akNAIL_Documentation

COLLABORATORS

	TITLE : akNAIL_Documentation	

ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

akNAIL_Documentation

1.1 akNAIL : Documentation

akNAIL.datatype V44.7

- SHAREWARE -

A PerSuaSiVe SoftWorX PRODUCT.

Needs Kickstart V3.x

Release Date : 22.11.1999

Please consider registration - usually less than 1% of the users of a program do register. That's not much.

<Commercial> BTW: What is SViewIV ? </Commercial>

```
                Hall of Fame

                Version-History
                                        _ //
                     Only \X/ Amiga makes it possible!



                              Please visit:

                             WWW Support Site
                         http://www.ar-kleinert.de (AWeb-II)


     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

Compare Program V6.50 which is copyright © 1992-1993 SAS Institute,
Inc. The spatch SAS Binary File Patcher V6.50 is copyright © 1992
SAS Institute, Inc.

Some of the mentioned names or products within this or other
documents may be copyrighted by companies or trademarks of companies
or persons.

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.

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

The akNAIL.datatype in this version is freely distributable (SHAREWARE).
You may copy it, if the copyright notice is left intact and
all of its parts are included in the distribution.

This program may only be included in commercial packages or commercial
program collections with my written permission - ask for it.

This program may be put on public domain disks or included in public
domain disk libraries - when being distributed that way, it is allowed
to take a nominal fee including the costs for copying, without considering
that as "commercial" in the above mentioned sense.

This program may also be distributed via electronic mail and may be
put into mailboxes as long as the redistribution conditions are
respected in all points.

By using or distributing this program you automatically agree to
all of the above conditions and terms.

1.5 payment

You may send cash money in an envelope, euro-cheques, or just
transfer the 15 DEM (10 U$) shareware fee to the following account
(mention your name): Deutsche Bank Siegen, BLZ 46070090 Kto. 0298174

No foreign cheques, please (euro-cheques or DM-cheques are ok).

1.6 Usage and so on

```
                Installation and Usage
----------------------
Just install the datatype files to their appropriate directories,
and copy the akNAILPrefs command to SYS:Prefs/Datatypes (optionally).

While the datatype itself can be placed elsewhere within a valid
search path, the .ppc module HAS TO be placed to SYS:Classes/Datatypes/
- not a problem, if you use the installer script, otherwise please
remember...

Program information
-------------------
akNAIL.datatype is a IFF-NAIL datatype for reading IFX thumbnail
files - which have to have the extension .info (not to be mixed
up with icon files).

12 and 24 bit thumbnail files are supported (output as 24 bit).C

With V39-V42 picture.datatype it either produces (upto) 256 color
palette-based or HAM6/8 output (256 colors exported unmodified,
24 Bit data either dithered or converted to HAM6/HAM8) with
picture.datatype V43 as well 24 Bit may be exported unmodified.

There are picture.datatype V43 versions available for both,
CyberGraphX and Picasso96, while the one for Picasso96 does work
with ECS/AGA, too - simply use the appropriate one.

You must use the included preferences program for best configuration
- of course you can also use one of the alternative prefs programs
from Aminet, which should deliver the same functionality (but please
remember not to send any corresponding bug reports to my address).

akNAIL.datatype is
               SHAREWARE
               , the future depends on YOU.
```

1.7 Datatype FAQ

```
.info conflicts ?
-----------------
  Whether akNAIl does conflict with other datatypes that do examine
  .info files does depend on their descriptor files. Since IFX thumbnails
  and Amiga icon files differ quite a lot, it's possible to supply
  decent descriptor files. For example, no problems should occur
  when using this datatype together with Stephan Rupprecht's
  icon.datatype implementation.

CTRL-E support ?
----------------
  No, not this way, mate !
```

Keyfile system

There's a keyfile system used for this datatype - note, that the keyfile actually does not enable any "extra functionality" except making the 68k module fully functional and just replacing that "Registered ?" text in the progressbar. (Unregistered version only will export every 3rd line of a graphics - resulting in stripes.)

I won't send any keyfiles via snail mail. If you want to receive the key, please mention your email address (clearly written) with your registration !

NOTE: keyfile can be placed to either S: or where KEYPATH (env-variable) does point to.

PPC support

There is none yet. All preferences options just are dummies (yet).

More datatypes ?

On Aminet:util/dtype/ you can also find the akPNG, akJFIF and akTIFF datatypes.

No V43 with AGA ?

There's a V43 picture.datatype coming with the Picasso96 RTG package (on Aminet), which works with plain AGA, too.

Crashes ?

The first reason for a crash often is stack size. Not enough stack size.

IPrefs/WBPatterns has this problem, and others as well. Checking this and/or using FastIPrefs (the replacement) is recommended.

For other programs, you may have to increase their stacksize in the program icon or for the CLI/Shell they are called from (e.g. with PPaint).

Using (Fast)IPrefs in PPC mode may not be a good idea at all, but for some people, the following did help in s:startup-sequence:

```
Wait 8 secs
C:FastIPrefs W M L A G
```

For the others, the trick from the Picasso96 FAQ should do the job: put the tool "CPUBlit" (an old patch available on Aminet) to your s:startup-sequence *before* the monitors are started. You must call it as follows:

```
CPUBlit -a -b
```

You may also wish to check out tools like FBlit, FastBlit, CpuBlit98 and related ones from Aminet:util/boot - some may work perfectly on your machines, others perhaps won't at all. But experimenting may be worth it.

```
No write support ?
------------------
  Sorry, there won't be write support (DTM_WRITE method), since I think,
  that datatypes are mainly a system for data exchange and not to do
  the job of existing conversion utilities.

  To explain it even further:

  The datatype mechanism certainly is a system to HIDE implementation and
  data format details. If one does offer too much choices for destination
  file formats, this would - in my opinion - completely be against this
  concept. The ideal way of keeping the datatypes' concept cleanly OOP
  would be to internally handle everything in an amiga-unique IFF format
  - which BTW is quite essential for clipboard data exchange as well.
  Unfortunately IFF-ILBM isn't very suitable for color depths greater
  than 8 bit. Maybe IFF-RGFX could be a good choice, here.

Why are "interlaced" image files not displayed progressively ?
--------------------------------------------------------------
  Because picture.datatype's API (upto V43) relies on complete
  bitmaps to be returned by a datatype of subclass "picture".
  Unfortunately the datatype cannot:
    - supply many small bitmaps, one for each line
    - give control back to picture.datatype during reading a file
    - write into an existing, given bitmap
  (to just supply some possible considerations how to solve this
  problem), so there currently is no way of displaying images progressively.

  When running in PPC mode, progressive display BTW would be
  a bad idea, anyway.

Odd screenmode selection
------------------------
  graphics.library's BestModeID function isn't so well designed.
  Try Patching to a better one, e.g. with Aminet:util/sys/ModeP.lha

Progressbar and programs (esp. Browsers)
----------------------------------------
  Please note, that the (optional) progress bar will either open
  on a windows's screen as specified via pr_WindowPtr, or on the default
  Public Screen, thus if your favoured Web Browser does not set
  pr_WindowPtr or does not declare its screen as default pub screen,
  that's not my fault. PDTA_Screen will be checked first, as well
  - but usually this won't work at all.

Ramlib Crashes
--------------
  If you get "ramlib" gurus with this or any other program,
  then try installing Aminet:util/sys/StackAid.lha

Unknown datatypes (V43)
-----------------------
  If your datatypes stop working (unknown file format), please don't
  blame me, but at first check, whether you've still installed an already
  expired beta version of picture.datatype V43...
```

And make sure, that you don't use picdtpatch (v39.2) from the
Hypertext.datatype archive by Stefan Ruppert.

1.8 Making use of 680x0 CPUs and PPC accelerators

Basically, this program does run with a plain 68000 CPU.

However, if you do own an 68020/030+68881/882 FPU or
68040/060+FPU, or maybe a dual processor board with PPC,
you may wish to make use of the extra horse power.

There are certain configuration options, special libraries
and/or patches available, so you perhaps should investigate
into that issue a little bit deeper - but carefully.

PPC Support
==========

1. With CyberStorm PPC cards, it may make sense to make use
   of the "SetFastAvec" and "Set60nsMode" (SetMemMode) tools,
   which should speed up the system performance somewhat,
   i.e. by addressing your RAM with 60ns instead of 70ns
   access time. Newer versions allow to do these settings
   fromout the card's bootmenu. If you get random crashes,
   step back to 70ns.

2. Make sure, that you have a lot of RAM on the accelerator,
   so that the PPC isn't forced to make accesses to the slow
   motherboard RAM. If you get random crashes, make sure
   you followed the installation instructions, and did
   not configure SIMMs of different vendors for a 64 bit
   access bank.

3. This program does make use of "ppc.library". So:
   Make sure, that you a) don't have "powerpc.library" installed
   or b) have a version of "powerpc.library" installed, which
   does not conflict with "ppc.library" (V7 is said to work
   together with ppc.library). Don't install ppc.library
   without having a PPC board plugged in. Always make use
   of the newest 68040/68060.library plus ppc.library - as
   available under ftp.phase5.de or Aminet.

   (There's BTW now support for powerpc.library V14 as well,
    so you can decide. Basically, it even does work to run
    the PPC-Library version under Frank Wille's ppc.library
    emulation for WOS [V0.6b or higher].)

4. Read the corresponding FAQ pages for more information on
   PPC support and configuration - especially note, that
   a keyfile is required for fully functional PPC support
   within this datatype.

68020/030+68881/882 FPU and 68040/060+FPU Support
==

Usually, Amiga OS' mathieee-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 FFP libraries don't support an FPU at all.

But there are certain patches available on Aminet, to speed up FPU support in general, add FPU support for the FFP libraries or in general allow more efficient use of the 040/060 CPUs, e.g. by avoiding unnecessary emulation of missing instructions through 68040/68060.library.

Make sure, that those patches don't conflict with certain versions of the 680x0 libraries or even are part of these already. If you've carefully read the docs you may wish to check out the following solutions:

1. Fix bugs within the math libraries

   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:

   a) best solution is a newer SetPatch Version V43.x
      (available from ftp.amiga.de somewhere in "/pub/")

   b) if SetPatch V43 does not work with your OS version,
      you should try for example "SetMathPatch"
      (coming e.g. with GhostScript - see Aminet:gfx/show)

   Those patches may conflict with some math library replacements - it seems to be logically, that a completely rewritten replacement library of course does not need to be patched any further. At least not for the same bugs...

2. Patching the math#? libraries for better (or introducing) FPU support:

   a) - FMath V40.6 Aminet:util/libs/FMath406.LHA
      - FFPPatch   Aminet:util/boot/ffppatch.lha

   b) - HSMathLibs   Aminet:util/libs/HSMathLibs_040.lha
                     Aminet:util/libs/HSMathLibs_060.lha

   c)   various other patches from the "util" area of Aminet

   With the 68040/68060.libraries of p5, according to their docs, further patches of the math libraries are not recommended - however may work nevertheless.

3. General 040/060 speedup

   For automatic speedup on 68020+ systems, this datatype

```
   makes use of utility.library.

   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 of 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.

   That program can be found under Aminet:util/boot/Mult64Patch.lha
   - however, it may already be obsolete for newer versions
   of your 68060.library. Do the speed check, then decide.

4. Better performance on 680x0 and PPC

   Here, the following tools work quite fine on a 040/PPC board
   (taken in this oder from s:startup-sequence):

    C:FastExec >NIL: <NIL: NOEXEC FASTSSP FASTVBR FASTEXP FASTMEM FASTINT  ↩
       REBOOT
    C:SetPatch QUIET
    C:QuickRom >NIL: <NIL:
    Run >NIL: <NIL: C:CpuBlit

   FastExec V2.9   (Aminet)        -> various speedups
   SetPatch V43.6b (www.amiga.de)  -> OS patches
   QuickRom V36.08 (Aminet)        -> ROM to RAM
   CpuBlit98       (Aminet)        -> let the CPU do blitting

   This all runs fine in 60ns mode, together with SetFastAvec,
   PPCInstall and CyberGraphX V3.
```

1.9 correspondence

```
** General PerSuaSiVe SoftWorX WWW Support Site is http://www.ar-kleinert.de **
 ____________________________________________________________
|      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                       |
|                  Am Kornberg 48                            |
|                  D-57076 Siegen                            |
|                  Germany, Europe                           |
|                                                            |
|                  +49-271-22869                             |
|                  (also FAX + AM)                           |
|                                                            |
```

```
|                  Weekdays after 18.00h.                  |
|                                                          |
|         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 ask before sending binaries!
      And please think twice before asking - my postbox
      is not unlimited in size.

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

         - Fido   Andreas Kleinert 2:2457/350.18
         - Usenet
            >>>   info@ar-kleinert.de
                  Andreas_Kleinert@gmx.de
                  ARK@News.wwbnet.de

         - 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
```

1.10 thanks

```
Thanks go to (in order of appearance ;-)
========================================

- Don Paul             - Marko Seppänen          - Georg Rottlaender
- Kermit Woodall       - Richard Lane            - Arno Richter
- Manfred Kern         - Jon B. Peterson         - Harald Wünsche
- Paul Compton         - Gontier Laurent         - Arthur Moyer
- Janifer Lopez        - Mats-Olov Rustad        - Philip Vedovatti


Thanks also must go to:

  - ...Nova Design, namely Kermit Woodall
  - ...all buyers of the SView Productivity Suite from Schatztruhe
  - ...the Cloanto team, namely Michael C. Battilana
  - ...the people from phase5, namely Ralph Schmidt and Claus Herrmann
  - ...the picture datatype V43 programmers, namely Frank Mariak and Olaf Barthel
  - ...the other programmers of datatypes, for information exchange
       and useful comments
  - ...dozens of people I forgot to mention here !
```

1.11 prefs

```
akNAILPrefs
-----------
akNAILPrefs is the Preferences Program for akNAIL.datatype.

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" or even never versions under
ftp.haage-partner.com).

Icon by Bert Bosma <lmb@wxs.nl> (based on NewIcons).

An alternative MUI prefs program replacement by Alvaro Thompson
(originally) and Achim Stegemann (later) is now available as
util/dtype/akMUIPrefs.lha - there also are various other replacements.


Task (process) specific settings also can be done - either using
the preferences program (which allows to select the corresponding
process from a list as long as it actually is running at the same
time) or by hand, following the scheme below:

                          OPTIONAL
---------------- task specific settings files -----------------------
Settings specific to different caller programs may be created
by copying the global settings from "Datatypes/akNAIL.prefs" to an
optional task-related prefs file called

          "Datatypes/akNAIL.prefs_Tasks/TaSkNaMe"

where "TaSkNaMe" means the name of the program as e.g. shown by
a system monitor (for obvious reasons, this does work best with
workbench programs, which don't require name patterns as some
CLI programs might do, like for example "CLI(3):Work:Browsers/XWebber").
So, with AWeb for example, you would just edit your global settings
file and then do the following:

  MakeDir ENV:Datatypes/akNAIL.prefs_Tasks
  Copy ENV:Datatypes/akNAIL.prefs ENV:Datatypes/akNAIL.prefs_Tasks/AWebIP"

   [... and the same for ENVARC: ...]

After that, AWeb will ignore the global settings and fetch its own
from the given file.
-----------------------------------------------------------------------

You can do the following settings:

1)  V43_MODE=(NO_DITHERING|V40_DITHERING)
2)  V40_24BIT_MODE=(DITHER_ORDERED|HAM_OUTPUT)
3)  V40_DEPTH=(3..8)
4)  HAM_MODE=(HAM6|HAM8)
5)  INTERLEAVED_BM8
6)  DISPLAYABLE_BM8
7)  PROGRESSBAR=(ON|OFF)
```

```
8)  SPEEDUP
9)  CUSTOM_MODES
10) PPC=(ON|OFF)
11) AUTO=(ON|OFF)
12) PPCLIB_EMU=(IGNORE|USE)
13) CACHEWOS=(ON|OFF)
14) LOADELF_WOS=(ON|OFF)
15) NOASPECT
16) DEBUG

  That's mostly self-explaining, but as an example,
  here are the default settings and a short explanation:

V43_MODE=NO_DITHERING
V40_24BIT_MODE=DITHER_ORDERED
V40_DEPTH=8
HAM_MODE=HAM6
INTERLEAVED_BM8=ON
DISPLAYABLE_BM8=OFF
PROGRESSBAR=ON
AUTO=ON
PPCLIB_EMU=IGNORE
CACHE_WOS=ON
LOADELF_WOS=ON


   General Explanation of Options
   ==============================

1) V43_MODE
------------
  NO_DITHERING:  does output 24 Bit data when running pic-dt V43
  V40_DITHERING: switches to V40 mode settings when running pic-dt V43

2) V40_24BIT_MODE (when running picture datatype V40 or V43 in V40 mode)
-----------------
  DITHER_ORDERED: does ordered dithering of 24 Bit data
  HAM_OUTPUT:     does convert 24 Bit data to HAM6/8

3) V40_DEPTH
------------
  When dithering to a palette (so: when in V40 mode and ordered dithering
  being selected) the number of palette colors, which is 256 by default,
  may be reduced here (e.g. on ECS systems).
  Valid depth values are 3..8 (which results in 16..256 colors, easily
  calculated by 2^depth).

4) HAM_MODE
-----------
  HAM6: generates HAM6 output for 24 Bit graphics, when running V39-42
  HAM8: generates HAM8 output for 24 Bit graphics, when running V39-42

    Note, that HAM8 is native to AGA machines and thus may cause
    difficulties with graphic boards and won't work with OCS/ECS Amigas.
    With HAM6 and graphic boards also problems may occur.

5) INTERLEAVED_BM8
```

```
------------------
  ON:  will output interleaved bitmaps upto 256 colors
  OFF: will output normal bitmaps (BMF_CLEAR and maybe BMF_DISPLAYABLE
       only) - you may switch interleaved mode off for specific programs,
       which cannot handle it, or when AllocBitmap() has been patched
       for chunky modes by a graphics card software or e.g. EGSPlus

6) DISPLAYABLE_BM8
------------------
  ON:  will output displayable bitmaps upto 256 colors
  OFF: will output normal bitmaps (BMF_CLEAR and maybe
       BMF_INTERLEAVED) - you may turn displayable mode on
       for specific programs, which want to use datatype generated
       bitmaps directly as screen bitmap. If they are enabled to
       do this, this may save some memory (for another bitmap).
       This is recommended for systems without graphics card
       and only few chip memory.

7) PROGRESSBAR
--------------
  ON:  pop up percentage display
  OFF: do not pop up percentage display

8) SPEEDUP        (hidden option)
---------------------------------
  Activates some bitmap related optimizations, including a special
  hack for making image loading with AWeb somewhat faster.

9) CUSTOM_MODES   (hidden option)
---------------------------------
  When the keyword CUSTOM_MODES is set,
  only viewmodes out of the standard set
  will be generated: - LowRes            ( 320x200/256)
                     - HighRes           ( 640x200/256)
                     - SuperHighRes      (1280x200/256)
                     - LowRes Lace       ( 320x400/512)
                     - HighRes Lace      ( 640x400/512)
                     - SuperHighRes Lace (1280x400/512)

  When CUSTOM_MODES=0x######## (e.g. CUSTOM_MODES=0x00000000)
  is set, the specified hexadecimal viewmode ID will be used always
  - alternatively, you can specify the viewmode name as plain text,
  for example "CUSTOM_MODES=PAL:HighRes". Note, that spelling is
  very critical here.

  For HAM output, this is only true, if the mode ID actually is
  capable of HAM (this usually is indicated by OR'ing it with HAM_KEY),
  otherwise a different ID will be computed.

11) PPC           (hidden option)
---------------------------------
  ON:  If .ppc or .wos modules are installed, they'll be utilized.
  OFF: When the option PPC=OFF is set, the PPC encoder module won't
       be used, even with a PPC available. Instead the datatype will
       fall back to 68k mode. Useful e.g. for speed comparisons.

  This is a RUNTIME switch. AUTO and PPCLIB_EMU will be processed always.
```

```
12) AUTO
--------
  ON:  Try to find out, which PPC kernel is installed.
  OFF: Simply assume, that it's ppc.library

  With AUTO=OFF it's not even tried to open powerpc.library.
  May cause trouble, if V14+ is installed and gets active sometime
  (unless we have have a PPCLib emulation running).

13) PPCLIB_EMU
--------------
  IGNORE: With AUTO=ON and WOS installed, make use of the WOS versions
  USE:    With AUTO=ON and WOS installed, use the PPCLib emulation

  Of course, this only is true for WarpOS' powerpc.library V14+

14) CACHE_WOS
-------------
  This option is explained in the FAQ.

15) LOADELF_WOS
---------------
  ON:  This will make use of "C:LoadElfWOS" instead of the internal
       ELF loader code, to avoid some certain problems e.g. with
       the DOpus viewer or the DOpus/WB background pattern tools.
       Do not specify CACHE_WOS at the same time (it would be a
       waste of memory).

  OFF: The internal ELF loader code will be used, CACHE_WOS may
       make sense. If you encounter problems with this option,
       try increasing the stack of the calling application first
       (e.g. increase MultiView's stack to 32768 in the icon).

16) NOASPECT        (hidden option)
-----------------------------------
  If x/y aspect generation produces buggy results,
  e.g. with PictIcon, this option may be used to
  always force 1:1 to be returned.

17) DEBUG           (hidden option)
-----------------------------------
  Not implemented yet. Will enable debugging output,
  i.e. info requesters.
```

1.12 history

```
 Known Bugs: - some people reported problems with the installation
               scripts in the past. If you encounter any problems or
               bugs, please report these directly to the script author
               Robert C. Reiswig <akDatatype@vgr.com>

             - please use at least V41.101 of wizard.library.
               You should find a copy coming with demo versions
               of various programs under ftp.haage-partner.com
```

```
            - viewmode selection may not always be 'perfect'

Hint:       - if you use this datatype with a WWW browser, then create
              a separate partition (sized 30-70 MB) for temporary data
              storage and do assign VMEM: and your browser's cache
              directory to it. Also, make sure that it has a decent
              AddBuffers setting (128 or more). When partitioning (danger:
              data loss), it may make sense to increase the filesystem
              block size to a higher value, as well (1024).
              And make sure, you're using the latest FFS file system 43.x
              from www.amiga.de - note, that you may update the FFS without
              repartitioning, but you have to be very careful when doing
              this fromout HDToolBox.
            - even better: use a faster file system (at least) for your cache
              partition, like the commercial PFS2 (formerly AFS, now by
              Schatztruhe - see http://www.schatztruhe.de) or the free
              SFS (see http://www.xs4all.nl/~hjohn/SFS/ )


Keyfile problems:

 People, who did not receive their keyfile within 2-4 weeks after sending
 their registration should also contact me. (During sommer, please note,
 that it not always does make sense to call after 2 weeks - some people
 tend to make holiday sometimes...)


History
=======
V44.7 (22.11.99): - SPEEDUP option now limited to pic-dt V43+ and
                    slightly changed - still only works with AWeb (AWebIP)
                    task-specific settings files and heavily depends
                    on how AWeb deals with Bitmaps

                  - SView Productivite Suite II CD-ROM by Schatztruhe (Germany)
                    or Software Hut (US) does include full versions of:

                      - SViewIV
                      - akJFIF, akPNG, akTIFF and akNAIl datatypes
                      - akMPEG2

                    Plus a lot of extras!

V44.6 (21.10.99): - updated various things... again

V44.5 (23.09.99): - updated various things

V44.4 (03.09.99): - progress bar was broken in all modes except V43
                    (-> Richard Lane)
                  - added better, quick pre-load "file type check" mechanism

V44.3 (10.08.99): - prefs GUI was broken
                    (-> Christian Sauer)

V44.2 (08.08.99): - prefs GUI fixes
                    (-> Georg Rottlaender, Richard Lane)
```

```
                  - added new installer script by Rob Reiswig

V44.1 (01.08.99): - initial release
```