

MetaView

COLLABORATORS

	<i>TITLE :</i> MetaView	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

MetaView

1.1 main

M E T A V I E W 2 . 8

Requirement

Installation

What is it?

Shareware

Bugs

Errormsg.

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MainWindow

ARexx

Menu

Requesters

Printer

Plotter

PS-Printer

Settings

PS-Import

converting more then one

Picture-Index

History

Author

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1.2 requirement

- any Amiga
- OS 2.x (only tested with 3.0)
- 1 MB RAM or better (more than 0.5 MB free ChipMem)
- for Kick 3.x, the 'tabs.gadget' (included)
- for Kick 3.1, maybe the new 'SetPatch' (included)

1.3 installation

- doubleclick the install-icon.
- or
- copy the 'libs/amigametaformat.library' to 'libs:'
 - create the drawer 'libs:AMF/'
 - copy all files from 'libs/AMF/' to 'libs:AMF/'
 - copy from 'libs/gadgets/tabs.gadget' to 'sys:classes/gadgets/'
 - copy the executable "MetaView", where ever you want
 - remark the path to MetaView in 'envarc:MetaView.path', with 'echo "(MetaView ← path)/MetaView" >envarc:MetaView.path'
- and if you have:
- copy the keyfile "keyfile.metaview" to the same directory like the executable

1.4 what is it

Programm to view and convert

- * AMF files
- * CGM files
- * CMX files (work in progress)
- * DR2D files
- * DSDR files
- * DXF files
- * GEM files
- * HPGL files (work in progress)
- * WMF files (also embeded in Windows(tm) CLP files)
- * WPG files (version 1.0, version 2.0 work in progress)
- * XFIG files (version 3.0 or 3.1)
- * EPS/AI file (in connection with GhostScript and PsToEdit)

to

- * AI
 - * AMF
 - * CGM
 - * DR2D
 - * EPS (with TIFF preview)
-

* GEM
* HPGL
* ILBM
* JMF
* WMF
* XFIG

The CMX import replace the the CDR import. Still work in progress.

1.5 shareware

SHAREWARE:

MetaView is shareware. If you use this program regularly you must pay 30,- DM (20 \$) to

me

. After this you get the newest version from MetaView and the keyfile. Without the keyfile you can't save your pictures with ARexx.

Additional you can order a CD with MetaView, Ghostscript and PsToEdit for 40,- DM (25 \$).

For bank account and my address, please look at the end of file.

The executable are freely distributable, only the keyfile "keyfile.metaview" are not freely distributable without permission from me.

To get the newer versions from MetaView, bugfixes etc. please look at "Aminet:gfx/conv/" or you send

me

a empty disk and a franked and filled return envelop.

1.6 bugs

- Not all WMF-codes are supported, but the most WMF-files should work.
- In this version MetaView can display and convert only BitMaps, which are included in WMF, DSDR and AMF.
- If you find a bug on startup and own Kick 3.1, please install the new SetPatch 43.6 (included) and try again.
- If you find any other bug please feel free to send me a mail with the following dates:
 - your configuration
 - in which cases the bug appears
 - if there only appears on some gfx files, then please send me also the gfx files

I TAKE NO WARRANTLY FOR ANY DAMAGES ON YOUR SYSTEM!

1.7 errors

- Warning in the metafiles are mostly harmless. Please look in AmigaMetaFormat-description for the exact cause.

Errors are:

```

0      no errors
1      not enough memory
2      not supported
3      wrong arguments
4      other

```

ex. Functions are:

```

11     polygons
15     splines
16     filled polygons
21     filled splines

```

1.8 start

This program is startable from Workbench or CLI and shows you ↔
the

MainWindow

.

For starting from Workbench just doubleclick the icon.

For starting from CLI just type in the consolewindow 'MetaView'. You can give some options:

- LOADNAME the gfx-file to view
- SAVENAME the gfx-file to save, for converting, if you have give a SAVENAME, then the program will not open the window to show the gfx-file.
You can also give only the path for saveing, then the savename will be build from loadname plus new extension for filetype
 - LOAD/K force to load the gfx-file as
AMF, WMF, CMX, DXF, DR2D, WPG, CLP, GEM,

CGM, DSDR, HPGL, EPS
, if you dont use this option, the program looks for the filetype alone.
- SAVE/K save the gfx-file as
AMF, EPS, CGM, GEM, WW, ILBM, AMF2, JMF, WMF
or PRT
 - AMF - AmigaMetaFileFormat
 - AMF2 - AMF with previewpicture (* not yet *)
 - DR2D - Drawing 2D
 - JMF - Java Metafile
 - WMF - Windows Metafile
 - CGM - Computer Graphics Metafile
 - GEM - GEM Metafile
 - WW - WordWorth-ARexx-script
 - EPS - Encapsulated PostScript

```

AI    - Adobe Illustrator
ILBM - Interleaved Bitmap
HPGL - HP Graphics Language
PRT  - Printer
CLIP - copy to ClipBoard unit 0
PLOT - send HPGL to Plotter
POST - send PS to PostScriptPrinter

```

if you dont use this option, then you get AMF-files

- WIDTH/K/N for ILBM, CLIP and PRT the WIDTH of output (ILBM, CLIP - pixels, PRT, PLOT, POST - mm)
- HEIGHT/K/N for ILBM, CLIP, PRT, PLOT and POST the HEIGHT
- XOFF/K/N for PRT, POST and PLOT the x-position in mm
- YOFF/K/N for PRT, POST and PLOT the y-position in mm
- DEPTH/K/N Depth for ILBM, CLIP and PRT output
- ERRORS/S writeout debug informations, make a big decrease of the speed of fileparsing
- NOPROP/S no preserve picture-aspect
- TRANSPARENT/S no drawing in background and set color 0 as transparent for ILBM and CLIP output
- NODISPLAY/S MetaView will not open a screen but only create a ARexxPort for background operations

the default options are:

```

SAVE    = AMF
WIDTH   = 640 (ILBM,CLIP) or 50 (PRT,POST,PLOT)
HEIGHT  = 400 (ILBM,CLIP) or 50 (PRT,POST,PLOT)
XOFF    = 0
YOFF    = 0
DEPTH   = 4

```

1.9 pic_index

By means of the menu item "Picture-Index/New" you can select several pictures which are loaded and drawn on one page like an index print. No further function is added to it, it's still work in progress.

This function needs a lot of ChipMem for Bitmaps on computers without a gfx-card!

1.10 batch

For converting a whole directory of cliparts you can use the ↔
shellscript

"s:spat". How to use:

1. go to the CLI

2. write down the following command in one line

```
"s:spat <MetaView-path>/MetaView <Source-path>/<Source-pattern>
<Destination-path>/ SAVE <
    Saveformat
>"
```

substitute <MetaView-path> with the path to MetaView
substitute <Source-path> with the path to the source directory
substitute <Source-pattern> with the pattern for the Sourcefiles,
look at the DOS manual
substitute <Destination-path> with the path to the destination directory,
must exist
substitute <Saveformat> with the format, you want to convert to

Example: "s:spat work:MetaView/MetaView cd0:clips/#?.wmf Cliparts: SAVE DR2D"

1.11 arexx

MetaView opens a ARexxPort based on the name "METAVIEW" a point ↔
"." and a

number starting at 0. So if you start MetaView once the ARexxPort name are
"METAVIEW.0".

Commands:

```
- LOAD          load a gfx-file
  LOADNAME/A    name of gfx-file
  AS/K          force to load gfx-file as AMF,WMF,...
- SAVE          save a gfx-file
  SAVENAME/A    name of gfx-file
  AS/K          save the gfx-file as
                AMF,EPS,GEM,CGM,HPGL,DR2D,WW,ILBM,JMF,WMF,XFIG
                WIDTH/K/N    pixel width for ILBM output
                HEIGHT/K/N   pixel height for ILBM output
                DEPTH/K/N    depth for ILBM output
- PRINT         print a gfx-file
  XOFF/K/N      left offset in mm
  YOFF/K/N      right offset in mm
  WIDTH/K/N     width in mm
  HEIGHT/K/N    height in mm
  DEPTH/K/N     depth of printing
- COPY          copy a gfx-file to clipboard (unit 0)
  WIDTH/K/N     pixel width
  HEIGHT/K/N    pixel height
  DEPTH/K/N     depth
- CROP          stretch the contents of picture to fit
                (not working yet)
- SET           set some attributes
  PROP/S        preserve picture-aspect
  NOPROP/S      no preserve picture-aspect
  TRANSPARENT/S background transparent
```

```

NOTRSPARENT/S no transparent
- REQUESTFILE ask for a filename (in "result")
  PATH initial filepath and -name
  TITLE/K title of requester
  OK/K string for ok-button
  PATTERN/K string for pattern
- REQUESTCHOICE ask for options (in "rc")
  TITLE/K title of requester
  BODY/K string for question
  BUTTONS/K string for buttons (seperate with "|")
- REQUEST inform the user
  BODY/F information string
- ASKFONT ask the user for unkown fonts
  NO/S or use the default font
- QUIT quit MetaView

```

There exist some ARexx-Scripts in the drawer "ARexx-Examples".

1.12 menu

```

- Project
- Open
  (look here for formate)
  - Open as
    - AMF
    - WMF
    - CLP
    - DR2D
    - WPG
    - DXF
    - FIG
    - CMX
    - DSDR
    - CGM
    - GEM
    - HPGL
    - EPS
- Save as
  (look here for formate)
  - AMF
  - ILBM
  opens a requester
  - EPS
  - GEM
  - CGM
  - DR2D
  - HPGL
  - WW
  - AI
  - WMF
  - JMF
  - FIG
- PRINT
  opens a requester

```

- Plot
- opens a requester
- PostScript
- opens a requester
- About
- Quit
- Other
 - Logo - draw the start picture again
 - Info - show some picture infos (type, size, version)
 - Copy - copy to clipboard (unit 0)
 - Crop to fit - stretch the contents of picture to fit (not working yet)
 - Picture-Index
 - New - create an index of the selected pictures
 - Load - load a saved index (not working yet)
 - Save - save an index (not working yet)
- View
 - All - display whole picture
 - Region - define a part of picture to display
- Settings
 - Aspect - preserves picture aspect (proportions) or not
 - Transparent - makes background white or not (important for ILBM brush)
 - Ask for Font - allows or suppresses the requester for replacing of fonts
 -
-
- Change...
 - change screentype, -mode, -depth and defaultfonts

1.13 requesters

-
- Print
 - you can set the print dimension either by numbers (mm) or ← by drawing a rectangle with the mouse (press leftmousebutton and drag)
 - you can set the depth of printing (from black and white to 256 colors)
 - you can suppress the paper ejecting
 - you can switch on a frame outside of picture
-
- Save ILBM
 - you can set the picture dimension and the depth
 - the switch strip means, that the picture will be render in 9 stripes and saved to one ILBM to save ChipMem and allow big ILBM-Pictures
-
- Change Settings...
 - you can set either custom- or publicscreen
 - change the name of publicscreen
 - change the screenmode and -depth
 - set the defaultfonts (for serif, sans serif, deco, typewriter, script)
 - allow the progressbar
 - select the EPS preview size
 - change printer.device and unit
 - select plotter.device and postscript.device
-
- Substitute FONT

- substitute the not existing font either with defaultfonts (serif, sans serif, ...) or a special font, selected now
- press "USE" for using now or "INCLUDE" for including by save as other formats
-
- Plot
 - select plotter device or file
- set papersize
-
- PostScript
 - select postscript device or file
- set papersize

1.14 main_window

Show Picture

1.15 print_requester

Show Picture

1.16 plot_requester

Show Picture

1.17 ps_requester

Show Picture

1.18 ilbm_requester

Show Picture

1.19 font_requester

Show Picture

1.20 preferences

Settings are changeable by means of the settings window.

Parts are:

- Display
 - choose between custom or public screen
 - select screenmode for custom screen
 - select screenname for public screen
 - choose the preferred measuring unit (metric or imperial)
- Fonts
 - choose fonts for 5 different font families
- Output
 - select size of EPS preview in pixels (or none for no preview)
 - select printer device (one of DEVS:*.device, default is printer.device) ↔
and unit (default is 0)
 - select plotter device (one AmigaDOS device, i.e. PLT: or SER:)
 - select postscript device (one AmigaDOS device, i.e. PSPRT: or PAR:)
- PS-Import
 - select the GhostScript executable
 - select the file "pstoedit.pro" from PStoEdit package
 - select the file "makeedit" from the PStoEdit package
 - choose if text should be convert as bezier-curves or as text
- Misc
 - select in which case the progressbar is shown
 - choose if the window position shall be saved or not on exit
- Settings saved in env:MetaView.prefs and envarc:MetaView.prefs as ASCII and can also be edit separately

Defaults:

```

SCREENMODE=$8004
SCREENWIDTH=-1
SCREENHEIGHT=-1
SCREENDDEPTH=4
CUSTOMSCREEN=TRUE
PUBLICSCREEN=Workbench
SERIF_FONT=Times.font
SANS_FONT=Helvetica.font
TYPE_FONT=Courier.font
SCRIPT_FONT=Times.font
DECO_FONT=Times.font
PRINT_DEVICE=printer.device
PRINT_UNIT=0
PLOTTER=PLT:
POSTSCRIPT=PSPRT:
PROGRESS=0      -> 0 - none; 1 - only I/O; 2 - I/O and refresh
EPS_PREVIEW=0   -> 0 - no preview; 32/64/128/256 the max. size of preview
PROFILE=libx11:pstoedit.pro
MAKEEDIT=pstoedit:makeedit
GHOSTSCRIPT=ghostscript:gs
PS_TEXT2POLY=FALSE

```

1.21 formate

Format Description

Save:

AMF Amiga MetaFile
my own format, deviceindependent, fast and based on
AmigaMetaFormat.library

CGM ComputerGraphicMetafile
uses on Amiga (WordWorth, with colors), PC or UNIX

GEM uses on Amiga (WordWorth, no colors), PC or Atari

EPS Encapsulated PostScript
uses on all Computersystems, can also printed on PSPrinters,
TIFF preview is possible

HPGL Hewlett-Packard Graphics Language
uses for Plotters

DR2D Drawing 2D
uses on Amiga (PageStream, DrawStudio, ProVector etc.)

ILBM Interleaved BitMap
uses on Amiga (DPaint etc.) but lost quality on sizing

AI Adobe Illustrator

WMF Windows MetaFile
uses on PC (many Clipart-CDs)

JMF Java MetaFile uses on the WWW, please
look at my HomePage for more informations

FIG uses on Amiga (AmiFIG or XFig) and UNIX (XFig)

Load:

AMF

CLP Clipboard
uses for ClipBoard on PC (Windows)

WMF

WPG Wordperfect Graphic
uses on PC (WordPerfect), (some Clipart-CDs)

CMX uses on PC and also Macintosh (CorelDraw),

DR2D

DXF Drawing Exchange File
uses on PC and UNIX (AutoCAD), (mostly CAD files)

DSDR DrawStudio Drawing
uses on Amiga (DrawStudio)

FIG

GEM

CGM

HPGL

EPS/AI

1.22 ps_import

For working Postscript import you have to install GhostScript and PStoEdit on your computer. Both packages can be found in Aminet. The last versions are:

GhostScript: AMINET21:Aminet/gfx/show/gs503_000.lha

PStoEdit: AMINET11:Aminet/gfx/edit/pstoedit2.lha

After installing both programs, it is necessary to tell metaview, where the programs can be found. Use the settings requester for that. The page "PS-Import" of the settings requester allows to set the path and filenames for the GhostScript's executable file and two files of the PStoEdit package. Use the "?"-Buttons to search for them.

The check-button "Text to Bezier" determines, if text parts in PostScript files shall be convert to bezier curves or not. The advantages of converting text to bezier curves are the higher chance to preserve the text in other graphic formats and the independence of the result from the installed fonts on the target system. The disadvantages are the longer conversion time and the bigger file size on the end.

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bank account:

Name: Henk Jonas
Name of bank: Berliner Sparkasse (Berlin, Germany)

Number of bank: 100 500 00
Number of account: 1744 037 104

Please fill out the following form and send it to me:

----- cut here -----

Name: _____

Address: _____

Hometown: _____

Country: _____

E-Mail: _____

Payment: I pay 30 DM (15,34 Euro :-) or 20 US-\$

- Banktransfer (preferred)
- Money (on your own risk!)
- Check (payable to me)

- I add 10 DM (5,11 Euro) or 5 US-\$ to get MetaView on CD together with Ghostscript and PStoEdit.

Comment: _____

Where did I find MetaView:

----- cut here -----

1.24 thanks

- to all peoples, that support the AMIGA
- to all peoples, that understand my bad english ;-)
- to my girlfriend and my rat ;-)
- to all peoples that mail or write me
- and last but not least to all peoples, that have register, thanx

1.25 index_e

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