------|------|--------------------|
|---------------|---------|------|--------------------|

|           |            |                  |          |
|-----------|------------|------------------|----------|
| 2         | BMP (misc) | packed chk. pix. | 2        |
| 4 .. 16   | BMP (misc) | packed chk. pix. | 16       |
| 32 .. 256 | BMP (misc) | chunky pixel     | 256      |
| (24 bit)  | BMP (misc) | RGB pixel        | (24 bit) |

#### History

~~~~~

V4.10 (14.08.1997) :

- recompiled with SAS/C 6.58

1.41 Amilcon.svobject

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Version : 4.1

Release Date : 13.11.1997

Description

~~~~~

AmiIcon.svobject is an external library module for the superview.library, which needs any SVDriver with Bitplane-Support.

It supports reading and writing of Amiga Icon (.info) files.

In detail these are :

#### Reading :

- plain 4/8 color icons
- 16 color icons with MagicWB palette

When newicon.library is present, it will be used for reading icons instead of icon.library. This means, the following types of icons are supported, too:

- NewIcons with a max. size of 93x93 and max. 256 colors

#### Writing :

- plain 4/8 color icons, using BEST PEN color adjustment
- 16 color icons with MagicWB palette, using BEST PEN color adjustment

When newicon.library is present, it will be used for writing icons instead of icon.library - as long as the icon size is smaller or equal than 93x93. With newicon.library 40.1 also a minimum of 32 colors is required to actually activate the "newicon" mode. This means, the following types of icons are written, too:

- NewIcons with a max. size of 93x93 and 32..256 colors, additionally containing the corresponding plain or MagicWB icon data

#### Note

~~~~~

Reading explicitly needs to be enabled
by a Controlpad setting switch!

ControlPad-Switches

~~~~~

```
ControlPad-Name      : "ENV:SuperView-Library/AmiIcon.controlpad"
ControlPad-Commands : - ICON_DEPTH=<colordepth>
                      ; Depth of icon to be saved.
                      ; Also: WB (depth=2-3, 4-8 colors) or
                      ; MagicWB (depth=4, 16 colors) ?
                      ; default is: 2
- ICON_TYPE=<DISK|DRAWER|TOOL|PROJECT|GARBAGE>
  ; Type of icon to be saved.
  ; default is: PROJECT
- ICON_TOOL=<program name>
  ; The default tool of the icon to be saved.
  ; default is: "InsertHere"  ;)
- WRITE_NEWICON=<ON|OFF>
  ; Write NewIcons, when there is newicon.library
  ; available ?
  ; Default is: ON
- READ_SUPPORT=<ON|OFF>
  ; Allow reading of icons at all ?
  ; Default is: OFF
```

#### History

~~~~~

V4.1 (13.11.1997) :

- first version

1.42 WinIcon.svobject

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Version : 4.7
Release Date : 14.08.1997

Description

~~~~~

WinIcon.svobject is an external library module for the superview.library,  
which needs any SVDriver with Oneplane-Support.

It supports reading of W\*nd\*ws V3.x (TM) Icon files.  
In detail these are :

Reading :

- WinIcon files with exactly 16 Colors  
(more than one Icon per file should work, but hasn't been tested yet.)

#### History

~~~~~

V4.7 (14.08.1997) :

- recompiled with SAS/C 6.58

1.43 FBM.svobject

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(Also see notes under "Credits".)

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Version : 4.7
Release Date : 14.08.1997

Description

~~~~~

FBM.svobject is an external library module for the superview.library, which needs any SVDriver with Oneplane-Support.

It supports reading and writing of FBM (\*nix) files.

In detail these are :

Reading :

- FBM 8 Bit x 1 Plane: 2..256 Colors/256 Grayscales
- FBM 8 Bit x 3 Planes: 24 bit

Writing :

- FBM 8 Bit x 1 Plane: 2..256 Colors/256 Grayscales
- FBM 8 Bit x 3 Planes: 24 bit

Following to the specifications, a 2..128 color file takes as much space as a 256 color file: always 8 Bits are written.

Only the colormap is sized differently for different colordepths.

History

~~~~~

V4.7 (14.08.1997) :

- recompiled with SAS/C 6.58

1.44 Limbo.svobject

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(Also see notes under "Credits".)

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Version : 4.8
Release Date : 14.08.1997

*** THIS ONE IS REALLY EXPERIMENTAL - IT WORKS, BUT REQUIRES
A LOT OF MEMORY AND A FAST PROCESSOR.

DO NOT SAVE IMPORTANT DATA AS LIMBO/LMB. IT'S HIGHLY LOSSY! ***

Description

~~~~~

Limbo.svobject is an external library module for the superview.library, which needs any SVDriver with Oneplane-Support and an installed Limbo 4.0 executeable.

It supports importing Limbo 4.0 fractal-compressed bitmapped graphics. This is done by using Limbo for conversion of LMB files to temporary PNM files, which then will be parsed through superview.library again. Exporting is supported by creating temporary PNM files, which then will be converted to LMB files via Limbo.

A VMEM: assignment is needed to be present to allow doing the temporary file and directory management.

So it supports reading and writing of Limbo 4.0 files.  
In detail these are :

#### Reading :

(Limbo 4.0 fractal-compressed files, as far as supported by the used Limbo program.)

#### Writing :

(Any input will be converted to 24 Bit, which then will be converted to Limbo 4.0 fractal-compressed files, by the Limbo program.)

#### Configuration

~~~~~

This Limbo support module has been tested with the Limbo 4.0 port from Aminet:gfx/conv, which was based on a version developed by Carsten Frigaard, Jess Gade, Thomas Therp Hemmingsen and Torben Sand in 1993/94 on Aalborg University, Denmark.

At first you have to install Limbo by simply copying it into a directory where you like it to reside.

You also have to either supply an AmigaDOS search path to a directory, where the executable "Limbo.68000" is stored (default), or explicitly specify path plus name of the program by the controlpad entry LIMBO_PATH (see below).

Where to DOWNLOAD from

~~~~~

Aminet:gfx/conv/Limbo.lha

#### ControlPad-Switches

~~~~~

ControlPad-Name : "ENV:SuperView-Library/Limbo.controlpad"

ControlPad-Commands : - LIMBO_PATH=<Limbo command path plus name>

; how Limbo is to be called

; e.g. LIMBO_PATH=Work:Limbo/Limbo.68030.881

```
    ; default is: Limbo.68000
- STATUS=<ENABLED|DISABLED>
    ; allows to disable this module - for example
    ; to be able to use an other, program-specific
    ; import-module for the same file format
    ;
    ; DECODING settings
    ; *****
- DECODE_ITERATIONS=<number>
    ; option -i of Limbo 4.0
    ; default is: 6
- EXPANSION_LEVEL=<number>
    ; option -l of Limbo 4.0
    ; default is: 0
- DECODE_VERBOSE=<ON|OFF>
    ; Should decoding output be sent to stdio ?
    ; default is: OFF
    ;
    ; ENCODING settings
    ; *****
- EXPANSION_LEVEL=<number>
    ; option -l of Limbo 4.0
    ; default is: 0
- MIN_RANGE_BLOCKSIZE=<number>
    ; option -b of Limbo 4.0
    ; default is: 4
- DOMAIN_SLIDE_BLOCKSIZE=<number>
    ; option -d of Limbo 4.0
    ; default is: 8
- MIN_COMPARE_DOMAIN_BLOCKS=<number>
    ; option -m of Limbo 4.0
    ; default is: 4
- MAX_COMPARE_DOMAIN_BLOCKS=<number>
    ; option -s of Limbo 4.0
    ; default is: 10
- FEATURE_SPACE_DIMS=<number>
    ; option -f of Limbo 4.0
    ; default is: 3
- GRID_DIV_RES=<number>
    ; option -r of Limbo 4.0
    ; default is: 1000
- QUADTREE_LEVEL=<number>
    ; option -n of Limbo 4.0
    ; default is: 0
- THRESHOLD_SPLIT=<number>
    ; option -Tm of Limbo 4.0
    ; default is: 100
- THRESHOLD_CLASS=<number>
    ; option -Te of Limbo 4.0
    ; default is: 50
- THRESHOLD_POST=<number>
    ; option -Tp of Limbo 4.0
    ; default is: -1
- ENCODE_VERBOSE=<ON|OFF>
    ; Should encoding output be sent to stdio ?
    ; (recommended, since encoding is
    ; _extremely slow_)
```

```
; default is: ON
```

History

~~~~~

V4.8 (14.08.1997) :

- recompiled with SAS/C 6.58

## 1.45 PNM.svobject

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Version : 4.7

Release Date : 14.08.1997

Description

~~~~~

PNM.svobject is an external library module for the superview.library, which needs any SVDriver with Oneplane-Support.

It supports reading and writing of PNM (*nix) files.

In detail these are :

Reading :

All binary (non-ASCII) derivatives of the PNM format will be read (P4/P5/P6), non-binary (ASCII) derivatives are not supported (P1/P2/P3).

- PBM (P4) Black & White
- PGM (P5) 256 Grayscales
- PPM (P6) 24 bit TrueColor

Writing :

- PGM (P5) 256 Grayscales
- PPM (P6) 24 bit Truecolor

Writing graphics as binary 24 bit PPM data (P6) is the only way to prevent color information from getting lost.

ControlPad-Switches

~~~~~

ControlPad-Name : "ENV:SuperView-Library/PNM.controlpad"

ControlPad-Commands : - SUPPRESS\_HEADER

```
; setting this keyword will suppress
; writing the PNM header for P5/P6
; files, which actually will generate
; a RAW data file, which cannot be loaded
; with superview.library again, but may be
; used for different purposes
; Default: (not set)
```

History



~~~~~

V4.8 (14.08.1997) :

- recompiled with SAS/C 6.58

1.46 PNG.svobject

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(Also see notes under "Credits".)

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Version : 4.15

Release Date : 05.09.1997

Description

~~~~~

PNG.svobject is an external library module for the superview.library, which needs any SVDriver with Oneplane-Support.

It supports reading of Portable Network Graphics (PNG - pronounce it "PiNG", if you like ;-)) files.

In detail these are :

Reading :

- 8 Bit color mapped files
- any grayscale images, 16 Bit derivatives scaled down to 8 Bit
- True color files (24/48 Bit, alpha channel ignored) as 24 bit (so 48 Bit 16:16:16 will be cut down to 24 Bit 8:8:8)

So the following types of PNG images (all valid ones) should be imported in the described way:

| Bit depths | Interpretation                  |
|------------|---------------------------------|
| -----      | -----                           |
| 1,2,4,8,16 | pixels are grayscale samples    |
| 8,16       | pixels are R,G,B triple samples |
| 1,2,4,8    | pixels are palette indices      |

(plus variations with - here ignored - alpha channel)

Writing :

- 8 Bit color mapped files
- True color files (24 Bit)

ControlPad-Switches

~~~~~

ControlPad-Name : "ENV:SuperView-Library/PNG.controlpad"

ControlPad-Commands : - PNG8_TRANSPARENCY=<ON|OFF>
; whether 8 Bit PNGs should contain
; transparency information

```

; Default: OFF
- PNG8_TRANSPARENT_COLOR=<0..255>
; Default color to be enabled and set
; (graphics control extension block)
; Default: 0
- Z_COMPRESSION=<0..9>
; allows changes in compression/speed.
; 0 results in uncompressed data, 9 compresses
; best, but increases decompression time.
; Default: 6
- SAVE_INTERLACED=<ON|OFF>
; Save image as interlaced (progressive) ?
; Default: OFF

```

History :

~~~~~

V4.15 (05.09.1997) :

- 'interlaced' switch was ignored, when there was no 'z\_compression' switch
- saving progressive PNG did not work at all
- writing transparent PNG was heavily buggy (wrong/no chunk content)
- reading transparent PNG was heavily buggy (wrong/no chunk content)

V4.14 (14.08.1997) :

- recompiled with SAS/C 6.58

## 1.47 C64.svobject

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(Also see notes under "Credits".)

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Version : 4.7

Release Date : 14.08.1997

Description

~~~~~

C64.svobject is an external library module for the superview.library, which needs any SVDriver with Oneplane-Support.

It supports reading of C64 Graphics files (Koala, Doodle).

In detail these are :

Reading :

Format	Dimensions	Colors
Doodle	320x200	2/16
Koala	160x200 -> 320x200	4/16

History

~~~~~

V4.7 (14.08.1997) :

- recompiled with SAS/C 6.58

## 1.48 CDR.svobject

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Version : 4.7  
Release Date : 14.08.1997

### Description

~~~~~

CDR.svobject is an external library module for the superview.library, which needs any SVDriver with Bit-/Oneplane-Support and BMP.svobject to be present.

It supports reading of the previews which may be part of CorelDraw .CDR files (e.g. with version 4) - these are related with plain Windows BMP files, so that CDR.svobject will extract the graphics data, create a temporary file, write it as a BMP file and then parse it through superview.library again.

(See documentation of BMP.svobject for which BMP derivatives currently are supported).

Reading :

(Any contained preview, as long as the specific contained BMP derivative is supported by superview.library).

History

~~~~~

V4.7 (14.08.1997) :

- recompiled with SAS/C 6.58

## 1.49 IMG.svobject

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Version : 4.7  
Release Date : 14.08.1997

### Description

~~~~~

IMG.svobject is an external library module for the superview.library, which needs any SVDriver with Bitplane-Support.

It supports reading of IMG (GEM/Metafile) files.
In detail these are :

Reading :

- IMG (16 byte header) grayscale (1..8 bits = 2..256 scales)
- IMG (18 byte header) grayscale (1..8 bits = 2..256 scales)

History

~~~~~

V4.7 (14.08.1997) :

- recompiled with SAS/C 6.58

## 1.50 TIFF.svobject

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(Also see notes under "Credits".)

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Version : 4.9

Release Date : 14.08.1997

Description

~~~~~

TIFF.svobject is an external library module for the superview.library, which needs any SVDriver with Bit-/Oneplane-Support.

It supports reading and writing of TIFF-files (V5.0).

In detail these are :

Reading :

Compression types (as far as known):

- uncompressed
- NeXT (2-bit RLE)
- Mac PackBits
- Thunderscan RLE
- CCITT Group 3 Fax
- CCITT/3 1D (Huffman RLE)
- CCITTRLEW (word-aligned uncompressed)
- JPEG (decompression not possible)

...and maybe more. LZW is not supported, though.

Bit depths:

Pixelbits	Planes	=> resulting Bit Depth	
1	1	1	
1	x	x	(Mac Packbits only)
4	3	12	(imported as 24 Bit)
8	1	8	(256 colors or gray)
8	3	24	
8	4	24	(24 Bit + alpha Channel)

Writing :

Depth written as

```
-----
<= 256 colors      Motorola (MM), None, 8, 1
(24 bit)           Motorola (MM), None, 8, 3
```

History

```
~~~~~
```

V4.9 (14.08.1997) :

- recompiled with SAS/C 6.58

1.51 EPS.svobject

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(Also see notes under "Credits".)

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Version : 4.7

Release Date : 14.08.1997

Description

```
~~~~~
```

EPS.svobject is an external library module for the superview.library, which needs any SVDriver with Bit-/Oneplane-Support and TIFF.svobject (respectively GhostScript.svobject) to be present.

It allows two operations, depending on controlpad preferences settings:

- extraction of the trailers/previews which may be part of EPS(F) files. This usually will be TIFF graphics, but it makes no matter, which file format actually is included, because EPS.svobject will create a temporary file, which then will be parsed through superview.library again.
(See documentation of TIFF.svobject for which TIFF derivatives currently are supported).
- extraction of the Postscript (TM) part of EPS(F) files, which then, in form of a temporary file, will be parsed through superview.library (and perhaps also GhostScript.svobject) again.

Reading :

- Any contained trailers/previews/thumbnails, as long as the specific contained file format - if any - is supported by superview.library
- Postscript (TM) as far as supported by the installed Ghostscript implementation

Writing:

- EPS files with Postscript (TM) image content, without TIFF header (only from 24 bit sources -> use the AnyTo24Bit operator).

The graphics will NOT be vectorized - instead a bitmap-like representation of it will be translated into Postscript (TM) format.

Remarks

~~~~~

Please note, that the Encoding Routines of the Library are not (yet) fully re-entrant, so that only one Task may Encode a picture at a time. The Library itself manages it, that the other Task has to Delay() until the Encoding Routines are "free" again.

## ControlPad-Switches

~~~~~

```
ControlPad-Name      : "ENV:SuperView-Library/EPS.controlpad"
ControlPad-Commands : - EXTRACTMODE=<HEADER|PS>
                      ; Determines, whether the preview image or
                      ; the Postscript (TM) part should be extracted,
                      ; while parsing the Postscript (TM) part requires
                      ; a working Ghostscript installation with
                      ; GhostScript.svobject being correctly configured
                      ; default is: HEADER
- SAVE_ROTATE=<ON|OFF>
  ; by default, the picture seems to be rotated
  ; with Postscript (TM) output of this module.
  ; Enabling SAVE_ROTATE will again re-rotate it to
  ; the original position.
  ; default is: OFF
- SAVE_CENTER=<ON|OFF>
  ; centers the images on the page with the
  ; desired size of SAVE_WIDTH x SAVE_HEIGHT (or not)
  ; default is: ON
- SAVE_RLE=<ON|OFF>
  ; allows to apply RLE compression to the
  ; PS output
  ; default is: OFF
- SAVE_DPI=<value>
  ; DPI value to use for the output
  ; default is: 300
- SAVE_WIDTH=<value>
  ; Width of the PS page
  ; default is: 612
- SAVE_HEIGHT=<value>
  ; Width of the PS page
  ; default is: 762
```

History

~~~~~

V4.7 (14.08.1997) :

- recompiled with SAS/C 6.58

## 1.52 GhostScript.svobject

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(Also see notes under "Credits".)

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Version : 4.9

Release Date : 14.08.1997

#### Description

~~~~~

GhostScript.svobject is an external library module for the superview.library, which needs any SVDriver with Bit-/Oneplane-Support and PNG.svobject to be present.

It supports importing Postscript (TM) language and PDF files as bitmapped graphics. This is done by using Ghostscript for conversion, giving a DPI resolution and a description code for one of the supported output file format, like e.g. PNG.

GhostScript.svobject will create a temporary file, which then will be parsed through superview.library again.

(See documentation of PNG.svobject for which PNG derivatives currently are supported).

Reading :

(Any Postscript (TM) and PDF files as long as readable for Ghostscript).

Configuration

~~~~~

This Ghostscript support module has been tested with the Ghostscript 3.53 and 4.03 ports from Aminet, with amiga driver & no ixemul.library: Aladdin Ghostscript is Copyright (C) 1989, 1995 Aladdin Enterprises. All rights reserved.

Recommended is V5.01, Ghostscript 2.6.1 may work, if you don't use PNG as output file format.

At first, Ghostscript must have been successfully installed, and working (test it via command line access).

For enabling Ghostscript support, you either have to supply an AmigaDOS search path to a directory, where the executable "gs000" is stored (default), or explicitly specify path and/or name of the program by the controlpad entry GS\_PATH (see below).

But as mentioned before, Ghostscript has to be installed and set-up first.

#### Setting-up Ghostscript

~~~~~

Since the documentation of some Ghostscript versions is anything-but-not-very-verbose I decided, to shortly explain here, what steps to perform to successfully install Ghostscript on your system:

- unpack Ghostscript to where you wish it to be located at (e.g. "Work:Ghostscript/")
 - make an assign "Ghostscript:" to that Ghostscript directory (e.g. put the line "Assign Ghostscript: Work:Ghostscript" into your "S:User-Startup")
 - assign PSFonts: to your postscript font directory (anywhere)
-

(e.g. put the line "Assign PSFonts: Work:Ghostscript/Fonts" into your "S:User-Startup", if that font directory already does exist there)

- create some environment variables in ENV: _and_ ENVARC: which have to look as follows (respecting upper and lowercase):

Variable	Content	Remark
GS_FONTPATH		*NOT* to be created (do delete)
GS_LIB	PSFonts:	
GS_OPTIONS		create, but leave *EMPTY* (blank)
GS_DEVICE	amiga	

- create a file "PSFonts:FONTMAP" with at least the following lines:

```
% fontmap aka Fontmap
% -----
/Times-Roman          (ptmr.gsf)      ;
/Times-Italic         (ptmri.gsf)     ;
/Times-Bold           (ptmb.gsf)      ;
/Times-BoldItalic    (ptmbi.gsf)     ;
```

The single ps fonts are assigned via the FONTMAP. For fonts used by ps files there must be an entry to allow interpretation of these files, but basically each font can easily substituted by an other.

It does not matter, which font files are assigned for which fontname; in general entries within the FONTMAP file at "PSFonts:" just have to go conformeous with the following scheme:

```
/Fontname          (Filename)      ;
```

for example

```
/Helvetica          (Helvet.pfb)      ;
```

This means that the corresponding files must actually exist. But one also may substitute fonts symbolically by other fonts (to be understood like an alias or replacement font as known from Windows (TM) for "Arial" and "Helvetica") like for example:

```
/Helvetica_Bold     /Helvetica      ;
```

Remarks

~~~~~

- if special versions for specific CPUs do crash, then try versions for "smaller" CPUs (e.g. 68000 version instead of 040+FPU version).
- please note, that setting DPI to higher values does not necessarily increase image quality, but memory usage (default is DPI=72). Same is to mention for the output colordepth: 256 colors give better results, when you've to perform dithering.
- files to be recognized must either have the standard Postscript (TM) header (containing '%!PS-Adobe' in it) or have the file extension ".ps" and begin with '%' (containing instructions for GhostScript).



- PDF files are also supported (extension ".pdf" and beginning with '%'), but having the correct and needed fonts installed is more critical for these. Had not enough fonts to successfully test loading of any of these.
- error output of Ghostscript still is directed to stdio/Output(), so problems may be visible transparently

Where to DOWNLOAD from

~~~~~

Aminet:gfx/show/gs#?.lha (#?=version, CPU and archive content)

ControlPad-Switches

~~~~~

```
ControlPad-Name      : "ENV:SuperView-Library/GhostScript.controlpad"
ControlPad-Commands : - GS_PATH=<gs command path plus name>
                       ; how Ghostscript is to be called
                       ; e.g. GS_PATH=Ghostscript:gs000
                       ; default is: gs000
- OUTPUTMODE=<PNG256|PNG24BIT|OTHER>
  ; Output file format to be used
  ; (-sDEVICE parameter of Ghostscript's gs).
  ; Only PNG supported yet.
  ; default is: PNG256
- OTHER_OUTPUTMODE=<pcxmono|pcxgray|pcx16|pcx256|
                    pcx24b|tiffcrle|tiff24nc|
                    pngmono|pnggray|png16|png256|
                    png16m|bmpmono|bmp16|bmp256|
                    bmp16m>
  ; If OUTPUTMODE=OTHER has been set, the string
  ; specified here will directly be passed as
  ; Ghostscript's "-sDEVICE" parameter
  ; default is: png256
- DPI=<value>
  ; DPI value to use for the converted output
  ; (-r parameter of Ghostscript's gs)
  ; default is: 72
- STATUS=<ENABLED|DISABLED>
  ; allows to disable this module - for example
  ; to be able to use an other, program-specific
  ; import-module for the same file format
```

History

~~~~~

V4.9 (14.08.1997) :

- recompiled with SAS/C 6.58

1.53 Targa.svobject

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Supports powerUP (TM).

Version : 4.10
 Release Date : 14.08.1997

Description
 ~~~~~

Targa.svobject is an external library module for the superview.library, which needs any SVDriver with Bit-/Oneplane-Support.

It supports reading and writing of TGA (Truevision Targa) files. In detail these are :

Reading :

| Colors            | Depth | Organisation                             | RLE-Compression        |
|-------------------|-------|------------------------------------------|------------------------|
| 1                 | 1     | planar monochrome                        | supported              |
| 256               | 8     | chunky pixel (colors/gray)               | supported              |
| 32768<br>(24 bit) | 16    | "HighColor 15/16 Bit" Pixel<br>BGR-Pixel | supported<br>supported |

Writing :

Depending on the Colordepth of the source the following is written :

| Source Colors        | Type                                          | Destination Colors |
|----------------------|-----------------------------------------------|--------------------|
| 2 .. 256<br>(24 bit) | Uncompressed chunky pixel<br>Uncompressed BGR | 256<br>(24 bit)    |

Remarks  
 ~~~~~

- 32 Bit graphics files are not supported yet.
- ColorMaps have to be of type "3-Byte BGR".
- The flags for "mirroring" Images vertically and/or horizontally are not fully interpreted yet, nevertheless these will be reported by SVL_FileInfoRequest().
 If the VERTINV flag is not set, the picture will be assumed to be written as "from bottom to top", otherwise as "from top to bottom". Some programs do not set these flags right, when writing, so that you might get just the opposite result as expected.
 The HORIZINV flag is currently ignored: when reading such a picture as usual, you'd get a mirrored image. But this flag is also set wrong sometimes ...

History
 ~~~~~

V4.10 (14.08.1997) :

- recompiled with SAS/C 6.58

## 1.54 MetaView.svobject

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(Also see notes under "Credits".)

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Version : 4.8  
 Release Date : 14.08.1997

Description  
 ~~~~~

MetaView.svobject is an external library module for the superview.library, which needs any SVDriver with Bit-/Oneplane-Support, a working ILBM.svobject and an installed MetaView executable with CLI interface.

It supports importing WMF, AMF, IFF-DR2D, DXF and WPG vector drawings as bitmapped graphics.

This is done by using MetaView for conversion of WMF (Windows Meta File), AMF (Amiga Meta File), IFF-DR2D, DXF or WPG vector files to IFF-ILBM files, which then will be parsed through superview.library again using

ILBM.svobject
 .

Reading :

(Any WMF, AMF, IFF-DR2D, DXF and WPG vector drawings as long as understood and correctly converted to IFF-ILBM by MetaView)

Configuration
 ~~~~~

This WMF/AMF/IFF-DR2D/DXF/WPG-Vector support module has been tested with: MetaView 2.0 (C) by Henk Jonas, which is Shareware (30 DEM/20 USD) and can be obtained from Aminet (see below).

Henk Jonas - eMail: [subvcbhd@dattel.zrz.tu-berlin.de](mailto:subvcbhd@dattel.zrz.tu-berlin.de)  
 WWW: <http://www.cs.tu-berlin.de/~jonash>

At first, you have to correctly install and configure MetaView and the libraries it is using for vector graphics parsing.

Also, you have to supply an AmigaDOS search path to a directory, where the executable "MetaView" is stored (default), or explicitly specify path plus name of the program by the controlpad entry METAVIEW\_PATH (see below).

Where to DOWNLOAD from  
 ~~~~~

Aminet:gfx/conv/MetaView.lha

ControlPad-Switches
 ~~~~~

ControlPad-Name : "ENV:SuperView-Library/MetaView.controlpad"  
 ControlPad-Commands : - METAVIEW\_PATH=<MetaView command path plus name>  
                           ; how MetaView is to be called  
                           ; e.g. METAVIEW\_PATH=Work:AMF/MetaView  
                           ; default is: MetaView  
 - STATUS=<ENABLED|DISABLED>

```
; allows to disable this module - for example  
; to be able to use an other, program-specific  
; import-module for the same file format
```

#### History

~~~~~

V4.8 (14.08.1997) :

- recompiled with SAS/C 6.58

1.55 WPG.svobject

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Supports powerUP (TM).

Version : 4.9

Release Date : 14.08.1997

Description

~~~~~

WPG.svobject is an external library module for the superview.library,  
which needs any SVDriver with Bit-/Oneplane-Support.

It supports reading of WPG (WordPerfect) BitMap files.

In detail these are :

Reading :

- WPG Bitmap (grayscaled) with 1, 2, 4 or 8 bits colordepth
- WPG Bitmap (colorMap) with 1, 2, 4 or 8 bits colordepth

#### Remarks

~~~~~

WordPerfect WPG files do not necessarily have to contain bitmap graphics,
they also may contain various other data, e.g. vector graphics.

If a WPG file contains a bitMap graphic in any of its chunks, it will
be loaded, otherwise the file will be rejected - these rejected files
may be loaded by a correctly configured and installed MetaView.svobject,
though.

If a file does not contain any color information, WPG.svobject will
generate grayscales by default.

This will be mentioned in the file-info requester.

This version actually has been tested with graphics with 1, 4 and 8 Bit
colordepth (2, 16 and 256 Colors).

Due to the fact, that the 2 bit-routine is identically to the 1 bit-
routine you should not get any problems with those pictures.

History

~~~~~

V4.9 (14.08.1997) :

---

- recompiled with SAS/C 6.58

## 1.56 SunRaster.svobject

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Version : 4.7  
Release Date : 14.08.1997

### Description

~~~~~

SunRaster.svobject is an external library module for the superview.library, which needs any SVDriver with Bit-/Oneplane-Support.

It supports reading and writing of SunRaster (RAS) files.
In detail these are :

Reading :

- SunRaster with 2 Colors (1 Bit, planar)
- SunRaster with 256 Colors (8 Bit, chunky pixel)
- SunRaster with 24 bit (24 bit, R-G-B)

Writing :

Depending on the Colordepth of the source the following is written :

Source Colors	Type	Destination Colors
2..256	Uncompressed Chunky Pixel	256
(24 bit)	Uncompressed 24 bit RGB	(24 bit)

Remarks

~~~~~

- files with Colorbits other than 1, 8 or 24 are not supported yet
- only RGB-planar colormaps supported (or monochrome, without map)
- max. 1 plane of bitmap data allowed

### History

~~~~~

V4.7 (14.08.1997) :

- recompiled with SAS/C 6.58
- obviously had been broken since V4.4 (V4.4 included instead ?)

1.57 SGI.svobject

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Version : 4.7

Release Date : 14.08.1997

Description

~~~~~

SGI.svobject is an external library module for the superview.library, which needs any SVDriver with 24 bit Oneplane-Support.

It supports reading and writing of SGI files.

In detail these are :

| Colors Depth | Organisation              | RLE-Compression |
|--------------|---------------------------|-----------------|
| 256 8        | 8 Bit Chunky Pixel (gray) | supported       |
| (24 Bit)     | 8:8:8 24 bit RGB          | supported       |

Writing :

| Source Colors | Type             | Destination Colors |
|---------------|------------------|--------------------|
| (24 bit)      | Uncompressed RGB | (24 bit)           |

#### Remarks

~~~~~

- Currently files with BPC-Values of 2 are not supported, which means that pixel data has to be stored in bytes, not words (either gray 8 Bit or 24 bit RGB as 8:8:8, not 16 or 16:16:16)

History

~~~~~

V4.7 (14.08.1997) :

- recompiled with SAS/C 6.58
- SVDriver flag was not set

## 1.58 PICT.svobject

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(Also see notes under "Credits".)

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Version : 4.7

Release Date : 14.08.1997

#### Description

~~~~~

PICT.svobject is an external library module for the superview.library, which needs any SVDriver with 24 bit Oneplane-Support.

It supports reading of Mac PICT-2 Metafile graphics.

In detail these are :

Reading :

- Mac PICT-2 with 1, 2, 4, 8 or 24 bit colordepth always as 24 bit RGB Data (JPEG optionally as dithered 8 Bit)

Remarks

~~~~~

- the file extension has to be ".pct" (as on PCs), ".pic" or ".pict", otherwise it will be rejected (there do more checks take place, but those are less reliable)
- pictures always will be exported as 24 bit RGB data
- font handling always will operate with the internal standard font instead of the appropriate ones (derived from PBM package, see Credits)

## Limitations

~~~~~

Please note, that the Decoding Routines of the Library are not (yet) fully re-entrant, so that only one Task may Decode a picture at a time. The Library itself manages it, that the other Task has to Delay() until the Decoding Routines are "free" again. Since Decoding usually is managed very fast, this should not actually matter.

History

~~~~~

V4.7 (14.08.1997) :

- recompiled with SAS/C 6.58

## 1.59 Pictor.svobject

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Version : 4.7

Release Date : 14.08.1997

## Description

~~~~~

Pictor.svobject is an external library module for the superview.library, which needs any SVDriver with Bit-/Oneplane-Support.

It supports reading of Pictor/PC Paint (PIC) files.

In detail these are :

Reading :

- Files with 1, 4, or 8 Bit colordepth (monochrome or with EGA or VGA palette).

History

~~~~~

V4.7 (14.08.1997) :

- recompiled with SAS/C 6.58
-

## 1.60 MAC.svobject

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Version : 4.7  
Release Date : 14.08.1997

### Description

~~~~~

MAC.svobject is an external library module for the superview.library, which needs any SVDriver with Bitplane-Support.

It supports reading of MAC (MacIntosh MacPaint) files.
In detail these are :

Reading :

- MAC Black & White 576x720

Remarks

~~~~~

MacPaint files, which are to be loaded into "MAC.svobject" should contain the specific MacBinary Header (first the 128 Byte-Header, then the MacPaint specific data appended to it).

In the PC area, there may sometimes files be found, which just contain the MacPaint 576x720 black and white Data.

These files - without the header - can only be identified via the three leading zero bytes at the beginning of the 512 Byte MacPaint header.

But there's never a 100% guarantee that a File with three leading zeroes really is a MacPaint File, so we also request a filename ending with ".mac" or ".MAC" in this special case.

### History

~~~~~

V4.7 (14.08.1997) :

- recompiled with SAS/C 6.58

1.61 JPEG.svobject

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(Also see notes under "Credits".)

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

Version : 4.12
Release Date : 14.08.1997

Description

~~~~~

JPEG.svobject is an external library module for the superview.library, which needs any SVDriver with Oneplane-Support.



It supports reading and writing of JPEG files as written by "The Independent JPEG Group's JPEG Software" (release 6).

In detail these are :

Reading :

- JPEG (IJG-JFIF), with output in 256 Colors or 24 bit

Writing :

- JPEG (IJG-JFIF), from upto 8 or 24 bit Input

Remarks

~~~~~

* VMEM:

* Temporary data might be written to a directory assigned to "VMEM:", if necessary, but please note, that this might affect your HardDisk, if this program crashes (e.g. on a corrupt JPEG-picture) !
So don't blame me, if this happens, but select a _safe_ place for this temporary-file directory !

* Writing JPEG-files :

* Note, that JPEG-compression is lossy, which means that the original picture cannot be reconstructed totally.
Only JPEG-compress files, of which you have backups, or files which you never want to edit and enhance again.
You should always control the results from saving an JPEG-File : in some special cases (e.g. many thin lines on the screen) there may occur strong differences to the original picture.

ControlPad-Switches

~~~~~

```
ControlPad-Name      : "ENV:SuperView-Library/JPEG.controlpad"
ControlPad-Commands :
    ;
    ; STANDARD settings
    ; *****
- COLORDEPTH=<8|24>
    ; For READING colored 24 bit images:
    ; should the output be done as 8 or 24 bit Data ?
    ; default is 8 Bit data. Grayscaled graphics
    ; will _always_ be exported as 8 Bit
- QUANTIZATION=<0..100>
    ; For WRITING 8/24 bit images as 24 bit JPEG:
    ; 0   - poor quality, big compression
    ; 100 - best quality, no compression
    ; never use such extreme values, but try
    ; something like 20, 50, 75
    ; default is: 75)
    ;
    ; ADVANCED settings
    ; *****
- FORCE_GRAY_DECODE
    ; For READING images:
    ; this switch overrides the selected depth
    ; for colored images and always exports them
```

```

; as 8 Bit grayscaled pictures
; default is: not set
- DECODE_METHOD=<FAST_INTEGER|SLOW_INTEGER|
    FLOATING_POINT>
; For READING images:
; how to DECODE the 24 bit or gray data
; default is: FAST_INTEGER
- DITHERMODE=<DITHER_FLOYD-STEINBERG|
    NO_DITHERING|DITHER_ORDERED>
; For READING and dithering 24 bit images
; to 8 Bit images:
; how and whether to DITHER the 24 bit data
; default is: DITHER_FLOYD-STEINBERG
- COLOR_QUANTIZING=<FAST|SLOW>
; For READING and dithering 24 bit images
; to 8 Bit images:
; whether to QUANTIZE the 24 bit data within
; two passes (not with DITHER_ORDERED)
; default is: SLOW
- UPSAMPLING=<ON|OFF>
; For READING and dithering 24 bit images
; to 8 Bit images:
; whether to do fancy upsampling on the 24 bit
; default is: ON
- FORCE_GRAY_ENCODE
; For WRITING images:
; this switch causes grayscales to be written
; no matter, whether the input was colored
; default is: not set
- ENCODE_METHOD=<FAST_INTEGER|SLOW_INTEGER|
    FLOATING_POINT|FASTEST_INTEGER>
; For WRITING images:
; how to ENCODE the 24 bit or gray data
; default is: FAST_INTEGER
- OPTIMIZE=<ON|OFF>
; For WRITING 24 bit images:
; whether to optimize the generated huffman
; code (good compression, but slow)
; default is: OFF
- PROGRESSIVE=<ON|OFF>
; For WRITING 24 bit images:
; whether to write progressive JPEG files
; default is: OFF

```

#### History

~~~~~

V4.12 (14.08.1997) :

- recompiled with SAS/C 6.58

1.62 PCD.svobject

© 1994-97 by Andreas R. Kleinert.

(Also see notes under "Credits".)

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Supports powerUP (TM).

Version : 4.11
Release Date : 14.08.1997

Description

~~~~~

PCD.svobject is an external library module for the superview.library, which needs any SVDriver with 24 bit Oneplane-Support.

It supports reading of the unpacked resolutions of PCD-files, as BASE/16 (192x128), BASE/4 (384x256) and BASE (768x512) directly, and additionally BASE\*4 (1536x1024) and BASE\*16 (3072x2048) via the external NetPBM-tool "hpcdtoppm".

It does not read the BASE\*4 (1536x1024) and BASE\*16 (3072x2048) resolutions directly, since these are encrypted in a way, which is not only undocumented, but also copyrighted by Kodak, who are taking a license fee for their decoding algorithms.

#### Legal Issues

~~~~~

This program module is FREeware.

The author does not claim any copyrights on the code, which is used to decode the YUV-data fromout the PCD-file (see credits) or on the other PCD-related information.

Copyright is only claimed for the program as a whole, which means that some parts of the library module, which are also used within other SVObjects, are copyrighted by the author.

If the writing or the publication of this program should ever be considered to be partly any kind of a violation of third party copyrights, it is hereby expressed that the usage of this program is only allowed, if any user of it agrees to the following:
If the case as described above takes place, any user has to delete any copies of this program immediately when he gets informed about it.

Configuration

~~~~~

"hpcdtoppm" does not need to be configured. Just copy it somewhere.

#### Where to DOWNLOAD from

~~~~~

Aminet:gfx/pbm/#?.lha (#? something with "pbm" in it)

ControlPad-Switches

~~~~~

ControlPad-Name : "ENV:SuperView-Library/PCD.controlpad"

ControlPad-Commands : - OUTPUTFORMAT=<BASE/16 | BASE/4 | BASE  
| BASE\*4 | BASE\*16>  
; specifies the output resolution to be used  
- HPCDTOPPM\_PATH=<hpcdtoppm command path plus name>  
; how NetPBM's hpcdtoppm is to be called  
; e.g. HPCDTOPPM\_PATH=Work:NetPBM/ppm/hpcdtoppm  
; If this one is not set, "BASE" will be  
; used as default resolution, even if OUTPUTFORMAT

; has been set to BASE\*4 or BASE\*16

History

~~~~~

V4.11 (14.08.1997) :

- recompiled with SAS/C 6.58

1.63 FastILBM24.svobject

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Version : 4.7

Release Date : 14.08.1997

Description

~~~~~

FastILBM24.svobject is an external library module for the superview.library, which needs any SVDriver with Oneplane-Support.

It has especially been written to allow fast and "low-memory" loading and dithering of ILBM 24 bit graphics.

This means, that no compressed or uncompressed 24 bit data will be completely loaded into memory, but directly be dithered to HAM6/8, so that even people with less memory and no graphics card will be able to view those nice 24 bit graphics.

May be deactivated, even if installed; may be switched between HAM6 and HAM8; allows increasing/decreasing of internal cache buffer.

ControlPad-Switches

~~~~~

ControlPad-Name : "ENV:SuperView-Library/FastILBM24.controlpad"

ControlPad-Commands : - BUFFERSIZE=<Size in Bytes>

; how many bytes should be buffered

(more = faster)

; Default is 8192, minimum is 256

- PASSTHROUGH

; do not recognize ANY pictures, so that

; they e.g. might be passed through to

; ILBM.svobject instead

- DITHERMODE=<HAM6_QUICK|HAM8_QUICK>

; Default is HAM6_QUICK

History

~~~~~

V4.7 (14.08.1997) :

- recompiled with SAS/C 6.58

## 1.64 YUVN.svobject

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(Also see notes under "Credits".)

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Version : 4.7

Release Date : 14.08.1997

Description

~~~~~

YUVN.svobject is an external library module for the superview.library, which needs any SVDriver with 24 bit Oneplane-Support.

It supports reading and writing of IFF-YUVN (YUVN) files.

In detail these are :

Reading :

- IFF-YUVN 24 bit (gray, 411, 422, 444, 211, 222)

Gray will be imported as 24 bit with R=G=B.

Use "ExtractGrayScales" operator to reduce memory usage - and redundancy

Writing :

- IFF-YUVN 24 bit (411)

Reading/writing from/to ClipBoard is supported.

Remarks

~~~~~

- only 24 bit sources will be written as IFF-YUVN.  
256 color graphics are NOT automatically transformed to 24 bit, so that you may have to use the "AnyTo24Bit" operator before saving.

History

~~~~~

V4.7 (14.08.1997) :

- recompiled with SAS/C 6.58

1.65 DEEP.svobject

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Supports powerUP (TM).

Version : 4.8

Release Date : 14.08.1997

Description

~~~~~

---

DEEP.svobject is an external library module for the superview.library, which needs any SVDriver with 24 bit Oneplane-Support.

It supports reading and writing of specific IFF-DEEP (DEEP) files. In detail these are :

Reading :

- IFF-DEEP 24 bit RGB 8:8:8, uncompressed  
and 32 bit RGBA 8:8:8:8, uncompressed (Alpha channel ignored)
- IFF-DEEP 24 bit RGB 8:8:8, RLE-compressed  
and 32 bit RGBA 8:8:8:8, RLE-compressed (Alpha channel ignored)

Writing :

- IFF-DEEP 24 bit RGB 8:8:8, uncompressed

Reading/writing from/to ClipBoard is supported.

Remarks

~~~~~

- only 24 bit sources will be written as IFF-DEEP. There's no conversion done from e.g. 256 Colors to 24 bit to perform the requirements of this file format.
- other compression methods (e.g. Huffman) aren't yet supported due to a lack of information on implementation

History

~~~~~

V4.8 (14.08.1997) :

- recompiled with SAS/C 6.58

## 1.66 FAXX.svobject

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(Also see notes under "Credits".)

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Version : 4.4

Release Date : 14.08.1997

Description

~~~~~

FAXX.svobject is an external library module for the superview.library, which needs any SVDriver with Bitplane-Support.

It supports reading of IFF-FAXX (GPFax) files.

In detail these are :

Reading :

- IFF-FAXX 1 bit black & white, compressed

Reading from ClipBoard is supported.

Credits

~~~~~

Thanks to Dr. Greg Perry (GPSoft) for help on implementation.

## History

~~~~~

V4.4 (14.08.1997) :

- recompiled with SAS/C 6.58

1.67 RGB8.svobject

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Supports powerUP (TM).

Version : 4.5

Release Date : 14.08.1997

Description

~~~~~

RGB8.svobject is an external library module for the superview.library,  
which needs any SVDriver with 24 bit Oneplane-Support.

It supports reading and writing of IFF-RGB8  
(Turbo Silver, Imagine, ArtEffect) files.

In detail these are :

## Reading :

- IFF-RGB8 24 bit RGB 8:8:8, RunLength4 compressed (Alpha channel ignored)

## Writing :

- IFF-RGB8 24 bit RGB 8:8:8, RunLength4 compressed (no Alpha channel)

Reading/writing from/to ClipBoard is supported.

## Remarks

~~~~~

- only 24 bit sources will be written as IFF-RGB8.
There's no conversion done from e.g. 256 Colors to 24 bit
to perform the requirements of this file format.
- other compression methods are not available, thus not supported...
- IFF-RGBN (12 Bit, 4:4:4) is not supported, since it is
obsolete, anyway

History

~~~~~

V4.5 (14.08.1997) :

- recompiled with SAS/C 6.58

## 1.68 RGFX.svobject

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Version : 4.1  
Release Date : 16.11.1997

### Description

~~~~~

RGFX.svobject is an external library module for the superview.library, which needs any SVDriver with 8/24 bit Oneplane- and Bitplane-Support.

It supports reading and writing of the new IFF-RGFX graphics file standard for AGA and RTG Amigas (see Aminet:dev/misc/IFF-RGFX.lha)
In detail these are :

Reading :

- IFF-RGFX 1..24 bit uncompressed
- IFF-RGFX 1..24 bit XPK-compressed

Writing :

- IFF-RGFX 1..24 bit uncompressed
- IFF-RGFX 1..24 bit XPK-compressed

Reading/writing from/to ClipBoard is supported.

ControlPad-Switches

~~~~~

ControlPad-Name : "ENV:SuperView-Library/RGFX.controlpad"  
ControlPad-Commands : - PACKMETHOD=<xxxx>  
; XPK packer to be used for writing  
; "RGFX xpk-compressed"  
; Default: NUKE

### History

~~~~~

V4.1 (16.11.1997) :

- first release, implementing IFF-RGFX V1.0

1.69 QRT.svobject

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Version : 4.7
Release Date : 14.08.1997

Description

~~~~~

QRT.svobject is an external library module for the superview.library, which needs any SVDriver with 24 bit Oneplane-Support.

It supports reading and writing of QRT (POV RayTracer) files. In detail these are :

## Reading :

- QRT Dump 24 bit

## Writing :

- QRT Dump 24 bit

## Remarks

~~~~~

- only 24 bit sources will be written as QRT. There's no conversion done from e.g. 256 Colors to 24 bit to perform the requirements of this file format.

History

~~~~~

V4.7 (14.08.1997) :

- recompiled with SAS/C 6.58

## 1.70 C-Source.svobject

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Version : 4.8  
Release Date : 09.11.1997

## Description

~~~~~

C-Source.svobject is an external library module for the superview.library.

It creates C or Assembler source code in chunky/RGB notation from any input graphics ↔
(≤ 8 Bit and HAM as chunky, 24 bit as RGB).

In detail these are :

Writing :

- C-Source: - 8 Bit as C-Source with UBYTE [] pixel array and UBYTE [][][3] ↔
 colormap
 (HAM6/8 indicated by flag #define)
- 24 bit as C-Source with UBYTE [][][3] pixel array (RGB data)
- Asm-Source: - 8 Bit as asm source dc.b pixel array and dc.b (3-byte wise) ↔
 colormap

- (HAM6/8 indicated by EQU defined flag)
 - 24 bit as asm source dc.b pixel array (3-byte RGB data)

For simple extraction of a colormap from a graphics file, you should apply the Crop operator with parameters

```

CROP_LEFTEDGE=0
CROP_TOPEDGE=0
CROP_WIDTH=1
CROP_HEIGHT=1

```

and then save the result as C-Source.

Remarks

~~~~~

- this module uses buffered I/O, but nevertheless is quite slow for larger graphics (I/O buffer is set to 64K for OS version >= 39)
- usage of RAM-Disk for output buffers is strongly suggested
- the module does raw output, which should be compileable with any Amiga C compiler - and any other compiler, when simply replacing

```
#include <exec/types.h>
```

with

```
typedef unsigned char UBYTE;
typedef unsigned long ULONG;
```

- the "endmark" entries at the end of any written array can simply be removed; they actually have no meaning, but simplify the process of writing the data to the file

#### History

~~~~~

V4.7 (14.08.1997) :

- recompiled with SAS/C 6.58

1.71 UXFormats

XWD and UtahRLE are not included with this distribution, but can be found on AmiNet or any related BBS.

Look out for an archive called "Aminet:gfx/show/svoUXFormats.lha" or similar.

1.72 ECS.svdriver

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Version : 2.16

Release Date : 03.10.1997

Requirements

~~~~~

- OS V2.04+ (V37+) and its libraries
- AMIGA with Old or Enhanced Chip Set (OCS/ECS)

## Description

~~~~~

ECS.svdriver is an external SV_GfxBuffer display module for superview.library, which allows object-oriented displaying on ECS displays.

This Driver supports the following :

Dimensions	Depth	Type
[ECS]	[ECS]	BITPLANE
[ECS]	8/(24)	ONEPLANE (Chunky Pixel)

The 8-Bit mode will perhaps only work on ECS systems which have any Graphic Card installed, which allows 256 or more colors in a way of an Intuition emulation.

24 bit Graphics will be displayed as "best guess of 256 colors" if no SVOperator is specified.

Autoscrolling of Screens larger than the actual display is supported : Just move the mouse to the boundings !

ControlPad-Switches

~~~~~

```
ControlPad-Name      : "ENV:SuperView-Library/ECS.controlpad"
ControlPad-Commands : - 24BITOPERATOR=<OperatorName>
                       ; (case-sensitive, ".svoperator" may be added)
                       ; e.g. "24BITOPERATOR=24BitToHAM.svoperator"
                       ; or   "24BITOPERATOR=ExtractGrayScales"
                       ; specifies, which operation should be performed
                       ; on 24 bit graphics before displaying them
                       ; (if not specified displaying will fail)
- 8BITOPERATOR=<OperatorName>
  ; (case-sensitive, ".svoperator" may be added)
  ; e.g. "8BITOPERATOR=ExtractGrayScales"
  ; specifies, which operation should be performed
  ; on non-ECS graphics (more than 16 Colors in
  ; HighRes, more than 32 Colors in LowRes, HAM8)
  ; (if not specified, will be tried to display)
- BITMAPCOPY=<DIRECT|RTG>
  ; "BITMAPCOPY=RTG" prevents ECS.svdriver from
  ; directly copying into Bitmaps, which will
  ; result in a usage of more memory, but keeps it
  ; working.
  ; Default is "BITMAPCOPY=DIRECT".
- SCREENINFRONT
  ; Put Screen to front before the graphics
  ; has been displayed (useful with GfxCards)
```

## History

~~~~~

V2.16 (03.10.1997) :

- more changes

V2.15 (26.09.1997) :

- c2p conversion did allocate a temporary line buffer even if not needed/used (when SetPatch 43.x being installed)
- added another patch for systems not having SetPatch 43.x

V2.14 (15.09.1997) :

- if HAM (HAM6) is unavailable for a selected (RTG ?) screen mode, an automatic fallback to LowRes will take place
- dito for EHB
- if a screen mode is not available we now will compute (OS 37) or look for (OS 39+) a better one - just like AGA.svdriver

V2.13 (14.08.1997) :

- recompiled with SAS/C 6.58

1.73 AGA.svdriver

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Version : 2.19

Release Date : 03.10.1997

Requirements

~~~~~

- OS V3+ (V39+) and its libraries (takes advantage of V40+)
- AMIGA with AGA ChipSet (OCS/ECS still supported, but with restrictions) or an appropriate Graphics Card with Workbench Emulation

Description

~~~~~

AGA.svdriver is an external SV_GfxBuffer display module for superview.library, which allows object-oriented displaying on AGA displays.

This Driver supports the following :

Dimensions	Depth	Type
[AGA]	[AGA]	BITPLANE
[AGA]	8/(24)	ONEPLANE (Chunky Pixel)

24 bit Graphics will be displayed as "best guess of 256 colors" if no SVOperator is specified.

Autoscrolling of Screens larger than the actual display is supported :

Just move the mouse to the boundings !

ControlPad-Switches

~~~~~

```
ControlPad-Name      : "ENV:SuperView-Library/AGA.controlpad"
ControlPad-Commands : - 24BITOPERATOR=<OperatorName>
                       ; (case-sensitive, ".svoperator" may be added)
                       ; e.g. "24BITOPERATOR=24BitToHAM.svoperator"
                       ; or   "24BITOPERATOR=ExtractGrayScales"
                       ; specifies, which operation should be performed
                       ; on 24 bit graphics before displaying them
                       ; (if not specified, "best guess" colors will
                       ; be used, which is really slow)
- BITMAPCOPY=<DIRECT|RTG>
  ; "BITMAPCOPY=RTG" prevents AGA.svdriver from
  ; directly copying into Bitmaps, which will
  ; result in a usage of more memory, but keeps it
  ; working.
  ; Default is "BITMAPCOPY=DIRECT".
- SCREENINFRONT
  ; Put Screen to front before the graphics
  ; has been displayed (useful with GfxCards)
```

History

~~~~~

V2.19 (03.10.1997) :

- more changes

V2.18 (26.09.1997) :

- c2p conversion did allocate a temporary line buffer even if not needed/used (when SetPatch 43.x being installed)
- added another patch for systems not having SetPatch 43.x

V2.17 (15.09.1997) :

- if HAM (HAM6/8) is unavailable for a selected (RTG ?) screen mode, an automatic fallback to LowRes/HighRes will take place
- dito for EHB
- fixed a possible bug source, which would have caused problems when 24BITOPERATOR resulted in a BITPLANE buffer (usually ONEPLANE)

V2.16 (14.08.1997) :

- recompiled with SAS/C 6.58

1.74 CyberGraphics.svdriver

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Version : 2.18

Release Date : 14.08.1997

Requirements

~~~~~

- OS V3+ (V39)+ and its libraries
- AMIGA with CyberGraphX V2/V3 System and appropriate Graphics Card
- cybergraphics.library V40+

## Description

~~~~~

CyberGraphics.svdriver is an external SV_GfxBuffer display module for superview.library, which allows object-oriented displaying on Amigas with the 16/24 bit CyberGraphX RTG System.

This Driver displays any 1..8 or 24 bit graphics via the CyberGraphX System. Graphics upto 256 Colors will be displayed via usual graphics routines, 24 bit graphics will be displayed via CyberGraphX in either 16 or 24 bit (16 Bit is default, because the unregistered version of CyberGraphX does not support more and I guess, that not yet all the users out there registered it already).

HAM6/8 will be converted to 24 bit, which then will either be displayed as 16 or 24 bit.

The driver will not open any Screens in standard ECS/AGA modes, since it makes more sense to use AGA.svdriver in such a case. If no CyberGraphX screenmode is specified, it will be generated, which is just the same effect like with an intelligent screen promoter. No ECS/AGA screenmodes will be passed through, since this is neither useful nor practicable on two Monitor systems or with single 31khZ-limited Monitors.

Credits

~~~~~

Thanks to Ingenieurbüro Helfrich, for supplying the PiccoloSD64 card.

The CyberGraphX Software is of course copyrighted by its authors, which is hereby expressively respected in all points.

## ControlPad-Switches

~~~~~

```
ControlPad-Name      : "ENV:SuperView-Library/Cybergraphics.controlpad"
ControlPad-Commands : - EMUSCREENDEPTH=<16|24>
                      ; beginning depth for opening CyberGraphX Screens
                      ; Default is 16 Bit (which will also be tried
                      ; when opening of a 24 bit Screen fails)
                      ; This does not concern colordepths < 16 Bit,
                      ; except HAM6/8.
                      - SMALLSCREENS
                      ; unless this KeyWord is specified, it is not
                      ; tried to open screens smaller than 320x240
```

History

~~~~~

V2.18 (14.08.1997) :

- removed some unused, dead code
- recompiled with SAS/C 6.58

## 1.75 EGS7.svdriver

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Version : 2.11  
Release Date : 14.08.1997

### Requirements

~~~~~

- OS V2.04+ (V37)+ and its libraries
- AMIGA with EGS Graphic Card (or EGS distribution with Amiga Emulation)
- egs.library V1+ (should be V7+)
- egsintui.library V1+ (should be V7+)
- egsgfx.library V1+ (should be V7+)

Description

~~~~~

EGS7.svdriver is an external SV\_GfxBuffer display module for superview.library, which allows object-oriented displaying on EGS V7 (Enhanced Graphic System).

This Driver displays any 1..8 or 24 bit graphics via the EGS7 System. Any source Graphics with less than 24 bit, like 256 Color or HAM6/8 graphics, are converted to 24 bit before displaying them.

This EGS7.svdriver is based on my former "EGS.svdriver", which is to be replaced by the new one. But of course you may still continue using the older one.

The difference is, that the EGS7.svdriver really does display any of the available source graphics formats (even HAM) and is x-times faster than the old one. Also, it is now possible to directly close the EGS-Displaywindow via its Close-Gadget, since some kind of self-written Intuition-Emulation enables us to do so.

### Note:

You may consider not to use this EGS7.svdriver, but instead EGSPPlus from Aminet (Aminet:gfx/board/EGSPPlus.lha), which offers its own cybergraphics.library clone, and thus should work with CyberGraphics.svdriver.

### Credits

~~~~~

Thanks to Ingenieurbüro Helfrich, for supplying the PiccoloSD64 card.

The EGS7 Software is of course copyrighted by its authors, which is hereby expressively respected in all points.

Notes

~~~~~

This EGS-SVDriver should still work with the AMIGA driver for EGS.

When using the ECS/AGA emulation, you should set the max. possible colordepth in the ScreenMode preferences program.

## AGA:

With AGA any Graphics with less than 256 Colors should be displayed 100% correctly. Only 256 Color-graphics will usually have some Colors wrong, because those are obtained by the EGS-System for the Display itself (Window-Borders, etc.), so that they usually can't be used for the graphics. 24 bit graphics will be dithered to 256 Colors under AGA (usually grayscale).

## ECS:

Using the ECS emulation will perhaps nearly always result in very ugly Colors, if you're displaying more than, let's say, 8 Colors. This results out of the maximum colordepth of 16 Colors in Hires, of which some - see AGA notes - are already reserved. Of course 24 bit graphics may also be dithered to 16 Colors/Grayscales, but better don't try it out ...

## History

~~~~~

V2.11 (14.08.1997) :

- recompiled with SAS/C 6.58

1.76 Picasso96.svdriver

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Version : 2.4
Release Date : 20.08.1997

Requirements

~~~~~

- OS V3+ (V39)+ and its libraries
- AMIGA with Picasso96 System and appropriate Graphics Card
- Picasso96API.library V2+

## Description

~~~~~

Picasso96.svdriver is an external SV_GfxBuffer display module for superview.library, which allows object-oriented displaying on Amigas with the Picasso96 RTG System.

The related Picasso96 libraries are needed.

This Driver supports the following :

Source	Depth	Special Modes	Dimensions	Dest. Depth
--------	-------	---------------	------------	-------------


```
ONEPLANE 8/24   HAM6, HAM8   [ Picasso-Dependent] 8 / 24
BITPLANE 1..8   HAM6, HAM8   [ Picasso-Dependent] 8 / 24
```

HAM6/8 will be converted to 24 bit, which then will either be displayed as 16 or 24 bit.

24 bit will either be displayed in 16 or 24 bit.

Credits

~~~~~

Thanks to Tobias Abt (Picasso 96 team) for developer stuff and beta-testing/debugging.

The Picasso96 Emulation Software is of course copyrighted by its authors, c/o Tobias Abt and Alexander Kneer, which is hereby expressively respected in all points.

#### ControlPad-Switches

~~~~~

```
ControlPad-Name      : "ENV:SuperView-Library/Picasso96.controlpad"
ControlPad-Commands : - SMALLSCREENS
                      ; unless this KeyWord is specified, it is not
                      ; tried to open screens smaller than 320x240
- EMUSCREENDEPTH=<16|24>
                      ; beginning depth for opening Picasso96 Screens
                      ; Default is 24 bit (if opening fails, it is
                      ; also tried to open a 16 Bit Screen, then)
```

History

~~~~~

V2.4 (20.08.1997) :

- explicitly clears screen (SetRast) before displaying
- WritePixelArray8() seems to have produced crap sometimes, now doing it the same way as in CyberGraphics.svdriver
- recompiled with SAS/C 6.58
- fixed a bunch of bugs; should work as expected, now. Did some testing with P96/PicassoIV, P96/PicassoII and P96-CGfx emulation (-> Paul Lesurf, Jürgen Schäfer, me)

## 1.77 Picassoll.svdriver

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```
Version      : 2.11
Release Date : 14.08.1997
```

#### Requirements

~~~~~

- OS V2.04+ (V37)+ and its libraries
- AMIGA with Picasso II/II+/IV Graphics Card and Software,

Picasso96 emulation should work as well (not tested yet)
 - vilintuisup.library V1+

Description

~~~~~

PicassoII.svdriver is an external SV\_GfxBuffer display module for superview.library, which allows object-oriented displaying on Amigas with the Picasso Workbench Emulation System.

The related Picasso-libraries are needed.

This Driver supports the following :

| Source   | Depth | Special Modes | Dimensions           | Dest. Depth |
|----------|-------|---------------|----------------------|-------------|
| ONEPLANE | 8/24  | HAM6, HAM8    | [ Picasso-Dependent] | 8 / 24      |
| BITPLANE | 1..8  | HAM6, HAM8    | [ Picasso-Dependent] | 8 / 24      |

HAM6/8 will be converted to 24 bit, which then will either be displayed as 16 or 24 bit.

24 bit will either be displayed in 16 or 24 bit.

#### Credits

~~~~~

Thanks to Florian Zeiler (IrseeSoft) for supplying the Gfx Card.

The Picasso Emulation Software is of course copyrighted by Village Tronic Marketing GmbH, which is hereby expressively respected in all points.

Known Bugs

~~~~~

##### Problem:

As with V1.8 (6. Apr 1994) of the Picasso II Software Set, the vilintuisup.library sometimes supplies Screens, which differ between internal dimensions and actual dimensions.  
 A 24 bit graphics with 1165x712 would be displayed on a Screen with correct dimensions in best ViewMode. But for some reason, the Intuition Part of the Screen will be opened in 1168x712 with a related ViewMode. Whenever this ViewMode is the best fitting one, this seems to make problems to the Picasso Emulation. If the ViewMode is one with a larger or smaller display (so that either Autoscroll has to be used, or the graphics does not fill the whole screen) this does not occur.  
 This is not a bug of the PicassoII.svdriver, since width adjustments will occur independently from the viewmode selection.

##### Solution:

Whenever the Picture is weirdly distorted, at first try an other viewmode. This bug does not seem to cause crashes, only destroyed displays.  
 Maybe a newer version of the Picasso Software already did fix this (seems to be an alignment problem when copying from RAM into the Picasso onboard-memory).

##### Problem:

When using AUTOSCROLLADJUST the Picasso Software may destroy about

two lines within the displayed picture (get black).  
 Solution:  
 Don't use it.

#### ControlPad-Switches

~~~~~

```
ControlPad-Name      : "ENV:SuperView-Library/PicassoII.controlpad"
ControlPad-Commands : - SMALLSCREENS
                      ; unless this KeyWord is specified, it is not
                      ; tried to open screens smaller than 320x240
- BLITTER
  ; uses the Picasso blitter to copy graphics
  ; into screens. Otherwise CPU is used.
  ; On 68000 systems you may wish to use the blitter
- EMUSCREENDEPTH=<16|24>
  ; beginning depth for opening Picasso Screens
  ; Default is 24 bit (if opening fails, it is
  ; also tried to open a 16 Bit Screen, then)
- SCREENMODEREQUEST
  ; if this one is specified, the SVDriver ITSELF
  ; will open a ScreenMode-Requester and ask
  ; for an appropriate Screenmode to use.
  ; Useful, if you always like to change modes.
- AUTOSCROLLADJUST
  ; this keyword will force Autoscroll whenever
  ; it would make sense, but the Picasso Software
  ; would not manage it by itself (when either
  ; only width or height need to be autoscrollled)
```

History

~~~~~

V2.11 (14.08.1997) :

- removed some unnecessary parts 2.7 compatibility code
- explicitly clears screen (SetRast) before displaying
- recompiled with SAS/C 6.58

## 1.78 OPAL.svdriver

Just a short note before using and installing OPAL.svdriver  
 and (of course ;-) reading the following documentation:

There's a little problem causing some OPAL programs not to be displayed  
 correctly on certain systems with specific chipsets.

That was the reason why it did not work on the machines of some  
 people - mine was one of these - but nevertheless it is easy to  
 workaround and even already has been described within the official  
 OpalVision Reference Manual [page 326].

To speak clearly, the color palette has to be adjusted concerning  
 Color 0 (the magic color), but only the BLUE component, within  
 the Palette Preferences.

Any other colors and components are freely selectable.

OCS and ECS Chipset Machines with Zorro Bus (2000-3000)

BLUE of COLOR 0 must be either 1, 3, 5, 7, 9, 11, 13, or 15.

AGA Chipset Machines with Zorro Bus (4000)

BLUE of COLOR 0 must have Bit 4 set, which restricts it to one of the following ranges:

16-31 or 48-63 or 80-95 or 112-127  
or 144-159 or 176-191 or 208-223 or 240-255

Otherwise you may get a black or weirdly distorted screen (I tested it ;-)  
or must use some tricks and Amiga+M fiddling to get a picture.

[ Please also note, that Steve's eMail did change as follows  
Steve Quartly: steveq@mafeking.scouts.org.au ]

\*\*\*\*\*  
included the original documentation at this place  
\*\*\*\*\*

OPAL.svdriver/Documentation

OPAL.svdriver/Documentation

#### PROGRAM

OPAL.svdriver  
Version 2.3  
Release date: 29.6.95

#### COPYRIGHT

© 1995 Paul Huxham and Steve Quartly.  
Bonusware, all rights reserved.

#### DISTRIBUTION

Freely distributable with any non-commercial application that uses  
superview, however all copyright remains with the authors. This  
distribution archive may not be split for further distribution.

#### PURPOSE

OPAL.svdriver is an external display driver module for  
superview.library. It can display superview buffers on an OpalVision  
display card.

#### CONTENTS

OPAL.svdriver - This is the driver to copy to LIBS:svdrivers.  
OPAL.svdriver.doc - Documentation you are reading now.

#### USAGE

Select OPAL.svdriver as the display driver from SuperViewPrefs and/or  
from the superview compatible software you are using.

While conversion for OpalVision is taking place, the following  
information will be displayed:

OPAL.svdriver version number,  
and the image size (which can be larger than the screen size).

---

## REQUIREMENTS

- 1) An OpalVision card :-)
- 2) opal.library must be in LIBS: otherwise the driver will fail with an internal error.
- 3) A minimum of Kickstart 2.0.

## CONTROL PAD

ControlPad-Name:

"ENV:SuperView-Library/OPAL.controlpad"

ControlPad-Commands:

OVERSCAN=ON|OFF

Force Opal to display in either overscan or non-overscan. Not specifying an overscan setting informs OPAL.svdriver to intelligently select an overscan screen mode for you.

CENTER\_IMAGE

Force the displayed image to be taken from the centre section of the image buffer, i.e. If the image is 640 x 512 and the display mode is LoRes, Non-interlace and CENTER\_IMAGE is specified then the top left of the visible display will be 160, 156 offset into the original image.

If not present, the image will be displayed from the top left of the image buffer.

## NOTES

Opal images cannot be scrolled yet (until superview supports scrolling images larger than the drivers screen size), so if the picture is larger than the display area, the displayed image will be cropped.

## HISTORY

V0.0 First the earth cooled.

V1.0 Initial release.

V2.2 Supports new features of superview.library version 11.6

- Selectable screen modes.
- Control pads for configuration.

V2.3

- Fixed byte aligning of 24 bit images.
- Drastically reduced memory requirements and increased speed by removing the conversion from RGB triplets through RGB planes.

## COMPLIER

OPAL.svdriver was written using CED V3.5 and compiled with SAS/C 6.55 on an Amiga 2000/030 and Amiga 4000/040. Enforcer was used to detect and correct programming errors.

## BUGS

Should you find any bugs, please report them so that they can be fixed. Likewise any suggestions for improvement of the driver should be forwarded so that they can be addressed.

## THANKYOU

Very many thanks to Andreas, the author of Superview.library for implementing some of our suggestions and also for explaining some of the internals of superview.library. Without superview this driver would be a

boat anchor. (It would probably float :-)

#### AUTHORS

You can contact the authors via:

Email:

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or

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Morley,  
Perth,  
Western Australia 6943

## 1.79 Retina.svdriver

© 1995-97 by Andreas R. Kleinert.

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Version : 2.14  
Release Date : 14.08.1997

#### Requirements

~~~~~

- OS V2.04+ (V37)+ and its libraries
- AMIGA with Retina Z2/Z3 Graphics Card and Software
- retina.library V7+
- retinaemu.library V1+

Description

~~~~~

Retina.svdriver is an external SV\_GfxBuffer display module for superview.library, which allows object-oriented displaying on Amigas with the 16/24 bit Retina Workbench Emulation System.

The related Retina-libraries are needed.

This Driver supports the following :

| Source   | Depth | Special Modes | Dimensions          | Dest. Depth |
|----------|-------|---------------|---------------------|-------------|
| ONEPLANE | 8/24  | HAM6, HAM8    | [ Retina-Dependent] | 16 / 24     |
| BITPLANE | 1..8  | HAM6, HAM8    | [ Retina-Dependent] | 16 / 24     |

HAM6/8 will be converted to 24 bit, which then will either be displayed as 16 or 24 bit.

#### USAGE

~~~~~

RetinaEmu:

For SuperView's "svdRetina-Screen" screen entry, select an AutoScroll-Area of "800x600" and "No Refresh" with

"Retina Standard" (Z2) or "Retina Blitter" (Z3) output.

RetinaScreenMode:

The Monitor specifications need to be 100% correct.

What using instead?

Retina.svdriver always displays graphics in 16/24 bit - so when running on AGA systems, AGA.svdriver would be the better solution for upto 256 Colors. On ECS systems this may only apply to 16/32 Color graphics as long as you don't have OS 3.1 and a RetinaEmu which supports 256 Color Screens for this configuration (should be available). Otherwise with ECS.svdriver you would still have to specify "8BITOPERATOR" for more than 16/32 Colors, which then would be as slow or even slower.

Credits
~~~~~

Thanks to Florian Zeiler (IrseeSoft) for supplying the Gfx Card.

The Retina Emulation Software is of course copyrighted by MS MacroSystem Computer GmbH Germany, which is hereby expressively respected in all points.

ControlPad-Switches  
~~~~~

```
ControlPad-Name      : "ENV:SuperView-Library/Retina.controlpad"
ControlPad-Commands : - EMUSCREENDEPTH=<16|24>
                      ; beginning depth for opening Retina Screens
                      ; Default is 24 bit (if opening fails, it is
                      ; also tried to open a 16 Bit Screen, then)
```

History
~~~~~

V2.14 (14.08.1997) :

- there was a BSS allocation for "chip" left
- recompiled with SAS/C 6.58

## 1.80 MERLIN.svdriver

© 1994-97 by Thomas Eigentler,

© 1996-97 by Andreas R. Kleinert.

FREEWARE. All rights reserved. Only to be distributed with SuperView-Library.

Version : 2.9  
Release Date : 14.08.1997

Requirements  
~~~~~

- OS V2.04+ (V37)+ and its libraries
- AMIGA with MERLIN Graphics Card and Software
- hrgsystem.library V38+

- hrgrender.library V38+

Description

~~~~~

MERLIN.svdriver is an external SV\_GfxBuffer display module for superview.library, which allows object-oriented displaying on Amigas with the 16/24 bit Merlin Workbench Emulation System.

#### Original Author

~~~~~

MERLIN.svdriver has been included into the SuperView-Library distribution with friendly permission by the original author, who also supplied the source code to continue development.

Thomas' does no longer continue development of MERLIN.svdriver, which I took over from him, but for any other issues you may Thomas Eigentler reach him via one of his email addresses:

FidoNet: Thomas Eigentler 2:246/1511.0
UseNet: Thomas_Eigentler@damage.tynet.sub.org
thomas.eigentler@student.uni-tuebingen.de

Credits

~~~~~

The Merlin Emulation Software is of course copyrighted by its authors (ProDev), which is hereby expressively respected in all points.

Thanks go to Mika Lundell and Thomas Eigentler for reporting bugs and doing beta testing.

#### Notes

~~~~~

It has been reported, that MERLIN.svdriver crashes, when it is tried to open the 040 version of hrgblitter.library on a 060. Not a bug of superview.library (-> Thomas Eigentler).

History

~~~~~

V2.9 (14.08.1997) :

- recompiled with SAS/C 6.58

## 1.81 XOR.svoperator

© 1994-97 by Andreas R. Kleinert.

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Version : 3.9  
Release Date : 02.11.1997

#### Description

~~~~~

XOR.svoperator is an external SV_GfxBuffer modification module for superview.library.

XOR.svoperator modifies a graphics in a way, that the color register numbers of the supplied picture's pixels are XOR'ed with a given value, which may be specified via ControlPads (see below).

Note, that the supplied XOR value must be smaller or equal the number of colors, thus smaller or equal $2^{(\text{depth})} - 1$.

ControlPad-Switches

~~~~~

```
ControlPad-Name      : "ENV:SuperView-Library/XOR.controlpad"
ControlPad-Commands : - XORVALUE=<0..255>
                      ; 0 and 255 will not be the best decision ;- )
                      ; Use 15 or something like this.
                      ; Values greater (depth^2)-1 (is: colors-1) won't
                      ; be accepted.
```

#### History

~~~~~

V3.9 (02.11.1997) :

- fixed old bug with graphics < 256 colors

V3.8 (14.08.1997) :

- recompiled with SAS/C 6.58

1.82 24BitToHAM.svoperator

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 (Also see notes under "Credits".)
 FREeware. All rights reserved. Only to be distributed with SuperView-Library.
 Supports powerUP (TM).

```
Version      : 3.10
Release Date : 14.08.1997
```

Description

~~~~~

24BitToHAM.svoperator is an external SV\_GfxBuffer modification module for superview.library.

24BitToHAM.svoperator dithers 24 bit RGB graphics to HAM6/HAM8, either quick or well.

```
ControlPad-Name      : "ENV:SuperView-Library/24BitToHAM.controlpad"
ControlPad-Commands : - DITHERMODE=< HAM6_QUICK|HAM6_WELL
                      |HAM8_QUICK|HAM8_WELL>
                      ; specifies the HAM-Mode to be used and
                      ; the resulting speed/quality
```

#### History

~~~~~

V3.10 (14.08.1997) :

- recompiled with SAS/C 6.58

1.83 Crop.svoperator

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Version : 3.8
Release Date : 14.08.1997

Description

~~~~~

Crop.svoperator is an external SV\_GfxBuffer modification module for superview.library.

Crop.svoperator may extract shapes of any size from any 2..256 Color or 24 bit graphics.

Values for "LeftEdge", "TopEdge", "Width" and "Height", describing the crop box have to be supplied via ControlPad settings.

### ControlPad-Switches

~~~~~

```
ControlPad-Name      : "ENV:SuperView-Library/Crop.controlpad"
ControlPad-Commands : - CROP_LEFTEDGE=<Value>
                      ; crop from x position
                      ; (will be adjusted, if >= source width)
                      - CROP_TOPEdge=<Value>
                      ; crop from y position
                      ; (will be adjusted, if >= source height)
                      - CROP_WIDTH=<Value>
                      ; crop how many x pixels from leftedge
                      ; (will be adjusted, if too large)
                      - CROP_HEIGHT=<Value>
                      ; crop how many y pixels from topedge
                      ; (will be adjusted, if too large)
```

History

~~~~~

V3.8 (14.08.1997) :

- recompiled with SAS/C 6.58

## 1.84 Dither24Bit.svoperator

© 1994-97 by Andreas R. Kleinert.

(Also see notes under "Credits".)

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Version : 3.13  
Release Date : 14.08.1997

## Description

~~~~~

Dither24Bit.svoperator is an external SV_GfxBuffer modification module for superview.library.

Dither24Bit.svoperator dithers 24 bit RGB graphics to 256 Colors by default. Possible is also dithering to less colors (2..128), if specified via ControlPad-Settings.

This module applies Heckbert's median cut and dithers using Floyd-Steinberg.

ControlPad-Switches

~~~~~

```
ControlPad-Name      : "ENV:SuperView-Library/Dither24Bit.controlpad"
ControlPad-Commands : - COLORDEPTH=<1..8>
                      ; specifies the colordepth of the dithering
                      ; output (1->2 Colors .. 8->256 Colors)
                      - DITHERMODE=<BESTPEN|DITHER_FLOYD-STEINBERG
                        |ORDERED|BURKES>
                      ; whether to just select the best pen or
                      ; do Floyd-Steinberg pixel error adjustment
```

## History

~~~~~

V3.13 (14.08.1997) :

- recompiled with SAS/C 6.58

1.85 HilbertDither256.svoperator

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(Also see notes under "Credits".)

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Version : 3.8

Release Date : 14.08.1997

Description

~~~~~

HilbertDither256.svoperator is an external SV\_GfxBuffer modification module for superview.library.

HilbertDither256.svoperator modifies any supplied source SV\_GfxBuffer in a way, that all supplied graphics with upto 256 Colors are dithered to Black & White graphics (2 Colors), as e.g. needed for desktop publishing or output on matrix printers.

It uses the fractal Hilbert curve for getting best results in eliminating the resulting errors.

As a side effect, the resulting picture will always have a width and height, which is divideable by 16 (graphics will be adjusted this way).

## ControlPad-Switches

```
~~~~~
ControlPad-Name : "ENV:SuperView-Library/HilbertDither256.controlpad"
ControlPad-Commands : - BACKGROUND=<BLACK|WHITE>
 ; defines, which of the two colors will act
 ; as background color. Useful e.g. for printing.
```

History

~~~~~

V3.8 (14.08.1997) :

- recompiled with SAS/C 6.58

## 1.86 AnyTo24Bit.svoperator

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Version : 3.8  
Release Date : 14.08.1997

Description

~~~~~

AnyTo24Bit.svoperator is an external SV\_GfxBuffer modification module for superview.library.

AnyTo24Bit.svoperator converts any input graphics into TrueColor RGB graphics with 24 bit.  
Input may be any (upto) 256 Color graphics or HAM6/HAM8 data.

History

~~~~~

V3.8 (14.08.1997) :

- recompiled with SAS/C 6.58

## 1.87 ExtractGrayScales

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Version : 3.8  
Release Date : 14.08.1997

Description

~~~~~

ExtractGrayScales.svoperator is an external SV\_GfxBuffer modification module for superview.library.

ExtractGrayScales.svoperator modifies any supplied source SV\_GfxBuffer in a way, that its colormap will be changed to reflect gray-scales (works with (upto) 256 Colors and 24 bit files).  
Output is done in input colordepth or 256 Colors by default (fastest).

This is a sample SVOperator for simple demonstration how to write one.  
It's simple, but effective.

ControlPad-Switches

~~~~~

```
ControlPad-Name : "ENV:SuperView-Library/ExtractGrayScales.controlpad"
ControlPad-Commands : - COLORDEPTH=<1..8>
 ; specifies the colordepth of the grayscaled
 ; output (1->2 Colors .. 8->256 Colors)
 - QUICK
 ; uses >>2, >>1, >>3 (*0.25, *0.5, *0.125)
 ; instead of *0.3, *0.59, *0.11
```

History

~~~~~

V3.8 (14.08.1997) :

- recompiled with SAS/C 6.58

## 1.88 ExtractRed

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```
Version : 3.8
Release Date : 14.08.1997
```

Description

~~~~~

ExtractRed.svoperator is an external SV\_GfxBuffer modification module  
for superview.library.

ExtractRed.svoperator modifies any supplied source SV\_GfxBuffer  
in a way, that only the RED values of a picture will be extracted  
for creation of a new (upto) 256 Color graphics  
(works with (upto) 256 Colors and 24 bit files).

History

~~~~~

V3.8 (14.08.1997) :

- recompiled with SAS/C 6.58

## 1.89 ExtractGreen

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```
Version : 3.8
Release Date : 14.08.1997
```

## Description

~~~~~

ExtractGreen.svoperator is an external SV\_GfxBuffer modification module for superview.library.

ExtractGreen.svoperator modifies any supplied source SV\_GfxBuffer in a way, that only the GREEN values of a picture will be extracted for creation of a new (upto) 256 Color graphics (works with (upto) 256 Colors and 24 bit files).

## History

~~~~~

V3.8 (14.08.1997) :

- recompiled with SAS/C 6.58

## 1.90 ExtractBlue

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Version : 3.8  
Release Date : 14.08.1997

## Description

~~~~~

ExtractBlue.svoperator is an external SV\_GfxBuffer modification module for superview.library.

ExtractBlue.svoperator modifies any supplied source SV\_GfxBuffer in a way, that only the BLUE values of a picture will be extracted for creation of a new (upto) 256 Color graphics (works with (upto) 256 Colors and 24 bit files).

## History

~~~~~

V3.8 (14.08.1997) :

- recompiled with SAS/C 6.58

## 1.91 TopToBottom

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Version : 3.8  
Release Date : 14.08.1997

## Description

~~~~~

TopToBottom.svoperator is an external SV\_GfxBuffer modification module for superview.library.

TopToBottom.svoperator modifies any supplied source SV\_GfxBuffer in a way, that it will be swapped from bottom to top (works with (upto) 256 Colors and 24 bit files).

History

~~~~~

V3.8 (14.08.1997) :

- recompiled with SAS/C 6.58

## 1.92 LeftToRight

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Version : 3.8

Release Date : 14.08.1997

Description

~~~~~

LeftToRight.svoperator is an external SV\_GfxBuffer modification module for superview.library.

LeftToRight.svoperator modifies any supplied source SV\_GfxBuffer in a way, that it will be swapped from left to right (mirrored) (works with (upto) 256 Colors and 24 bit files).

History

~~~~~

V3.8 (14.08.1997) :

- recompiled with SAS/C 6.58

## 1.93 Rotate

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Version : 3.8

Release Date : 14.08.1997

Description

~~~~~

Rotate.svoperator is an external SV\_GfxBuffer modification module for superview.library.

Rotate.svoperator rotates any (upto) 256 Color or 24 bit graphics by (default) 90 degrees (reverse clockwise).

The default behaviour may be overwritten via controlpad settings, which also allow 180 and 270 degrees (no extra memory needed: uses different algorithm).

---

```

ControlPad-Switches
~~~~~
ControlPad-Name      : "ENV:SuperView-Library/Rotate.controlpad"
ControlPad-Commands : - DEGREES=<90|180|270>
                      ; rotate by how many degrees (reverse clockwise) ?

History
~~~~~
V3.8 (14.08.1997) :

- recompiled with SAS/C 6.58

```

## 1.94 RotateFree

© 1995-97 by Andreas R. Kleinert.  
 (Also see notes under "Credits".)  
 FREeware. All rights reserved. Only to be distributed with SuperView-Library.  
 Supports powerUP (TM).

```

Version : 3.11
Release Date : 14.08.1997

```

```

Description
~~~~~
RotateFree.svoperator is an external SV_GfxBuffer modification module
for superview.library.

```

Rotate.svoperator rotates any (upto) 256 Color or 24 bit graphics  
 by 0..360 (default is 90) degrees (reverse clockwise) about any  
 given point (default is the middle, which is width/2, height/2).  
 The default behaviour may be overwritten via controlpad settings.

```

ControlPad-Switches
~~~~~
ControlPad-Name : "ENV:SuperView-Library/RotateFree.controlpad"
ControlPad-Commands : - ROTATE_ANGLE=<0..360>
 ; rotate by how many degrees (reverse clockwise) ?
- METHOD=<MIDDLE|GIVENPOINT>
 ; default is rotation about the middle
- X_COORD=<Value>
 ; if METHOD=GIVENPOINT we need (X/Y)
 ; Default is (0/0)
- Y_COORD=<Value>
 ; if METHOD=GIVENPOINT we need (X/Y)
 ; Default is (0/0)
- KEEPSIZE
 ; if this keyword is set, it is NOT tried to
 ; readjust the image size and to center the
 ; image, so that parts, which would be out of
 ; range won't be cut off (which works best
 ; with (X/Y) pairs in the left, upper quarter)

```

```

History
~~~~~

```



V3.11 (14.08.1997) :

- recompiled with SAS/C 6.58

## 1.95 Scale50

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Supports powerUP (TM).

Version : 3.9  
Release Date : 14.08.1997

Description

~~~~~

Scale50.svoperator is an external SV_GfxBuffer modification module for superview.library.

Scale50.svoperator scales any (upto) 256 Color or 24 bit graphics to their half size by default.

The default behaviour may be overwritten via controlpad settings, which also allows to double the size instead.

ControlPad-Switches

~~~~~

ControlPad-Name : "ENV:SuperView-Library/Scale50.controlpad"  
ControlPad-Commands : - METHOD=<HALF|DOUBLE>  
; scale to which size ?

History

~~~~~

V3.9 (14.08.1997) :

- recompiled with SAS/C 6.58

1.96 CallPNM

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Version : 3.7
Release Date : 14.08.1997

Description

~~~~~

CallPNM.svoperator is an external SV\_GfxBuffer modification module for superview.library.

This is not an operator in the common sense.

Instead it is just an Interface to allow easy access to any external operators from the well known PBM package (distributed as NetPBM).

---

When using this operator, the given GfxBuffer will be saved as a 24 bit PNM file (8 Bit input as well), after that the specified PBM program module will be externally called and its output will be written into another temporary file.

This file then will be parsed through superview.library (perhaps it will be in PNM format, but one never know) and the buffer will be returned as the result of the "CallPNM" operation.

Please note, that the whole internal construction of the operator is a little bit more complicated than usual, so that any error handling will perhaps not always result in very clear statements (can't parse the output of the PBM programs).

BTW, any temporary files will of course be placed into "VMEM:", from where they will be deleted later.

#### ControlPad-Switches

```

ControlPad-Name      : "ENV:SuperView-Library/CallPNM24.controlpad"
ControlPad-Commands : - PNMCOMMAND=<PBM command path and name>
                       ; PNM command to be called
                       ; e.g. PNMCOMMAND=Work:NetPBM/pnm/pnmscale
                       - PNMOPTIONS=<Options>
                       ; Options for PNM command to be called
                       ; e.g. PNMOPTIONS=-xscale 2.0 -yscale 2.0

```

#### History

```

~~~~~
V3.7 (14.08.1997) :

- recompiled with SAS/C 6.58

```

## 1.97 OptimizePalette

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```

Version : 3.9
Release Date : 14.08.1997

```

#### Description

```

~~~~~
OptimizePalette.svoperator is an external SV_GfxBuffer modification module
for superview.library.

```

OptimizePalette.svoperator filters all unused colors out of a palette of a given graphics with upto 256 Colors (EHB, HAM6/8 and 24 bit graphics will be rejected).

A new palette will be created - which also misses any duplicate color table entries - to which then the given graphics is remapped.

This Operator may have three effects (plus combinations):

- a) none, if the palette already was or has been optimized
- b) only some black colors at the end of the color map, if removing of unused colors did not suffice to fall back to the next lower depth boundary  
( $\leq 256$  to  $\leq 1, 2, 4, 8, 16, 32, 64$  or  $128$ )
- c) a reduced colordepth to one of the next lower depth boundaries (as described under b) if there've been a lot of actually unused colors
- d) combinations of b) and c)

#### History

~~~~~

V3.9 (14.08.1997) :

- recompiled with SAS/C 6.58

1.98 PaletteDither.svoperator

© 1996 by Andreas R. Kleinert.

(Also see notes under "Credits".)

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Version : 3.9

Release Date : 14.08.1997

Description

~~~~~

PaletteDither.svoperator is an external SV\_GfxBuffer modification module for superview.library.

PaletteDither.svoperator dithers 24 bit RGB graphics 2..256 color graphics by using a selectable number of colors from a specified fixed palette for that (taken from a given graphics file) and calculating the (optional) rest by itself.

This is useful for creation of ANIMations, where the palette for all single frames have to be (mostly) identical or for games and other applications where the palette of used graphics have to harmonize together.

#### ControlPad-Switches

~~~~~

ControlPad-Name : "ENV:SuperView-Library/PaletteDither.controlpad"

ControlPad-Commands : - COLORDEPTH=<1..8>
 ; specifies the colordepth of the final,
 ; dithered graphics (1..8 for 2..256 colors)
 - DITHERMODE=<BESTPEN|DITHER_FLOYD-STEINBERG>
 ; whether to just select the best pen or
 ; do Floyd-Steinberg pixel error adjustment
 - PALETTEDEPTH=<1..8>
 ; number of colors (depth) to be taken from the
 ; fixed palette - the possible rest will be
 ; generated (if specifying more palette colors
 ; than available, all available will be taken)

```
- PALETTEFILE=<palette graphics filename>
; any 2..256 color graphics file, of which
; superview.library is able to extract a
; palette from (for example an IFF-ILBM file,
; but including a BMHD and - maybe empty - BODY).
; Allows to take one graphics as sample for
; the others (concerning the palette).
```

History

~~~~~

V3.9 (14.08.1997) :

- recompiled with SAS/C 6.58

## 1.99 Requirements for the SuperView-Library Package

Generally, you need at least an 68000 Amiga, running with OS ←  
2.04+.

Better performance results require better software/hardware.

More requirements (software, hardware, legal):

- o The GUI of the  
SVPrefs  
program 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").
- \textdegree{} For usage of the IFF-based SVOjects, like ILBM, ACBM, PBM, DEEP  
and YUVN, you should take care to have iffparse.library V37+  
on your bootdisk or system partition.
- \textdegree{} For DataType support with OS 3.x+ you need datatypes.library V39 ←  
+  
to be present. If it is not present, datatype-support is disabled,  
but you might not need it, anyway.
- \textdegree{} For being able to use 24 bit Datatypes extension,  
you need Ralph Schmidt's picture.datatype V43 to be installed  
(with ECS/AGA you'll also need a version of cybernrg.library, which  
had been removed from newer pic-dt 43 distributions).  
The picture.datatype V43 which is coming with the Picasso96 RTG  
package will work as well, even with ECS/AGA.
- \textdegree{} Postscript (TM) support via  
GhostScript.svobject  
and EPS.svobject  
requires Ghostscript being correctly installed and configured.  
Without working GhostScript.svobject and a special flag set,  
EPS.svobject will not be able to extract any of the Postscript (TM)  
data from EPS(F) files, but only the possibly included preview  
images from the header (which usually are TIFFs).
- \textdegree{} FIG (-> AmiFIG) support requires both, Ghostscript and  
AmiFIG.svobject  
,  
being correctly installed and configured.
- \textdegree{} CGM (-> GPlot) support requires both, Ghostscript and  
GPlot.svobject  
,

being correctly installed and configured.

\textdegree{} WMF/AMF/IFF-DR2D/DXF/WPG-Vector (-> MetaView) support requires

MetaView.svobject  
, being correctly installed and configured.

\textdegree{} SVG.svobject, Unpack.svobject and RGFY.svobject may/will require ←  
xpkmaster.library  
to work fully/properly. The Xpk package can be found on Aminet  
as Aminet:util/pack/xpk\_User.lha (also present are xpk\_Develop.lha  
and xpk\_Source.lha).

\textdegree{} AmiIcon.svobject optionally supports newicon.library for reading ←  
/writing  
NewIcons. The NewIcon package can be found on Aminet as Aminet:util/wb/ ←  
NewIcon#?.lha  
(replace #? with the corresponding version number).

\textdegree{} Support for highest PhotoCD resolutions BASE\*4 (1536x1024) and ←  
BASE\*16 (3072x2048)  
does require the NetPBM-Tool "hpcdtoppm" to be installed and configured for  
use with PCD.svobject. See  
PCD.svobject  
description for  
more information. The lower resolutions upto BASE (768x512) will work ←  
without.

GIF is obsolete - you neither should use nor support it any longer. If  
you are doing WWW design, use PNG and JPEG instead. It's important !

Additionally there are some more requirements, which do not  
necessarily depend on the OS or the hardware:

\textdegree{} Some SVObjects, SVDrivers or SVOperators additionally require  
different hardware/software configurations, but usually this is  
stated within their own documentation.

Turbo versions will be installed by the installer-script automatically,  
if it makes sense (CPU auto-detection - should even work with 68060).

## 1.100 NotesAndHints

### Notes and Hints

How much Memory does this program eat ?!

Problems with displaying 24 bit files

Problems with converting 24 bit files

## 1.101 Memory Usage

How much Memory does this program eat ?!

~~~~~

Simply enough, there are no fixed limits ...

Superview.library and its attached SVOjects, SVDdrivers and SVOperators request as much memory as they need - which directly depends on the size of the processed graphics - and there's no automatic virtual memory manager or such (I added some virtual memory support, but up to now there aren't any modules making use of it).

But actually no CHIP memory is needed for most of the actions (only some chunky-to-planar conversion operations and some specific SVDdrivers may make use of CHIP memory) - so perhaps nearly anything will be performed in FAST ram, when your configuration offers enough. You should have at least 2 MB Ram at all (1 CHIP, 1 FAST or 2 CHIP), better 4 MB (2 CHIP, 2 FAST) or more.

The large memory usage results out of the buffering-technique, which is used with the SuperView-Library.

This technique increases memory usage by using large (full-sized) buffers, which often do exist twice e.g. for conversion from chunky-pixel to bitplane format or vice versa.

But this increases SPEED !!

There are perhaps no "real" multimedia-systems out there, which have less than 6 - 16 MB and why shouldn't we use this memory (you may BTW use VMM or so, if you don't have so much RAM).

Anyway, here's a check-list for what you can do to make more memory available to superview.library :

- o first of all, check if there are some background-programs running, which you do not really need (especially Commodities).
Remove them !
- o call "avail flush" in the Shell or select "flushlibs" in the WB-debug menu (available when started with "LoadWB -debug").
(SuperView and Image Engineer do also allow flushing Libraries directly fromout the program.)
- o decrease the "AddBuffers" values of drives, which you do not really need (e.g. DF2, DF3, PC0, ...)
- o last not least : leave/close Workbench, stay in the Shell
- o start your favorite viewer or conversion program (e.g. SuperView)
- o again: call "avail flush"
(this time also all unused SVOjects and SVDdrivers will be flushed out of the memory, so that we later only will have the needed ones in Ram)

If you tried all of the above, and memory still does not suffice, you should buy some more SIMMs at your local Computer Shop...

1.102 Displaying 24 bit graphics

The Problem

"All of my attempts in displaying my really nice 24 bit graphics with AGA.svobject resulted in really ugly colors. What shall I do ?"

The Reason

You did not set an available or valid 24 bit SVOperator, which could have been used by the selected SVDriver (e.g. AGA.svdriver, ECS.svdriver) adjusting the number of colors to less than 256 (by dithering, conversion to gray, etc.).

The solution

-
- o Within the SVDriver's controlpad settings file (e.g. AGA.controlpad, ECS.controlpad) you may set "24BITOPERATOR=<operatorname>" and specify a specific operator for e.g. dithering 24 bit graphics to 256 colors (Dither24Bit), converting them to grayscales (ExtractGrayScales) or HAM6/8 (24BitToHam), etc.
 - o The same trick may take place for ECS.svdriver on systems, which can't display more than 16/32(64EHB) colors, so that specifying the (optional) "8BITOPERATOR=<operatorname>" would allow automatic conversion to less colors.
 - o Besides this, a special case perhaps perhaps is the combination of AGA.svdriver and JPEG.svobject, where it may be good for performance and memory usage to simply use the internal on-the-fly dithering of JPEG.svobject, which then simply does not make 24 bit, but 256 color output anymore, when the colordepth controlpad switch has been set as: "COLORDEPTH=8" within JPEG.controlpad.

These default settings intuitively can be changed via
SVPrefs

,
or possibly via your application's GUI as well.

- o An other possibly way is, to always do the dithering only when needed - by simply invoking the needed SVOperator fromout your application's GUI.

1.103 Converting 24 bit graphics

The Problem

You have problems converting from one 24 bit file format into other 24 bit file formats ?

The Reason

Not necessarily all SVOjects, which support reading of 24 bit files do also support writing of 24 bit files.

SVOjects, which support writing 24 bit data yet are for example:

non-lossy

IFF-ILBM	BMP	Targa	SunRaster	PNG
IFF-DEEP	PCX	PNM	SGI	SVG
IFF-RGB8	TIFF	QRT	FBM	UtahRLE

lossy

not for reimport

not importable

IFF-YUVN	EPS	C-Source
JPEG		PNM (when in Raw-Mode)
Limbo		

The solution

A temporary solution might be to use other 24 bit programs for conversion, if you don't want to use one of the file formats, which are already supported.

1.104 SVPrefs

© 1994-97 by Andreas R. Kleinert.

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Version : 19.5

Release Date : 31.10.1997

Description

~~~~~

SVPrefs is the Preferences Program for superview.library.

Any specific ControlPad settings for superview.library, superviewsupport.library and all the SVOjects, SVDdrivers and SVOoperators may be modified from out here in a comfortable GUI-based way - as long as these ControlPad requirements are documented in form of a CPInfo-file placed in ENVARC:SuperView-Library (as usually).

Additionally, adding and removing of single SVOjects, SVDdrivers or SVOoperators is possible from here, if no other program is accessing superview.library and the related modules at the same time (to keep the internal lists valid).

Inclusion and Exclusion: Explanation

-----

As one of the newest features of superview.library, you may also decide here, which of the installed SVOjects, SVDdrivers and/or SVOoperators should not be loaded into memory at startup time. This works as follows:

- excluded modules will be written to a specific configuration file



- at ENVARC:superview-Library and ENV:superview-Library  
(svobjects.exclude, svdrivers.exclude, svoperators.exclude)
- excluded modules will not be opened when the library starts its initialization phase, which means that these modules will never be loaded. May speed up opening and save memory. On the other side, these modules are not available as long as you don't re-add them to the system, either only temporarily or also by re-including. So you only should apply this to modules you seldomly or never use, but don't want to de-install (everytime) nevertheless.
  - any of these modules may temporarily be loaded via the "Add" function of SVPrefs as well as these (or others) may again temporarily be removed
  - SVPrefs can apply (re)inclusion and exclusion to modules currently held in memory (to re-include an currently excluded module you at first have to re-load it via "Add")

#### Inclusion and Exclusion: Overview

-----

|                     |                 |
|---------------------|-----------------|
| INCLUDE temporarily | ADD             |
| permanently         | ADD, INCLUDE    |
| EXCLUDE temporarily | REMOVE          |
| permanently         | EXCLUDE, REMOVE |

If you don't need that feature: simply don't use it...

#### Requirements

~~~~~

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").

History

~~~~~

SVPrefs' version depends on the version of superview.library it first has been included with.

#### V19.5 (31.10.1997) :

-----

- small GUI changes  
  (-> Georg Rottlaender)
- fixed revision history

#### V19.4 (19.10.1997) :

-----

- fixed small bug
  - new Wizard-GUI with lots of improvements done by Georg Rottlaender <Georg.Rottlaender@bonn.netsurf.de>
  - the screen had been locked twice, but only unlocked once (closing not possible)  
  (-> Georg Rottlaender)
-

V19.3 (27.09.1997) :

-----

- misc

V19.2 (21.09.1997) :

-----

- cleaned version history
- now using StormWizard for GUI creation, wizard.library V37 required
- some more gimmicks
- ensuring, that ppc.library already is in memory, before superviewsupport.library does try to open it (-> Frank Mariak)
- added "INIT" option, which does ensure this, too. To be called as "SYS:Prefs/SVPrefs >NIL: <NIL: INIT" from S:User-Startup (see revised installation description)

## 1.105 SuperViewSupport-Library

© 1994-97 by Andreas R. Kleinert.

FREEWARE. All rights reserved. Only to be distributed with SuperView-Library. Supports powerUP (TM).

Version : 11.2

Release Date : 27.09.1997

Description

~~~~~

superviewsupport.library contains functions, which are heavily used by the superview.library and its SVObjects, SVDivers and SVOperators.

superviewsupport.library helps saving disk space by just holding this functions for usage by the other libraries, also some superview.library debugging functions are included.

ControlPad-Switches

~~~~~

ControlPad-Name : "ENV:superview-library/superviewsupport.controlpad"  
 ControlPad-Commands : - C2P=<OS|SV>  
                           ; determines, whether chunky to planar conversion  
                           ; is managed via the appropriate OS functions  
                           ; or via internal ones.  
                           ; Due to various problems with the OS functions  
                           ; "SV" is now default.  
                           ; Be careful when using "OS" with GfxCards,  
                           ; which carelessly patched graphics.library.

History

~~~~~

V11.2 (27.09.1997) :

- in internal V39 c2p and p2c functions (mode C2P=OS) there was a BMF_STANDARD missing
- V37 c2p version did allocate a temporary buffer even if not

- needed/used (when SetPatch 43.x being installed)
- if there's a PPC present, all buffers allocated via SVSUP_AllocGfxBuffer() will be 32-aligned at the end now (not mentioned in svgfx_BufferSize, though)

V11.1 (18.09.1997) :

- due to PPC changes, bumped main library version to V11
- c2p conversion should finally have become 'trash-save' under all OS versions, with and without SetPatch V43
- there was a similar (possible) bug for OS V37/38 within CopyScreenToBuffer8()
- fixed small error handling bug in screen-save routine (can't handle 24 Bit under non-CGfx RTG systems)

V10.4 (14.08.1997) :

- recompiled with SAS/C 6.58

V10.3 (29.06.1997) :

- fixed 'memory loss on LibInit failure bugfix' ;-)

V10.2 (24.06.1997) :

- fixed "memory loss on LibInit failure" bug

V10.1 (11.04.1997) :

- now support PPC via powerUP's ppc.library for the following tasks:
 - chunky to planar conversion (c2p)
 - planar to chunky conversion (p2c)

V9.1 (02.04.1997) :

- new, universal screen grabbing function with 24 Bit Cybergraphics support added

```
*****
* Older revision descriptions have been deleted to save diskspace ! *
*****
```

1.106 SuperView in the Press

```
=====
P R E S S   F E E D B A C K   (15.10.1997)
=====
```

Following some excerpts from articles - mainly from the computer press - which directly or indirectly reported about SuperView(/Library) in the past (if german, these have not been translated).

- Amiga Informer (Eldritch Enterprises, US)
- Amiga Computing (IDG Media, UK)

- Amiga Magazin, Amiga Public Domain Sonderheft (Magna Media, Germany)
- Amiga Plus (ICP, Germany)
- Amiga special (media, Germany)

Amiga Informer (Eldritch Enterprises, US) - www.amigainformer.com

"Picture Manager Pro uses the SuperView libraries to integrate the use of scanners, printers, and display boards. This allows versatility as well as modular upgrading. [...] First, using the SuperView processing libraries, it can color correct and enhance the thumbnail images that make up the catalog. There are no other packages I'm aware of with this option. [...] I think that Blittersoft's distribution teamed with Andreas Kleinert's SuperView libraries is a real winner."
 [Issue 10. Referred to Picture Manager 4.1 + Library V19.x]

"SuperView itself is a neat small viewer program with a window to allow loading and processing images with the included libraries. The program allows optional use of any of the included library functions. It supports over forty graphic formats, along with being able to use datatypes, supports scanners and printers, drives nine different display formats including OCS/ ←
 ECS,
 AGA, EGS, OpalVision, Retina, CyberGraphX, Merlin and both Picasso II and Picasso96, and saves in most of the same forty plus formats. [...] The SuperView libraries are the integral powerhouse of this package. These shared libraries do all the actual work, allowing the viewing program to be small and versatile. This modular approach also allows for frequent expansion and updating, which the author appears to be dedicated to. The author Andreas Kleinert deserves a very honorable mention. He is very active and available for debugging and development, as well as attentive, patient and courteous. [...] I think if you take the time to ←
 install
 SuperView, you'll agree that it is well worth the space and effort required ←
 ."
 [Issue 10. Referred to SuperView 7.x + Library V19.x]

Amiga Computing (IDG Media, UK)

"The SuperViewLibraries [...] allow other programs, that support SuperView to easily load, save, convert and process images with the minimum of ease. This allows programmers to concentrate on perfecting their program without having to worry about supporting every different type of picture format out there."
 [Issue 12/1995, page 21. Referred to SuperView V5.10 + Library V12.3.
 The CoverDisk contained ImageEngineer V2.1a and licensed V12.3]

"SuperView is a set of libraries, that allows Image Engineer to load and save a large number of different file types, [...]"
 "Installation of SuperView is very straightforward using the standard Amiga installer program, [...]"
 [Issue 7/1996, page 18/20. Referred to SuperView V5.41 + Library V12.9.
 The CoverDisk contained ImageEngineer V3.0 Demo and licensed V12.9]

Amiga Magazin (Magna Media, Germany)

"Zum Betrachten von Bildern ist dieses PD-Programm wohl

die beste Lösung. [...]"
[Issue 12/1994, p. 120. Referred to SuperView V2.1]

"[...] SuperView besticht durch seinen modularen Aufbau. [...] SuperView kennt sehr viele Bildformate. Jedes Format wird durch ein SVObject verwaltet. Das erlaubt eine flexible Erweiterbarkeit des Programms. [...] Daß das Programm [...] alle Features des Amiga-OS bis hin zur Version 3.1 unterstützt [...] ist angesichts des großen Funktionsumfangs klar. [...] Fazit: SuperView ist ein sehr leistungsfähiger Bildanzeiger und eine echte Konkurrenz [...]"
[Issue 7/1995, p. 134. Referred to SuperView V4.52 on Time #386]

"[...] Das Programm ist komplett modular aufgebaut und somit erweiterbar. Sogar die Benutzerschnittstelle ist austauschbar. [...]"
[Issue 2/1996, p. 50. Referred to SuperView V5.10 on German #561]

"'SuperView' als Bildanzeiger zu beschreiben, wäre nur die halbe Wahrheit. Diese Aufgabe erfüllt das Programm zwar mit Bravour, hält aber noch anderes auf Lager. [...]"
[Issue 4/1996, p. 92. Referred to SuperView V5.32 on Time #486]

"[...] Es dürfte kaum ein Bitmap-Format geben, mit dem der PM nichts anfangen kann. [...]"
[Issue 3/1997, p. 87. Article about Picture Manager professional (PMPro) V4.0, which uses superview.library 15.x for images]

"[...] Andreas Kleinerts Programm trennt die Spreu vom Weizen. [...] Es repräsentiert auch bedeutend mehr als andere Bild-Anzeigeprogramme. Zahlreiche Effekte bringen einen Hauch von Bildbearbeitung. [...] Durch sein modulares Aufbaukonzept kann man 'SuperViewNG' jederzeit um weitere Funktionen erweitern [...]"
Fazit: Bilder werden schnell angezeigt; die unkomplizierte Benutzeroberfläche erlaubt problemlose Anzeige. [...]"
[Issue 9/1997, p. 35. Article about SViewNG 6.21]

Amiga Plus (ICP, Germany)

"SuperView benutzt zwar auch ab OS3.0 Datatypes, zeigt aber ab OS2.0 auch bereits IFF-, [...] -Grafiken an. Erreicht wird dies durch eine eigene 'superview.library', die [...] es ermöglicht, Grafiken in diesen Formaten zu speichern"
[Issue 7/1994, S. 42. Referred to SuperView V2.1]

"Wir haben für Sie eine Auswahl der besten und wichtigsten Tools und Utilities aus allen Sparten des Computeralltags zusammengetragen" [...]"
"SuperView [...] Bildanzeiger, der ab OS3 Datatypes zum Erkennen der Grafikformate verwendet. Mit Hilfe der SuperView-Library sind die wichtigsten Formate auch ab OS2 lesbar."
[Issue 4/1995, p. 46. Referred to SuperView V2.1]

[Formatvielfalt, Konvertierung]

"[...] Dieses Kunststück verdankt unser Testkandidat unter anderem der exzellenten SuperView.library von Andreas Kleinert [...]
[Issue 2/1996, p. 73. Article about Picture Manager professional (PMPro) V3.0, with superview.library 12.x]

"SuperView [...] ist ein Anzeiger, der durch unzählige externe Module erweiterbar ist und alle erdenklichen Bildformate auf ECS- und AGA-Amigas, sowie auf EGS-, OpalVision, Picasso-, Merlin-, Retina- und CyberGraphX-Grafikkarten darstellt. [...]"
[Issue 3/1996, p. 61. Referred to SuperView V4.63, V4.70, V5.10]

"'SuperView' zeichnet sich durch seine Vielseitigkeit aus. [...] Mehr als nur ein kleiner Bonus sind die 31 Operatoren [...]. Selbstverständlich lassen sich die Bilder auch wieder speichern. [...]"
[Issue 6/1996, p. 43. Referred to SuperView V5.32]

"[...] Dieses Programm unterstützt eine deutlich höhere Anzahl von Bildformaten (wie PCX, BMP und TIFF) und kann auch Effekte hinzufügen und Bilder zwischen verschiedenen Formaten konvertieren [...]"
[Issue 9/1996, p. 58. Referred to SuperView V5.30]

"[...] In der Ausgabe 6/96 haben wir Ihnen das hervorragende Anzeige- und Konvertierungsprogramm 'SuperView' vorgestellt. [...] SuperView beherrscht eine Vielzahl von Grafikformaten" " [...] Neben IFF-ILBM, GIF, JPEG und TIFF beherrscht SuperView unter anderem auch die Formate BMP, Targa, PNM, FBM, PCX, IFF-ACBM, IFF-YUVN, IFF-DEEP, Sun Raster, SGI, RT, UtahRLE und SVO. Puh. [...]"
[Issue 10/1996, p. 39. Referred to SuperView V5.50]

"[...] Image Engineer verwendet die Superview-Library und versteht daher beim Laden und Schreiben eine Vielzahl von Formaten, unter anderem IFF, GIF, [...]"
[Issue 10/1996, p. 46. Article about Image Engineer 3.1, which uses SuperView-Library]

"[...] Die besten Tools für Ihren Amiga [...] Bildanzeiger [...]" "Wer schnell Grafiken in Top-Qualität sehen will, braucht Bildanzeige-Tools. Ein weitverbreiteter Vertreter dieser Programmattung ist SuperView. [...]" "SuperView kennt alle wichtigen [...] Grafikformate. [...]"
[Issue 11/1996, p. 53. Article about "Best Tools For Your Amiga"]

"[...] Eine Stärke des Programms ist das automatische Erkennen

der vorhandenen Grafikformate [...]
Picture Manager unterstützt jetzt auch die Scanner-Software
'ScanQuix3', respektive deren Pseudo-Twain-Standard. [...]
Gut gemacht."
[Issue 1/1997, p. 26. Article about Picture Manager prof. V4.0,
which uses SuperView-Library]

"[...] Alle weiteren Dateiformate ließen sich bislang nur über
das Installieren entsprechender Datatypes nutzen.
[...] Damit haben Sie jetzt Zugriff auf nahezu jede Art von
Bildmaterial. [...] Über die Qualität und Arbeitsgeschwindigkeit
dieser Library braucht man wohl kaum noch ein Wort zu verlieren,
sie hat sich mittlerweile zu einer Art Standard bei der automatischen
Erkennung von Bild- und Grafiktypen entwickelt. [...]"
[Issue 2/1997, p. 32. Article about "AE SuperView" plugin for ArtEffect
which uses SuperView-Library]

"'SuperView' ist eine Art Schweizer Taschenmesser für Computer-
Grafiker: [...] Das Programm unterstützt eine stolze Liste von
Formaten: [...]"
[Issue 5/1997, p. 45. Overview article about "The best freely
distributable graphics and animation programs"]

"[...] Der Daseinszweck von Andreas Kleinerts Shareware-Programm
'SViewNG' besteht darin, Grafikdateien anzuzeigen, in andere
Formate zu konvertieren und sogar zu bearbeiten. Das Programm ist
dabei sehr schnell, versteht eine Unmenge an Grafikformaten und
unterstützt erfreulicherweise auch Grafikkarten. [...]"
[Issue 8/1997, p. 40. Referred to SuperView V6.21]

Amiga special (media, Germany)

"SuperView - Bildbetrachter" [...]
"Bildanzeiger gibt es viele [...]
Doch ein Programm, das all dies beherrscht und dabei noch
anwenderfreundlich und kompakt ist, das fehlte bisher.
Die Situation hat sich nun geändert [...]"
"Superview.library [...] Programmierer können mit diesen frei
vetreibbaren Routinen interessante und komplexe Anwendungen
realisieren. [...] Sämtliche Module sind [...] gut dokumentiert,
so daß sich jeder Interessierte schnell zurechtfindet [...]"
"Die grafische Benutzeroberfläche [...]"
"Diese [...] ist einleuchtend aufgebaut, so daß man nach kürzester
Einarbeitung damit klarkommt." [...]
"Fazit [...] SuperView ist ein tolles Paket zum Anzeigen und
Bearbeiten von Grafiken [...]. Anwender haben mit SuperView endlich
einen kleinen und leistungsfähigen Bildanzeiger gefunden, der [...]
sogar kleine Funktionen zur Bildbearbeitung enthält."
[Issue 1/1995, p. 62-63. Article about SuperView V4.0]

"Gerade auch die Unterstützung von Grafikkarten geschieht
"mit SuperView einfach und effizient." [...]
[Issue 6/1995, p. 77. Article about SuperView V4.0]

"Im Zusammenspiel mit der 'SuperView.library' von Andreas Kleinert konnte diese Weiterentwicklung [...] seine Leistungsfähigkeit eindrucksvoll unter Beweis stellen"
 [Issue 12/1995, p. 116. Article about Picture Manager Professional Beta 0.97]

"SuperView gehört mit zu dem Besten, was im Amiga-Sektor an Grafikbetrachtungs-Programmen verfügbar ist. Es ist kompatibel mit fast allen gängigen Formaten [...], besitzt [...] eine durchdachte und komfortable Oberfläche. Erfreulicherweise trägt die mehrsprachige umfangreiche Anleitung [...] und das durchdachte Installationsprogramm ebenfalls zum hervorragenden Gesamteindruck von 'SuperView' bei."
 [Issue 5/1996, p. 66. Article about SuperView V5.30 on Time #472]

"[...] Zum Laden und Speichern werden die Libraries von SuperView genutzt. [...] Durch diese Libraries werden fast alle Grafikformate unterstützt, die auf dem Amiga erhältlich sind. Unterstützt werden auch alle bekannten Grafikkarten sowie der AGA-Chipsatz. [...]"
 [Issue 9/1996, p. 48. Article about Image Engineer 3.0, which uses SuperView-Library]

Amiga Public Domain Sonderheft (Magna Media, Germany)

"'SuperView' ist sowohl eine Bibliothek (Library), die Lade- und Speicherformate [...] zur Verfügung stellt, als auch Treiber zum Anzeigen von Bildern. [...] Das Ganze erinnert an die Datatypes des Amiga-OS 3.0, allerdings auf Grafik spezialisiert und um Operatoren und spezielle Grafiktreiber erweitert. Außerdem kann die Library mit 24-Bit-Bildern umgehen." [...]

"In der Library steckt viel Arbeit." [...]

"Fazit: SuperView besitzt potentiell das Zeug zum universellen Bildanzeigeprogramm und Konvertierutility." [...]

[Issue 2/1995, p. 43. Article about SuperView V4.52 / V10.2]

1.107 Books and other written stuff used during development

- [1] "Bitmapped Graphics", 2nd Edition, Steve Rimmer, Windcrest/McGraw-Hill, © 1993 by Windcrest Books (registered Trademark of TAB Books). ISBN 0-8306-4209-9
 - [2] "Supercharged Bitmapped Graphics", Steve Rimmer, Windcrest/McGraw-Hill, © 1992 by Windcrest Books (registered Trademark of TAB Books). ISBN 0-8306-3788-5
 - [3] "Das Handbuch der Grafikformate", Klaus Holtorf, © 1994 Franzis-Verlag GmbH, München ISBN 3-7723-6392-X
 - [4] "Amiga Magazin", Issue 2/1992, Markt & Technik Verlag AG
 - [5] "DOS Extra", Issue 4/1993, DMV-Verlag
 - [6] "Das Aufsteigerbuch" (C64 -> Amiga), Michael Strauch, Alexander Stellmach, © 1987 by DATA BECKER GmbH, Düsseldorf. ISBN 3-89011-134-4
-

- [7] "Formats.doc" of the ShowVIC distribution on SaarAG-Disk #616.
ShowVIC is (C)opyright 1993 by Matt Francis.
- [8] "Einführung in die digitale Bildverarbeitung", Wolfgang Abmayr,
© 1994 B.G. Teubner, Stuttgart.
ISBN 3-519-06138-4
- [9] "Noch mehr Dateiformate", Günter Born,
© 1995 Addison-Wesley (Deutschland) GmbH.
ISBN 3-89319-757-5
- [10] The Independent JPEG Group's software package(s) with Source-Code(s)
and Documentation. Release 4 through 6.
- [11] "The Programmer's PC Sourcebook", Thom Hogan,
published by Microsoft Press, © 1991 by Thom Hogan.
ISBN 1-55615-321-X
- [12] "Struktur und Interpretation von Computerprogrammen", H. Abelson,
G.J. Sussman, J. Sussman, Springer-Verlag, © 1985 by the M.I.T,
ISBN 3-540-56934-0
- [13] "Algorithmen Arbeitsbuch", Dieter Herrmann,
© 1992 Addison-Wesley (Deutschland) GmbH.
ISBN 3-89319-481-9
- [14] "C/C++ Users Journal (tm)" (several issues),
© Miller Freeman Inc.
- [15] ... and perhaps books/magazines/articles, which I don't remember yet !
- [16] ... as well as texts found on AmiNet, BBS or CD-ROM.
- [17] Newsgroups in Fido (mostly *.GER) and UseNet (mostly DE.* and Z-Netz)

...plus a bunch of Amiga-related books, like RKMs and the Guru Book, etc.

1.108 Other Program Projects

Name of Program	Archive Name (current)	Location (maybe)	Current Version
ak_gen0-lib	ak_gen0-lib_38_22Dev.lha + ak_gen0-lib_38_22Usr.lha	binary only: Aminet:util/libs/ RareOldLibs.lha	V38.22
akJFIF.datatype	akJFIF43x.lha	Aminet:util/dtype	V43.120
akLJPG.datatype	akLJPG43x.lha	Aminet:util/dtype	V43.120
akPNG.datatype	akPNG43x.lha	Aminet:util/dtype	V43.120
akSVG.datatype	akSVG43x.lha	Aminet:util/dtype	V43.120
AKCC	AKCC.lha	Aminet:util/cli	V5.0
C Exec Lib Sample	CLib37x.lha	Aminet:dev/c	V37.17
C Datatype Sample	C_V43-DT.lha	Aminet:dev/c	V43.10
DeTAR port	DeTar12.lha	Aminet:util/arc	V1.2
DRAFU plus	DRAFU.lha	Aminet:misc/math	V2.10
fractal (Y. Fisher)	frac10.lha	Aminet:gfx/misc	1.0
GNUTar port (V1.11.2)	GNUTar14.lha	Aminet:util/arc	V1.4
IFF-Arranger	IFFArr31.lha	Aminet:util/misc	V3.1
K8SVX	K8SVX_V2.00.lha	-	V2.00
KFracPlus	KFrac50.lha	Aminet:gfx/fract	V5.0
KILBM	KILBM_V1.32.lha	-	V1.32
KVOC	KVOC_V1.00.lha	-	V1.00
Make060	Make060.lha	Aminet:util/sys	V1.0
ModeP	ModeP.lha	Aminet:util/sys	V1.1
PNG-Box	PNG-Box.lha	Aminet:gfx/conv	V2.06
PR	PR_V3.02.lha	-	V3.02

RetinaView	RetinaView11-11.lha	Aminet:gfx/board	V11.11
SIP	SIP.lha	Aminet:util/moni	V3.8
SpaceArchivPlus	SPAPlus_V3.00.lha	-	V3.00
STPlayer	STPlayer_V1.26.lha	-	V1.26
superplay-lib	SPLibUsr.lha	Aminet:mus/play	V7.2
	+ SPLibDev.lha	^	
SuperView	SView.lha	Aminet:gfx/show	V5.81
SViewNG	SViewNG.lha	Aminet:gfx/show	V7.30
	+ SViewNGWiz.lha	^	
TICKer	TICKer12.lha	-	V1.2
UnARJ port (V2.41)	UnARJ241.lha	Aminet:util/arc	V2.41
UXFormats	svoUXFormats.lha	Aminet:gfx/show	V19.4

Some of the old, obsolete projects have not been uploaded to Aminet from my side. Maybe someone else did, but most possibly these are not of such a high interest for today's AmigaOS ;-)

1.109 Credits

24BitToHAM.svoperator

This SVOperator bases on code, which has been included with FBM Release 1.0 25-Feb-90 by Michael Mauldin. The original code had been written by Harald C. Koch to convert 24 bit RGB data (FBM format) to HAM6-ILBM files. I modified it to create format-independent 8 Bit chunky pixel buffers, which can be handled by SuperView-Library.

The code used for the "quick" option of the SVOperator (without palette) is not related in any way to code of the FBM package. The ham8-well code originally was derived from fbham.c, but now no longer does show any similarities to it.

Here's the copyright notice as found in "fbham.c" (revision headers cut off / left out) :

```
* fbham.c: FBM Release 1.0 25-Feb-90 Michael Mauldin
*
* Copyright (C) 1989,1990 by C. Harald Koch & Michael Mauldin.
* Permission is granted to use this file in whole or in part for
* any purpose, educational, recreational or commercial, provided
* that this copyright notice is retained unchanged. This software
* is available to all free of charge by anonymous FTP and in the
* UUNET archives.
[...]
```

```
*
* based on ray2.c from DBW_Render, Copyright 1987 David B. Wecker
*
[...]
```

AmiFIG.svobject

This FIG support module accesses the external program "fig2dev",

which for example is available as port of the fig port AmiFIG 1.1 from AmiNet, which is (C) 1996 Andreas Schmidt.

C64.svobject

For getting information about the C64 Koala and Doodle formats I took a look into the source code of ComView 1.0 by Paul Grebenc, which can be found as "C64View" on the SaarAG-Disk #523.

I did not include and use the Source Code as such, but I really learnt a much out of it. The algorithms are perhaps nearly the same, but because I do not use file-to-screen decoding my code is perhaps some 100% faster (different structure, many optimizations).

EPS.svobject

EPS.svobject uses strongly modified code from

```
/* pnmtops.c - read a portable anymap and produce a PostScript file
**
** Copyright (C) 1989 by Jef Poskanzer.
**
[...]
```

which is allowed by its copyright statements.

FBM.svobject

For getting information on the FBM-Format I took a look into the file "fbm.h" and other source-files, which describe this file format and are part of FBM Release 1.0 25-Feb-90 by Michael Mauldin. No source-code from this package - only the "pure information" - has been used for FBM.svobject.

GhostScript.svobject

GhostScript.svobject accesses an external Ghostscript port, like for example Ghostscript 3.53 from AmiNet, which is based on Aladdin Ghostscript. Aladdin Ghostscript is Copyright (C) 1989, 1995 Aladdin Enterprises. All rights reserved.

Limbo.svobject

Limbo.svobject does support the Limbo 4.0 port from Aminet:gfx/conv, which was based on a version developed by Carsten Frigaard, Jess Gade, Thomas Therp Hemmingsen and Torben Sand in 1993/94 on Aalborg University, Denmark.

JPEG.svobject

This software is based in part on the work of the Independent JPEG Group. Release 6 was used as found on AmiNet, former attempts based on V4.

PICT.svobject

The PICT loader module is based on code derived from the PBM package, namely the standalone-module "picttoppm.c". It is said it can be used freely, so I decided to do this instead of trying to implement this weird PICT-2 stuff of QuickDraw (is it a vector format or a bitmap format ;-)

The original source has been strongly modified to fulfil the needs of being integrated as a library module for superview.library. To be more independent from the pbm.package (great improvements on code size) I also extracted the standard bdf font from the pbm part (also free).

Here are the Copyright notice of these modules as found in the files "picttoppm.c" and "libpbm5.c" (revision headers cut off / left out) :

```
/*
 * picttoppm.c -- convert a MacIntosh PICT file to PPM format.
 *
 * [...]
 *
 * Copyright 1989,1992,1993 George Phillips
 *
 * Permission to use, copy, modify, and distribute this software and its
 * documentation for any purpose and without fee is hereby granted, provided
 * that the above copyright notice appear in all copies and that both that
 * copyright notice and this permission notice appear in supporting
 * documentation. This software is provided "as is" without express or
 * implied warranty.
 *
 * George Phillips <phillips@cs.ubc.ca>
 * Department of Computer Science
 * University of British Columbia
 *
 * $Id: picttoppm.c,v 1.7 1993/10/26 22:40:31 phillips Exp phillips $
 */
```

Only the default font definition has been taken from this one:

```
/* libpbm5.c - pbm utility library part 5
**
** Font routines.
**
** Support for BDF fonts Copyright 1993 by George Phillips.
**
** Copyright (C) 1991 by Jef Poskanzer.
**
** Permission to use, copy, modify, and distribute this software and its
** documentation for any purpose and without fee is hereby granted, provided
** that the above copyright notice appear in all copies and that both that
** copyright notice and this permission notice appear in supporting
** documentation. This software is provided "as is" without express or
```

```
** implied warranty.  
*/
```

```
PNG.svobject  
-----
```

Is based on the png reference library (including libpng and zlib), which allows being used e.g. for freely distributable and commercial programs

libpng:

```
libpng 1.0 beta 6 - version 0.96  
Copyright (c) 1995, 1996 Guy Eric Schalnat, Group 42, Inc.  
Copyright (c) 1996, 1997 Andreas Dilger
```

zlib:

```
zlib 1.0.4  
(C) 1995-1996 Jean-loup Gailly and Mark Adler
```

```
RotateFree.svoperator  
-----
```

The basic algorithm for rotation about any given point with any possible angle had been described in "C/C++ Users Journal", issue August 1995. It was strongly dependend on TIFF input, did only work with 8 Bit input and was not able to adjust the image buffer size to prevent image parts to be cut off. Used only the basic algorithm as a hint how to do hit.

```
TIFF.svobject  
-----
```

Since V3.7 this module makes use of the freely distributable TIFF Library (libtiff). For this version V3.4 beta 024 has been used.

Please note the following copyrights:

```
Copyright (c) 1988-1995 Sam Leffler  
Copyright (c) 1991-1995 Silicon Graphics, Inc.
```

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IN NO EVENT SHALL SAM LEFFLER OR SILICON GRAPHICS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, INDIRECT OR CONSEQUENTIAL DAMAGES OF ANY KIND, OR ANY DAMAGES WHATSOEVER RESULTING FROM LOSS OF USE, DATA OR PROFITS, WHETHER OR NOT ADVISED OF THE POSSIBILITY OF DAMAGE, AND ON ANY THEORY OF

LIABILITY, ARISING OUT OF OR IN CONNECTION WITH THE USE OR PERFORMANCE OF THIS SOFTWARE.

YUVN.svobject and PCD.svobject

For the 24 bit YUV <-> RGB Conversion Routines I used some code of the NetPBM Package.

The code of the original routines has been strongly modified and enhanced/improved (there are almost no similarities to the original code left now, except the main algorithm).

For PCD also the factors to scale YCbCr to RGB had to be adjusted, since the ones of PCD are slightly different to those of JPEG.

Here are the Copyright notices as found in the specific source files :

```
/* ppmtoyuvsplit.c - convert a portable pixmap into 3 raw files:
** - basename.Y : The Luminance chunk at the size of the Image
** - basename.U : The Chrominance chunk U at 1/4
** - basename.V : The Chrominance chunk V at 1/4
** The subsampled U and V values are made by arithmetic mean.
**
** If CCIR601 is defined, the produced YUV triples are scaled again
** to fit into the smaller range of values for this standard.
**
** by A.Beck
** Internet: Andre_Beck@IRS.Inf.TU-Dresden.de
**
** Based on ppmtoyuv.c
**
** Permission to use, copy, modify, and distribute this software and its
** documentation for any purpose and without fee is hereby granted, provided
** that the above copyright notice appear in all copies and that both that
** copyright notice and this permission notice appear in supporting
** documentation. This software is provided "as is" without express or
** implied warranty.
*/

/* yuvsplittoppm.c - construct a portable pixmap from 3 raw files:
** - basename.Y : The Luminance chunk at the size of the Image
** - basename.U : The Chrominance chunk U at 1/4
** - basename.V : The Chrominance chunk V at 1/4
** The subsampled U and V values are made by arithmetic mean.
**
** If ccir601 is defined, the produced YUV triples have been scaled again
** to fit into the smaller range of values for this standard.
**
** by Marcel Wijkstra <wijkstra@fwi.uva.nl>
**
** Based on ppmtoyuvsplit.c
**
** Permission to use, copy, modify, and distribute this software and its
** documentation for any purpose and without fee is hereby granted, provided
** that the above copyright notice appear in all copies and that both that
** copyright notice and this permission notice appear in supporting
```

```
** documentation. This software is provided "as is" without express or
** implied warranty.
*/
```

```
MetaView.svobject
```

```
-----
```

This WMF/AMF/IFF-DR2D/DXF/WPG-Vector support module accesses the external program "MetaView", which is (C) Henk Jonas.

```
HilbertDither256.svoperator
```

```
-----
```

The description of the "fractal Hilbert dithering" method has been found in the "mc magazine, issue 6/94, Franzis-Verlag GmbH". The basic techniques (L-System, 16x16 block error approximation) are perhaps the same, but the source code as such has been rewritten completely in almost any of its parts, so that it has not just been "taken out of there" (any limits have been removed; e.g. the original source was a standalone-program, which only worked with TARGA graphics, which had a width and height divideable by 16, but max. 1280x960 or 2560x1920).

1.110 ControlPad Fileformat

Many SVOobjects, SVDdrivers and SVOoperators have to handle globally set preferences, which may also have to be handled and/or modified by custom programs or SuperViewPrefs.

To prevent multiple different ways of storing these preferences data, I introduced a common standard fileformat for such configuration files: The ControlPad fileformat (please read the notes under "Style Guide" below).

- To allow easy reading and understanding of these files, these are stored in plain ASCII
- To prevent people from learning just another technique of configuring files, these are constructed just like a kind of "tooltype lists"
- a single ControlPad takes a full line of the file and looks like that : <Name>=<Content> or <Keyword>
Content and Name may contain any ASCII characters except "=", because the first "=", which is found, is used to separate the Name from the Content in the line. A Keyword is anything, which does not contain a "=" somewhere, but is not a comment.
- So all other special characters are possible (although you should not make too much use of them for ergonomical reasons).
- it is supported to write as much comments to the files, as wished. A comment line has to begin with "/" or ";" in its first column. A totally blank line fits to the same category as "/" or ";" lines.
- any single line should not exceed 255 characters

Additional Notes

```
~~~~~
```

* Note, that comments are safely read and written by the current library version.

* The SVSUP_FindControlPad() function is case-sensitive, so if nothing else is specified, the ControlPad entries are always also case-sensitive. Case-insensitive functions already have been added (SVSUP_FindControlPadNoCase()) but are not used widely yet.

By using GUI-based functions for ControlPad modifications which prevent the user from changing them directly, you may be able to avoid such conflicts.

Style Guide

~~~~~

Common "style guide" rules (PLEASE NOTE) :

- ControlPads should be located in "ENV:superview-library/" and have the plain name of the SVDriver/SVObject/... plus ".controlpad" as extension.  
For example a ControlPad for JPEG.svobject should be named "ENV:superview-library/JPEG.controlpad".
- for boolean entries use <YES|NO> choices, not <TRUE/FALSE> or just set single Keywords like "USE\_..."
- for switches, <ON|OFF> choices are most often preferable against setting single Keywords for either "on" or "off"
- use pregnant and verbose names for multiple-choices, like <HUFF|LWZ|ENTROPY>, not <1|2|3>
- use short names and statements, not long and complicated ones :  
"ColorDepth=24" instead of "Number\_of\_Colors=16.7\_million"

## Examples

~~~~~

In "Programmers/C-Language/Example_Tools/ControlPad" you find some example sources, which deal with ControlPads and should explain anything you need to know about these.

1.111 CPInfo Fileformat

Some applications might wish to enable the user to interactively specify controlpad settings just when reading, writing or processing an image and not before or after by setting preferences.

Until this will be managed by superview.library, superview.support.library or the single modules by introducing new functions for handling this, applications may take this information from ".cpinfo" files, where the specific ControlPad entries are dynamically described.

Content

=====

- Structure in general
- Structure in detail
- Structure Entry Description in detail
- Examples
- Last Words and Exceptions
- Future

- Special configuration Standards

Structure in general

 Every CPInfo-File is constructed like an usual ControlPad file, but in this case, the `_order_` of the entries becomes meaningful. These files are separated into SECTIONS, where any necessary information about specific ControlPad entries are stored.

To allow easy enhancements and improvements on this format, there's an important note:

- the number of sections is not limited
- each SECTION `_must_` contain at least the entries described below
- each SECTION `_may_` contain more entries, so that it might be necessary to skip all the following entries until another "SECTION" entry will be reached
- the order of the entries is `_fixed_`
- if any of the following `_needed_` entries makes no sense, it will still be present as a "dummy", thus just a Keyword is placed there and no value is given via "="
- any single line should not exceed 255 characters
- as with usual ControlPad files, comments and blank lines are allowed

Structure in detail

CPINFO	; identification
SECTION=<Name of ControlPad entry>	; the name of the entry
TYPE=<INTEGER FLOAT ASCII NONE>	; type of data
	; (signed or unsigned for
	; INTEGER or FLOAT may
	; be detected via MIN and MAX).
	; NONE is used for KeyWords.
MIN=<Value>	; - minimum value for numbers
	; - minimum length for strings
	; - or empty ("MIN")
	; Empty with KeyWords.
MAX=<Value>	; - maximum value for numbers
	; - maximum length for strings
	; - or empty ("MAX")
	; Empty with KeyWords.
DEFAULT=<Default value for entry>	; what will be used if nothing
	; is specified ?!
	; Empty e.g. with KeyWords.
DESCRIPTION=<descriptive text>	; what does it do ?
MASK=<input mask>	; this one allows to separate
	; choices and "free" enterings
	; Empty with KeyWords.
WHEN=<READ WRITE ALWAYS PREFS NEVER>	; ask for it, when the user
	; does reading or writing
	; (SObjects) ? Or always
	; (SDrivers/SVOperators) ?
	; Or never ? (Undocumented)
	; Or Just handle it as a real
	; preferences thing ?

Structure Entry Description in detail

o A few words to the MASK entry:

Any entries which don't have a specific meaning (just comments) or mutual exclude entries do have to begin with "<" and end with ">". Anything else are control sequences, which either are to be supported or have to be ignored.

a) "<...>" or "<...|...|...>"

Usually you should print out this text as a little help for the user, how to enter the data, e.g. into a string/integer gadget. But if the string included by "<" and ">" does contain one or more "|" these are meant as exclusive choices, which e.g. might be represented as mx-, cycle- or listview-gadgets. So you may a) present this mask to the user while editing a string/integer gadget or b) parse it and just "filter" the input via supplying appropriate input gadgets. Please note, that the "MIN" and "MAX" values (if specified) still have to be valid for this input (if the file definition has been done correctly ;-)

So for a "MASK=<8|24>" these would equal "MIN=8" and "MAX=24". But note, that this "mask" is not really meant to define ranges with gaps, like "anything between 5 and 37, but except the numbers between 33.3 und 36.5" 8-)

b) Control Sequences

MASK=_SVOBJECT	means, that a file from "LIBS:svobjects" has to be requested, which matches "#?.svobject".
MASK=_SVDRIVER	means, that a file from "LIBS:svdrivers" has to be requested, which matches "#?.svdriver".
MASK=_SVOPERATOR	means, that a file from "LIBS:svoperators" has to be requested, which matches "#?.svoperator".
MASK=_FILE	a file to be selected e.g. fromout a requester (it is supposed, that the user does the right choice).

Examples

Anentry for a KeyWord might look like this:

```
SECTION=ANYDATATYPES
TYPE=NONE
MIN
MAX
DEFAULT
DESCRIPTION=Switches Datatypes support to ANY
MASK
WHEN=PREFS
```

An entry for a float value:

```
SECTION=SCALE_FACTOR
TYPE=FLOAT
MIN=0.1
MAX=2.0
DEFAULT=1.0
DESCRIPTION=Factor for scaling graphics
MASK=<Value>
WHEN=ALWAYS
```

An entry for an ASCII text:

```
SECTION=PACKMETHOD
TYPE=ASCII
MIN=4
MAX=4
DEFAULT=NUKE
DESCRIPTION=How to pack the written data
MASK=<XPK-Packer>
WHEN=WRITE
```

An example for an ignoreable Keyword:

```
SECTION=DEBUGMODE
TYPE=NONE
MIN
MAX
DEFAULT
DESCRIPTION=Enables debugging mode with Confirm-Requesters
MASK
WHEN=NEVER
```

Last Words and Exceptions

So you see, that it's easy to describe any of the existing ControlPad variations this way.

The "WHEN" statement is a help for applications to decide, whether and when to allow changing of specific ControlPad entries.

Applications should either ignore entries of type "WHEN=NEVER" or prepared to handle slightly differing entries, like e.g. TYPE=INTEGER entries with a non-set default value. (An example had been the "AVAILMEM" switch of interim versions of JPEG.svobject - which was both: a keyword and a common setting, but should never be changed during runtime.)

"WHEN=NEVER" is just for options with experimental state or debugging purposes.

Future

In the future, there may be a function in `superview.library`, which allows passing a controlpad list to it, which then may be passed to the attached `SVObject/SVDriver/SVOperator` as a "local" setting, which will override the "global" ControlPad files.

So the CPInfo Files will be helpful for applications on how to find out, which ControlPads might be possibly set.

Special configuration Standards

For special cases it seems to be suitable to define a common behaviour, so that GUI-based and interactive selections for those special cases may become independent from specific modules.

Applying operations to parts of images only (crop standard)

~~~~~

Suggested by Steve Quartly in 11/95

Operators and other modules, which allow to apply their specific operations to either the whole given image or only a defined part of it, should use the following controlpads as a standard for allowing the application to better visualize the process of selecting the concerned parts of the graphics.

```
REGION=<ENTIREIMAGE|RECTANGULAR>
; if this one exists, you have the choice.
; Then, if REGION=ENTIREIMAGE, the following are supposed to be
; 0, 0, width, height, otherwise they have to be specified.
LEFTEDGE=<Value smaller or equal width>
TOPEDGE=<Value smaller or equal height>
WIDTH=<width of shape>
HEIGHT=<height of shape>
; just like opening a window
```

## 1.112 ControlPad Overview

---

### MAIN LIBRARIES

---

```
ControlPad-Name      : "ENV:SuperView-Library/LIBRARY.controlpad"
ControlPad-Commands : - DEFAULTSVDRIVER=<#?.svdriver>
                      ; Which SVDriver should be set, when
                      ; SuperView-Library is being initialized ?
                      ; For example: "DEFAULTSVDRIVER=AGA.svdriver"
- ANYDATATYPES
; if this KeyWord is set, ANY DataTypes will
; be loaded and tried to be displayed in some
; way (e.g. not only pictures, but also 8SVX
; sounds or ANIM-Files ...)
; This changes are recognized each time, when
; a new handle for loading a file is being
; initialized - but may be superseded by specific
; program's settings internally.
```

---

```
ControlPad-Name      : "ENV:SuperView-Library/superviewsupport.controlpad"
ControlPad-Commands : - C2P=<OS|SV>
                    ; determines, whether chunky to planar conversion
                    ; is managed via the appropriate OS functions
                    ; or via internal ones.
                    ; Due to various problems with the OS functions
                    ; "SV" is now default.
                    ; Be careful when using "OS" with GfxCards,
                    ; which carelessly patched graphics.library.
```

---

SVOBJECTS

---

```
ControlPad-Name      : "ENV:SuperView-Library/AmiFIG.controlpad"
ControlPad-Commands : - AMIFIG_PATH=<fig2dev command path plus name>
                    ; how fig2dev is to be called
                    ; e.g. AMIFIG_PATH=Work:AmiFIG/fig2dev
                    ; default is: fig2dev
- STATUS=<ENABLED|DISABLED>
  ; allows to disable this module - for example
  ; to be able to use an other, program-specific
  ; import-module for the same file format
```

```
ControlPad-Name      : "ENV:SuperView-Library/AmiIcon.controlpad"
ControlPad-Commands : - ICON_DEPTH=<colordepth>
                    ; Depth of icon to be saved.
                    ; Also: WB (depth=2-3, 4-8 colors) or
                    ; MagicWB (depth=4, 16 colors) ?
                    ; default is: 2
- ICON_TYPE=<DISK|DRAWER|TOOL|PROJECT|GARBAGE>
  ; Type of icon to be saved.
  ; default is: PROJECT
- ICON_TOOL=<program name>
  ; The default tool of the icon to be saved.
  ; default is: "InsertHere" ;)
- WRITE_NEWICON=<ON|OFF>
  ; Write NewIcons, when there is newicon.library
  ; available ?
  ; Default is: ON
- READ_SUPPORT=<ON|OFF>
  ; Allow reading of icons at all ?
  ; Default is: OFF
```

```
ControlPad-Name      : "ENV:SuperView-Library/EPS.controlpad"
ControlPad-Commands : - EXTRACTMODE=<HEADER|PS>
                    ; Determines, whether the preview image or
                    ; the Postscript (TM) part should be extracted,
                    ; while parsing the Postscript (TM) part requires
                    ; a working Ghostscript installation with
                    ; GhostScript.svobject being correctly configured
                    ; default is: HEADER
- SAVE_ROTATE=<ON|OFF>
  ; by default, the picture seems to be rotated
  ; with Postscript (TM) output of this module.
  ; Enabling SAVE_ROTATE will again re-rotate it to
  ; the original position.
  ; default is: OFF
- SAVE_CENTER=<ON|OFF>
```

---

```

; centers the images on the page with the
; desired size of SAVE_WIDTH x SAVE_HEIGHT (or not)
; default is: ON
- SAVE_RLE=<ON|OFF>
; allows to apply RLE compression to the
; PS output
; default is: OFF
- SAVE_DPI=<value>
; DPI value to use for the output
; default is: 300
- SAVE_WIDTH=<value>
; Width of the PS page
; default is: 612
- SAVE_HEIGHT=<value>
; Width of the PS page
; default is: 762

```

---

```

ControlPad-Name      : "ENV:SuperView-Library/FastILBM24.controlpad"
ControlPad-Commands : - BUFFERSIZE=<Size in Bytes>
; how many bytes should be buffered
; (more = faster)
; Default is 8192, minimum is 256
- PASSTHROUGH
; do not recognize ANY pictures, so that
; they e.g. might be passed through to
; ILBM.svobject instead
- DITHERMODE=<HAM6_QUICK|HAM8_QUICK>
; Default is HAM6_QUICK

```

---

```

ControlPad-Name      : "ENV:SuperView-Library/GhostScript.controlpad"
ControlPad-Commands : - GS_PATH=<gs command path plus name>
; how GhostScript is to be called
; e.g. GS_PATH=Ghostscript:gs000
; default is: gs000
- OUTPUTMODE=<PNG256|PNG24BIT|OTHER>
; Output file format to be used
; (-sDEVICE parameter of Ghostscript's gs).
; Only PNG supported yet.
; default is: PNG256
- OTHER_OUTPUTMODE=<pcxmono|pcxgray|pcx16|pcx256|
; pcx24b|tiffcrle|tiff24nc|
; pngmono|pnggray|png16|png256|
; png16m|bmpmono|bmp16|bmp256|
; bmp16m>
; If OUTPUTMODE=OTHER has been set, the string
; specified here will directly be passed as
; Ghostscript's "-sDEVICE" parameter
; default is: png256
- DPI=<value>
; DPI value to use for the converted output
; (-r parameter of GhostScript's gs)
; default is: 72
- STATUS=<ENABLED|DISABLED>
; allows to disable this module - for example
; to be able to use an other, program-specific
; import-module for the same file format

```

---

```

ControlPad-Name      : "ENV:SuperView-Library/GPlot.controlpad"
ControlPad-Commands : - GPlot_PATH=<gplot command path plus name>
                      ; how gplot is to be called
                      ; e.g. GPlot_PATH=Work:GPlot/GPlot
                      ; default is: GPlot
- STATUS=<ENABLED|DISABLED>
  ; allows to disable this module - for example
  ; to be able to use an other, program-specific
  ; import-module for the same file format
-----
ControlPad-Name      : "ENV:SuperView-Library/ILBM.controlpad"
ControlPad-Commands : - ANIM_BODIES
                      ; if set, ANIM files' ILBM-BODY chunk
                      ; (first frame) will be extracted when
                      ; such a file is encountered. Otherwise
                      ; anim.datatype may do that task later.
                      ; (not actually IFF-ILBM support: it's
                      ; IFF-ANIM support)
- DRACO
  ; tries to avoid possible problems on
  ; the Draco computer (modeid generation)
-----
ControlPad-Name      : "ENV:SuperView-Library/JPEG.controlpad"
ControlPad-Commands : ;
                      ; STANDARD settings
                      ; *****
- COLORDEPTH=<8|24>
  ; For READING colored 24 bit images:
  ; should the output be done as 8 or 24 bit Data ?
  ; default is 8 Bit data. Grayscaled graphics
  ; will always be exported as 8 Bit
- QUANTIZATION=<0..100>
  ; For WRITING 8/24 bit images as 24 bit JPEG:
  ; 0 - poor quality, big compression
  ; 100 - best quality, no compression
  ; never use such extreme values, but try
  ; something like 20, 50, 75
  ; default is: 75)
  ;
  ; ADVANCED settings
  ; *****
- FORCE_GRAY_DECODE
  ; For READING images:
  ; this switch overrides the selected depth
  ; for colored images and always exports them
  ; as 8 Bit grayscaled pictures
  ; default is: not set
- DECODE_METHOD=<FAST_INTEGER|SLOW_INTEGER|
                  FLOATING_POINT>
  ; For READING images:
  ; how to DECODE the 24 bit or gray data
  ; default is: FAST_INTEGER
- DITHERMODE=<DITHER_FLOYD-STEINBERG|
              NO_DITHERING|DITHER_ORDERED>
  ; For READING and dithering 24 bit images
  ; to 8 Bit images:
  ; how and whether to DITHER the 24 bit data

```

```

; default is: DITHER_FLOYD-STEINBERG
- COLOR_QUANTIZING=<FAST|SLOW>
; For READING and dithering 24 bit images
; to 8 Bit images:
; whether to QUANTIZE the 24 bit data within
; two passes (not with DITHER_ORDERED)
; default is: SLOW
- UPSAMPLING=<ON|OFF>
; For READING and dithering 24 bit images
; to 8 Bit images:
; whether to do fancy upsampling on the 24 bit
; default is: ON
- FORCE_GRAY_ENCODE
; For WRITING images:
; this switch causes grayscales to be written
; no matter, whether the input was colored
; default is: not set
- ENCODE_METHOD=<FAST_INTEGER|SLOW_INTEGER|
                FLOATING_POINT|FASTEST_INTEGER>
; For WRITING images:
; how to ENCODE the 24 bit or gray data
; default is: FAST_INTEGER
- OPTIMIZE=<ON|OFF>
; For WRITING 24 bit images:
; whether to optimize the generated huffman
; code (good compression, but slow)
; default is: OFF
- PROGRESSIVE=<ON|OFF>
; For WRITING 24 bit images:
; whether to write progressive JPEG files
; default is: OFF

```

---

```

ControlPad-Name      : "ENV:SuperView-Library/Limbo.controlpad"
ControlPad-Commands : - LIMBO_PATH=<Limbo command path plus name>
; how Limbo is to be called
; e.g. LIMBO_PATH=Work:Limbo/Limbo.68030.881
; default is: Limbo.68000
- STATUS=<ENABLED|DISABLED>
; allows to disable this module - for example
; to be able to use an other, program-specific
; import-module for the same file format

```

---

```

ControlPad-Name      : "ENV:SuperView-Library/MetaView.controlpad"
ControlPad-Commands : - METAVIEW_PATH=<fig2dev command path plus name>
; how MetaView is to be called
; e.g. METAVIEW_PATH=Work:AMF/MetaView
; default is: MetaView
- STATUS=<ENABLED|DISABLED>
; allows to disable this module - for example
; to be able to use an other, program-specific
; import-module for the same file format

```

---

```

ControlPad-Name      : "ENV:SuperView-Library/PCD.controlpad"
ControlPad-Commands : - OUTPUTFORMAT=<BASE/16 | BASE/4 | BASE
; specifies the output resolution to be used
| BASE*4 | BASE*16>
- HPCDTOPPM_PATH=<hpcdtoppm command path plus name>

```

---



```

; how NetPBM's hpcdtoppm is to be called
; e.g. HPCDTPPM_PATH=Work:NetPBM/ppm/hpcdtoppm
; If this one is not set, "BASE" will be
; used as default resolution, even if OUTPUTFORMAT
; has been set to BASE*4 or BASE*16

```

```

-----
ControlPad-Name      : "ENV:SuperView-Library/PNG.controlpad"
ControlPad-Commands : - PNG8_TRANSPARENCY=<ON|OFF>
                      ; whether 8 Bit PNGs should contain
                      ; transparency information
                      ; Default: OFF
- PNG8_TRANSPARENT_COLOR=<0..255>
                      ; Default color to be enabled and set
                      ; (graphics control extension block)
                      ; Default: 0
- Z_COMPRESSION=<0..9>
                      ; allows changes in compression/speed.
                      ; 0 results in uncompressed data, 9 compresses
                      ; best, but increases decompression time.
                      ; Default: 6
- SAVE_INTERLACED=<ON|OFF>
                      ; Save image as interlaced (progressive) ?
                      ; Default: OFF

```

```

-----
ControlPad-Name      : "ENV:SuperView-Library/PNM.controlpad"
ControlPad-Commands : - SUPPRESS_HEADER
                      ; setting this keyword will suppress
                      ; writing the PNM header for P5/P6
                      ; files, which actually will generate
                      ; a RAW data file, which cannot be loaded
                      ; with superview.library again, but may be
                      ; used for different purposes
                      ; Default: (not set)

```

```

-----
ControlPad-Name      : "ENV:SuperView-Library/Printer.controlpad"
ControlPad-Commands : - DENSITY=<density value for printing quality>
                      ; Amiga's printer device does allow seven
                      ; modes of printing density (1-7)
                      ; (not with TurboPrint)
                      ; default is: 3

```

```

-----
ControlPad-Name      : "ENV:SuperView-Library/RGFX.controlpad"
ControlPad-Commands : - PACKMETHOD=<xxxx>
                      ; XPK packer to be used for writing
                      ; "RGFX xpk-compressed"
                      ; Default: NUKE

```

```

-----
ControlPad-Name      : "ENV:SuperView-Library/Scanner.controlpad"
ControlPad-Commands : - PUBSCREEN_NAME=<PubScreenName>
                      ; where the scanner drivers should open
                      ; their windows (if not set or not available,
                      ; the default Public Screen will be used).

```

```

-----
ControlPad-Name      : "ENV:SuperView-Library/SVG.controlpad"
ControlPad-Commands : - PACKMETHOD=<xxxx>
                      ; if this one is specified, it is tried to
                      ; pack the resulting file with the specified

```

```

; XPK-Packer. If this fails, the file keeps
; unpacked.

```

---

SVDRIVERS

---

```

ControlPad-Name      : "ENV:SuperView-Library/AGA.controlpad"
ControlPad-Commands : - 24BITOPERATOR=<OperatorName>
                      ; (case-sensitive, ".svoperator" may be added)
                      ; e.g. "24BITOPERATOR=24BitToHAM.svoperator"
                      ; or   "24BITOPERATOR=ExtractGrayScales"
                      ; specifies, which operation should be performed
                      ; on 24 bit graphics before displaying them
                      ; (if not specified, "best guess" colors will
                      ; be used, which is really slow)
- BITMAPCOPY=<DIRECT|RTG>
  ; "BITMAPCOPY=RTG" prevents AGA.svdriver from
  ; directly copying into Bitmaps, which will
  ; result in a usage of more memory, but keeps it
  ; working.
  ; Default is "BITMAPCOPY=DIRECT".
- SCREENINFRONT
  ; Put Screen to front before the graphics
  ; has been displayed (useful with GfxCards)

```

---

```

ControlPad-Name      : "ENV:SuperView-Library/ECS.controlpad"
ControlPad-Commands : - 24BITOPERATOR=<OperatorName>
                      ; (case-sensitive, ".svoperator" may be added)
                      ; e.g. "24BITOPERATOR=24BitToHAM.svoperator"
                      ; or   "24BITOPERATOR=ExtractGrayScales"
                      ; specifies, which operation should be performed
                      ; on 24 bit graphics before displaying them
                      ; (if not specified displaying will fail)
- 8BITOPERATOR=<OperatorName>
  ; (case-sensitive, ".svoperator" may be added)
  ; e.g. "8BITOPERATOR=ExtractGrayScales"
  ; specifies, which operation should be performed
  ; on non-ECS graphics (more than 16 Colors in
  ; HighRes, more than 32 Colors in LowRes, HAM8)
  ; (if not specified, will be tried to display)
- BITMAPCOPY=<DIRECT|RTG>
  ; "BITMAPCOPY=RTG" prevents ECS.svdriver from
  ; directly copying into Bitmaps, which will
  ; result in a usage of more memory, but keeps it
  ; working.
  ; Default is "BITMAPCOPY=DIRECT".
- SCREENINFRONT
  ; Put Screen to front before the graphics
  ; has been displayed (useful with GfxCards)

```

---

```

ControlPad-Name      : "ENV:SuperView-Library/CyberGraphics.controlpad"
ControlPad-Commands : - EMUSCREENDEPTH=<16|24>
                      ; beginning depth for opening CyberGraphics Screens
                      ; Default is 16 Bit (which will also be tried
                      ; when opening of a 24 bit Screen fails)
                      ; This does not concern colordepths < 16 Bit,
                      ; except HAM6/8.
- SMALLSCREENS

```

---

```

; unless this KeyWord is specified, it is not
; tried to open screens smaller than 320x240

```

```

-----
ControlPad-Name      : "ENV:SuperView-Library/Picasso96.controlpad"
ControlPad-Commands : - SMALLSCREENS
                      ; unless this KeyWord is specified, it is not
                      ; tried to open screens smaller than 320x240
- EMUSCREENDEPTH=<16|24>
                      ; beginning depth for opening Picasso96 Screens
                      ; Default is 24 bit (if opening fails, it is
                      ; also tried to open a 16 Bit Screen, then)

```

```

-----
ControlPad-Name      : "ENV:SuperView-Library/PicassoII.controlpad"
ControlPad-Commands : - SMALLSCREENS
                      ; unless this KeyWord is specified, it is not
                      ; tried to open screens smaller than 320x240
- BLITTER
                      ; uses the Picasso blitter to copy graphics
                      ; into screens. Otherwise CPU is used.
                      ; On 68000 systems you may wish to use the blitter
- EMUSCREENDEPTH=<16|24>
                      ; beginning depth for opening Picasso Screens
                      ; Default is 24 bit (if opening fails, it is
                      ; also tried to open a 16 Bit Screen, then)
- SCREENMODEREQUEST
                      ; if this one is specified, the SVDriver ITSELF
                      ; will open a ScreenMode-Requester and ask
                      ; for an appropriate Screenmode to use
                      ; Useful, if you always like to change modes.
- AUTOSCROLLADJUST
                      ; this keyword will force Autoscroll whenever
                      ; it would make sense, but the Picasso Software
                      ; would not manage it by itself (when either
                      ; only width or height need to be autoscrollled)

```

```

-----
ControlPad-Name      : "ENV:SuperView-Library/Retina.controlpad"
ControlPad-Commands : - EMUSCREENDEPTH=<16|24>
                      ; beginning depth for opening Retina Screens
                      ; Default is 24 bit (if opening fails, it is
                      ; also tried to open a 16 Bit Screen, then)

```

#### SVOPERATORS

```

-----
ControlPad-Name      : "ENV:SuperView-Library/24BitToHAM.controlpad"
ControlPad-Commands : - DITHERMODE=< HAM6_QUICK|HAM6_WELL
                      |HAM8_QUICK|HAM8_WELL>
                      ; specifies the HAM-Mode to be used and
                      ; the resulting speed/quality

```

```

-----
ControlPad-Name      : "ENV:SuperView-Library/CallPNM24.controlpad"
ControlPad-Commands : - PNMCOMMAND=<PBM command path and name>
                      ; PNM command to be called
                      ; e.g. PNMCOMMAND=Work:NetPBM/pnm/pnmscale
- PNMOPTIONS=<Options>
                      ; Options for PNM command to be called
                      ; e.g. PNMOPTIONS=-xscale 2.0 -yscale 2.0

```

```

ControlPad-Name      : "ENV:SuperView-Library/Crop.controlpad"
ControlPad-Commands : - CROP_LEFTEDGE=<Value>
                      ; crop from x position
                      ; (will be adjusted, if >= source width)
- CROP_TOPEDGE=<Value>
                      ; crop from y position
                      ; (will be adjusted, if >= source height)
- CROP_WIDTH=<Value>
                      ; crop how many x pixels from leftedge
                      ; (will be adjusted, if too large)
- CROP_HEIGHT=<Value>
                      ; crop how many y pixels from topedge
                      ; (will be adjusted, if too large)
-----
ControlPad-Name      : "ENV:SuperView-Library/Dither24Bit.controlpad"
ControlPad-Commands : - COLORDEPTH=<1..8>
                      ; specifies the colordepth of the dithering
                      ; output (1->2 Colors .. 8->256 Colors)
- DITHERMODE=<BESTPEN|DITHER_FLOYD-STEINBERG
                      |ORDERED|BURKES>
                      ; whether to just select the best pen or
                      ; do Floyd-Steinberg pixel error adjustment
-----
ControlPad-Name      : "ENV:SuperView-Library/ExtractGrayScales.controlpad"
ControlPad-Commands : - COLORDEPTH=<1..8>
                      ; specifies the colordepth of the grayscale
                      ; output (1->2 Colors .. 8->256 Colors)
- QUICK
                      ; uses >>2, >>1, >>3 (*0.25, *0.5, *0.125)
                      ; instead of *0.3, *0.59, *0.11
-----
ControlPad-Name      : "ENV:SuperView-Library/HilbertDither256.controlpad"
ControlPad-Commands : - BACKGROUND=<BLACK|WHITE>
                      ; defines, which of the two colors will act
                      ; as background color. Useful e.g. for printing.
-----
ControlPad-Name      : "ENV:SuperView-Library/PaletteDither.controlpad"
ControlPad-Commands : - COLORDEPTH=<1..8>
                      ; specifies the colordepth of the final,
                      ; dithered graphics (1..8 for 2..256 colors)
- DITHERMODE=<BESTPEN|DITHER_FLOYD-STEINBERG>
                      ; whether to just select the best pen or
                      ; do Floyd-Steinberg pixel error adjustment
- PALETTEDEPTH=<1..8>
                      ; number of colors (depth) to be taken from the
                      ; fixed palette - the possible rest will be
                      ; generated (if specifying more palette colors
                      ; than available, all available will be taken)
- PALETTEFILE=<palette graphics filename>
                      ; any 2..256 color graphics file, of which
                      ; superview.library is able to extract a
                      ; palette from (for example an IFF-ILBM file,
                      ; but including a BMHD and - maybe empty - BODY).
                      ; Allows to take one graphics as sample for
                      ; the others (concerning the palette).
-----
ControlPad-Name      : "ENV:SuperView-Library/Rotate.controlpad"

```

```
ControlPad-Commands : - DEGREES=<90|180|270>
                      ; rotate by how many degrees (reverse clockwise) ?
```

```
-----
ControlPad-Name      : "ENV:SuperView-Library/RotateFree.controlpad"
ControlPad-Commands : - ROTATE_ANGLE=<0..360>
                      ; rotate by how many degrees (reverse clockwise) ?
- METHOD=<MIDDLE|GIVENPOINT>
  ; default is rotation about the middle
- X_COORD=<Value>
  ; if METHOD=GIVENPOINT we need (X/Y)
  ; Default is (0/0)
- Y_COORD=<Value>
  ; if METHOD=GIVENPOINT we need (X/Y)
  ; Default is (0/0)
- KEEPSIZE
  ; if this keyword is set, it is NOT tried to
  ; readjust the image size and to center the
  ; image, so that parts, which would be out of
  ; range won't be cut off (which works best
  ; with (X/Y) pairs in the left, upper quarter)
```

```
-----
ControlPad-Name      : "ENV:SuperView-Library/Scale50.controlpad"
ControlPad-Commands : - METHOD=<HALF|DOUBLE>
                      ; scale to which size ?
```

```
-----
ControlPad-Name      : "ENV:SuperView-Library/XOR.controlpad"
ControlPad-Commands : - XORVALUE = <0..255>
                      ; 0 and 255 will not be the best decision ;- )
                      ; Use 15 or something like this.
                      ; Values greater (depth^2)-1 (is: colors-1) won't
                      ; be accepted.
```