

## **MetaView**

**COLLABORATORS**

|               |                            |                |                  |
|---------------|----------------------------|----------------|------------------|
|               | <i>TITLE :</i><br>MetaView |                |                  |
| <i>ACTION</i> | <i>NAME</i>                | <i>DATE</i>    | <i>SIGNATURE</i> |
| WRITTEN BY    |                            | April 12, 2022 |                  |

**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 . 4

Requirement

Installation

What is it?

Shareware

Bugs

Errormsg.

Start

ARexx

Menu

Requesters

converting more then one  
History

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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

- \* WMF files (also embeded in Windows(tm) CLP files)
- \* AMF files
- \* DXF files
- \* DR2D files
- \* XFIG files (version 3.0 or 3.1)
- \* WPG files (version 1.0)
- \* GEM files (work in progress, need more examples)
- \* DSDR files (work in progress, no gradients, no pattern)
- \* CGM files (work in progress, need more examples)

to

- \* ILBM
- \* AMF
- \* CGM
- \* GEM
- \* DR2D
- \* HPGL
- \* EPS
- \* AI
- \* JMF
- \* WMF

There is also a menu item for open CDR-files, this is only for testing and can extract the preview picture. 'preview.bmp' can be found in 't:' dir.

### 1.5 shareware

---

**SHAREWARE:**

This MetaView are shareware. If you use this programm 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 about ARExx.

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't display and convert any included BitMaps!!!
- 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 programm is startable from Workbench or CLI.  
 For start from Workbench just doubleclick the icon.  
 For start 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, CDR, DXF, DR2D, WPG, CLP, GEM, CGM, DSDR
 , if you dont use this option, the program look 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
 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 - mm)
  
- HEIGHT/K/N   for ILBM, CLIP and PRT the HEIGHT
  
- XOFF/K/N     for PRINTER the x-position in mm
  
- YOFF/K/N     for PRINTER 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





```

                AMF, EPS, GEM, CGM, HPGL, DR2D, WW, ILBM, JMF, WMF
                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
- SET         set some attributes
  PROP/S       preserve picture-aspect
  NOPROP/S     no preserve picture-aspect
  TRANSPARENT/S background transparent
  NOTRANSPARENT/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
- QUIT        quit MetaView

```

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

## 1.11 menu

```

- Project
- Open
  (look here for formate)
  - Open as
    - AMF
    - WMF
    - CLP
    - DR2D
    - WPG
    - DXF
    - FIG
    - CDR
    - DSDR
    - GEM
    - CGM
- Save as
  (look here for formate)
  - AMF

```

```

- AMF+PIC /* not yet */
-
      ILBM
          - EPS
- GEM
- CGM
- DR2D
- HPGL
- WW
- AI
- WMF
- JMF
-
      Print
          - About
- Quit
- Other
    - Logo      - draw the start picture again
    - Info      - show some picture infos (type, size, version)
    - Copy      - copy to clipboard (unit 0)
- Settings
    - Aspect    - preserve picture aspect (proportions) or not
    - Transparent - draw to background or not (important for ILBM brush)
-
      Change...
          - change screentype, -mode, -depth and defaultfonts

```

## 1.12 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)
- 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

```

---

## 1.13 preferences

- Settings saved in `env:MetaView.prefs` and `envarc:MetaView.prefs` as ASCII and can also edit separate

Defaults:

```

SCREENMODE=$8004
SCREENWIDTH=-1
SCREENHEIGHT=-1
SCREENDEPTH=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
PROGRESS=0          -> 0 - none; 1 - only I/O; 2 - I/O and refresh

```

## 1.14 formate

Format      Description

Save:

|      |  |
|------|--|
| AMF  | Amiga MetaFile<br>my own format, deviceindependent, fast and based on<br>AmigaMetaFormat.library |
| CGM  | ComputerGraphicMetafile<br>uses on Amiga (WordWorth, with colors), PC or UNIX                    |
| GEM  | uses on Amiga (WordWorth, no colors), PC or Atari  |
| EPS  | Encapsulated PostScript<br>uses on all Computersystems, can also printed on PSPrinters           |
| HPGL | Hewlett-Packard Graphics Language<br>uses for Plotters   |
| DR2D | Drawing 2D<br>uses on Amiga (PageStream, DrawStudio, ProVector etc.)                             |
| ILBM | Interleaved BitMap<br>uses on Amiga (DPaint etc.) but lost quality on sizeing                    |
| AI   | Adobe Illustrator  |
| WMF  |  |
| JMF  | Java MetaFile uses on the WWW, please<br>look at my HomePage for more informations               |

Load:

AMF

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

CLP Clipboard  
uses for ClipBoard on PC (Windows)

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

CDR Corel Drawing  
uses on PC and also Macintosh (CorelDraw),  
but there is no information about this

DR2D

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

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

DSDR DrawStudio Drawing  
uses on Amiga (DrawStudio)

GEM

CGM

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

Comment: \_\_\_\_\_

\_\_\_\_\_

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

## 1.16 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

## 1.17 index\_e

A  
AMF  
ARexx  
Arguments  
B  
Batchconverting  
Bugs  
C  
CGM  
CLI  
D  
DR2D

DSDR  
E

EPS

Errors  
G

GEM  
H

History

HPGL  
I

ILBM  
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Menuitems  
P

Preferences

- change

- file

Print  
R

Register  
W

WMF

Workbench