# SuperView

**COLLABORATORS**

| | | | |
|---|---|---|---|
| | *TITLE* :<br><br>SuperView | | |
| *ACTION* | *NAME* | *DATE* | *SIGNATURE* |
| WRITTEN BY | | February 6, 2023 | |

**REVISION HISTORY**

| NUMBER | DATE | DESCRIPTION | NAME |
|---|---|---|---|
| | | | |

# Contents

# Chapter 1

# SuperView

## 1.1  SuperView_Documentation

```
                    SuperView V4.63 (3.8.1995)

   - SHAREWARE -

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             (see "Where to send ..." for more addresses)

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 Needs Kickstart V2.04. Kickstart release 3.x compatible.
 GUI created under use of GadToolsBox V2.0c.


                 The program's purpose

                 About the program's abilities

                 How to install it

                 Where to obtain Updates from

                 How to use it

                 Evaluation restrictions

                 Known bugs and program limits

                 Program history

                 Possible future enhancements

                 Where to send bug-reports and donations
```

              Credits and Support

              DISTRIBUTION LIMITATIONS

              Copyrights
                                          _
               _ //
         Only \X/ Amiga makes it possible.

## 1.2  purpose

SuperView in its current phase of development is a program, which has
mainly three purposes :

 – Displaying of various Graphic File Formats,
   e.g. IFF-ILBM, IFF-ACBM, PCX, GIF, BMP (W*nd*ws), JPEG, PCD,
        TIFF, EPS, FBM (*nix), PNM (*nix), WPG (W*rdP*rf*ct),
        IMG (GEM), MAC (M*cPaint), C64 (Koala,Doodle), Targa,
        Pictor/PCPaint, SunRaster, IFF-YUVN, WinIcon, QRT, UtahRLE,
        SVO und alle OS3-Datatypes !
   Many of them with 24 Bit-Support.
   Reads XPK- and PP20-packed data via Unpack.svobject.
 – support of external GraphicCard-Drivers (SVDriver):
   e.g. ECS, AGA, EGS-Cards, OpalVision, PicassoII, Merlin,
        Retina, CyberGraphics
 – Support of external operators (SVOperators):
   e.g. Dither24Bit, 24BitToHAM, HilbertDither256, XOR,
        ExtractRed, ExtractGreen, ExtractBlue, ExtractGrayScales,
        TopToBottom, LeftToRight, Rotate, Scale50, AnyTo24Bit,
        Crop, CallPNM
 – Writing/Conversion of most of these Graphic File Formats
 – "Screen-Grabbing", which means saving Screens in most of
   these Graphic File Formats

 All this under usage of internal and external Graphic- and
 GraphicCard-Drivers.

More about the program's abilities can be found in the specific chapters.

## 1.3  abilities

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 SVObjects, 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 :

 - own "superview.library" (supplied in separate archive)
 - 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 external Fileformat-Libraries (SVObjects):
   e.g. IFF-ILBM, IFF-ACBM, PCX, GIF, BMP (W*nd*ws), JPEG, PCD,
        TIFF, EPS, FBM (*nix), PNM (*nix), WPG (W*rdP*rf*ct),
        IMG (GEM), MAC (M*cPaint), C64 (Koala,Doodle), Targa,
        Pictor/PCPaint, SunRaster, IFF-YUVN, WinIcon, QRT, UtahRLE,
        SVO und alle OS3-Datatypes !
   Many of them with 24 Bit-Support.
   Reads XPK- and PP20-packed data via Unpack.svobject.
 - support of external GraphicCard-Drivers (SVDriver):
   e.g. ECS, AGA, EGS-Cards, OpalVision, PicassoII, Merlin,
        Retina, CyberGraphics
 - Support of external operators (SVOperators):
   e.g. Dither24Bit, 24BitToHAM, HilbertDither256, XOR,
        ExtractRed, ExtractGreen, ExtractBlue, ExtractGrayScales,
        TopToBottom, LeftToRight, Rotate, Scale50, AnyTo24Bit,
        Crop, CallPNM
 - "Screen-Grabbing"
 - Commodity  (optional)
 - ARexx-Port (optional)
 - AppIcon    (optional)
 - AppMenu    (optional)
 - AppWindow  (optional)
 - Clipboard reading and writing
 - 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

And via ILBM.svobject and ACBM.svobject :

 - use of "iffparse.library" for reading and writing
 - reading and writing of extended CAMGs (OS V2.04+)
   and AGA-CMAPs (OS V3.x+)
 - intelligent CAMG-Chunk replacement routine
 - and more

## 1.4  installation

Even if you use the supplied Installer-Script, you should read the following
notes. If you do not own the standard Installer-Program you should read
them even more carefully and follow the instructions given.

If you own a KeyFile, place it to "S:", or place it elsewhere and change

the environment variable "KEYPATH" to the corresponding directory.

The superview.library has to be installed seperately, anyway !

   Needed Workbench Resources

HardDisk-Users won't perhaps have to install any additional Workbench
Resources to their HardDisk.
Disk-Users will have to copy the following libraries into their
"LIBS:"-Directory :

  - gadtools.library    V37+ (since OS V3.00 in ROM)
  - iffparse.library    V37+
  - asl.library         V37+
  - commodities.library V37+
  - utility.library     V37+ (usually in ROM)
  - workbench.library   V37+ (usually in ROM)
  - icon.library        V37+ (usually in ROM)

Users of OS V2.04 or greater should also install the following
libraries :

  - amigaguide.library  V34+

Users of OS V2.1 or greater should also install the following
libraries :

  - locale.library      V38+


   Other needed Resources

You will also have to copy the following libraries to your
"LIBS:"-Directory (plus SVObjects, SVDrivers and SVOperators) :

  - superview.library          V11+
  - superviewsupport.library   V6+


   Installing the Main Program

Copying SuperView to your "WBStartup"-Drawer is perhaps one possible
solution, but installing it in any other directory will suffice anyway.
You should also install an appropriate Config-File in one of the supported
paths (e.g. "ENV:" or "S:").


## 1.5  updatenote

 General
 ~~~~~~~
 Although the SuperView archive does contain any of the needed parts,
 you might wish to get updates sometimes.

   Naming scheme    Example           Content                 Location

```
   SViewXXX.LHA      SView461.LHA       Main Program + Library  AmiNet/gfx/show
```

Also, there may occur several additional archives, containing more
optional SVObjects/SVDrivers or SVOperators (usually named this
way: "sv******.LHA").


FTP
~~~
If you've access to Inter/UseNet, you may also be able to
access AmiNet via FTP.

You might try to search under pub/aminet/gfx/show at
ftp.doc.ic.ac.uk (146.169.2.1), ftp.wustl.edu (128.252.135.4)
or ftp.uni-paderborn.de (131.234.2.42) where the complete
archive is available.

When using gopher also ftp.wustl.edu may be accessed
(search at 1/pub/aminet/...).

Of course you may also take a look at the various CD-ROMs containing
material from AmiNet (Fred Fish-CDs, AmiNet, etc.)


Official SuperView Support BBSs
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
     *** GM-Box ***

     Sysop:  Thomas Fischbach
     Online: 06.00h - 01.00h (events 01.00-06.00h)
     Data:   +49-271-870221
     Fido:   2:2457/435

To get the newest version of SuperView, either make a Fido-Request
for "SVIEW" or request/online-download "SVIEW_E.LHA".

Newest version will always be uploaded very soon (as fast or even
faster than AmiNet) since this box is my Fido Boss Node.

     *** SkyNet BBS ***

            SKYNET INFORMATION & E-MAIL SYSTEM
        SUPPORT-BOX FUER SUPERVIEW (AMIGA) + SCALL (IBM)
     NETZ-ZUGAENGE: USENET,FIDO,GER-NET & SEHR VIELE ANDERE

     Sysop:  SYSOP@SKYNET.WWB.SUB.DE
     Online: 00.00h - 24.00h
     Data:   +49-2735-6696       ZYXEL
             +49-2735-6699       HSTDS
     ISDN:   +49-2735-781001     ISDN
             +49-2735-781002     ISDN
     UseNet: SKYNET.WWB.SUB.DE

This Box is Prometheus-based, so you should easily find your way through
the BBS areas.
SuperView and Tools are stored at: "A01-AMIGA/A01-SUPPORT/SUPERVIEW".

## 1.6  usage

```
              How To Use SuperView : An Introduction


              1.0 SuperView's Construction
                    1.0.1 The Workbench Interface
      1.0.2 The Graphical User Interface (GUI)
      1.0.3 The CLI Interface
      1.0.4 The Commodity Support
      1.0.5 The ARexx-Port
      1.0.6 The App-Features
      1.0.7 Configuration Commands


              2.0 Controlling And Using SuperView
                    2.0.1 Options for Configuration and ARexx
      2.0.2 GUI and WB-App Handling
      2.0.3 Controlling the Display-Screen


              3.0 Information about the supported Gfx Formats
                    3.0.1 IFF-ILBM
      3.0.2 IFF-ACBM
      3.0.3 Other File Formats
```

## 1.7  evaluationrestr

This is the evaluation version of SuperView, which is SHAREWARE.

To remember you register, every time you start or leave the program,
an appropriate Requester will appear.

Also, the ARexx-Port is no longer available in the evaluation version.

All in all:   - Requester at startup and when leaving
              - no ARexx-Port

After you've received and installed your Keyfile these restrictions
will disappear.

## 1.8  construction

```
              1.0 SuperView's Construction
```

SuperView bases on several interfaces, of which almost any can be
activated/deactivated and accessed separately.
These are :

  - The Workbench Interface
  - The Graphical User Interface (GUI)

    - The CLI Interface
    - The Commodity Support
    - The ARexx-Port
    - The App-Features
    - Configuration Commands

1.0.1 The Workbench Interface

  The Workbench interface is just a standard WB-Interface, which means
  that it supports sevaral Tooltypes for program configuration, of
  which nearly any are also available via ARexx and the ConfigFile.

  It is supported to use SuperView as a DefaultTool for Project Icons
  via the Workbench "Information" Menu as well as displaying pictures
  via "multiple selection" as described in the Workbench manual.

  See
            2.0.1
             for more details on configuration.

1.0.2 The Graphical User Interface (GUI)

  As many other programs SuperView gives the user the possibility to
  control most activities via a Graphical User Interface, based on
  the standard Intuition elements as Gadgets, Menus and Windows.


            SuperView's GUI
             allows to reach nearly all of the program's features
  and also provides even more of them.

  This GUI is not opened automatically, because SuperView is also
  designed to run as a Commodity in the Background (see 1.0.4), where
  a GUI often is not actually needed.

  The GUI may be activated via Configuration options (see
            2.0.1
            ),
  which either have to be placed in the Config-File, as Icon-
  Tooltypes or as CommandLine-Options (see 1.0.3).
  When running SuperView as a Commodity the GUI can also be opened
  via the standard WB-Program "Commodity Exchange" (see 1.0.4).
  If an AppIcon or AppMenu is installed, it also will let the GUI
  pop up (see 1.0.6).

1.0.3 The CLI Interface

 The CLI Interface provides nearly all possibilities as the GUI does
 (except Screen Saving/Gfx Converting), so that CLI users are completely
 integrated into the program's idea of concept.
 Allowed configuration options can be parsed via CommandLine by
 simply adding an "-" to their front (see
            2.0.1
            ).

1.0.4 The Commodity Support

Only one of the currently running copies of SuperView at a time
has the possibility to install itself as a Commodity which can be
controlled via the standard WB-Program "Commodity Exchange".
Special options (see
            2.0.1
            ) allow to set the HotKey, the Priority
and can specify, if the GUI should pop up or not.

Via the HotKey (default : alt esc) SuperView is present everywhere
it is needed and even the GUI can appear anywhere as fast as possible,
because of the "Commodity Exchange", which allows it to pop up just
by pressing the specific button there.

1.0.5 The ARexx-Port

The ARexx-Port is another feature, which strenghtens the interactive
capabilities of SuperView, because it allows to contact the SuperView
Process from nearly anywhere at nearly any time to tell it to do a
specific task.
Most of the ARexx-Commands are also available as configuration
options, so they are described there (see
            2.0.1
            ).
The name of the ARexx-Port is "SuperView.rx".
Only one SuperView Process will own such a port at a time.

1.0.6 The App-Features

Another interactive feature of SuperView allows you to install
an AppIcon, AppMenu and/or AppWindow.
All these are each optionally.

The AppIcon is placed on the Workbench and allows direct activation
of SuperView, as via ARexx or "Commodity Exchange" (Requester).

The AppMenu just works like the AppIcon.

The AppWindow only takes place, when the GUI is opened, so that any
pictures of which you drop an Icon into the GUI Window will be
displayed immediately.

1.0.7 Configuration Commands

Because of those many options and features is has perhaps to be
explained which order takes place when configuring the program at
startup time or later. Here's a table :

 - Default Options (integrated in SuperView)
 - ConfigFile      (read from Disk, if available)
 - a) Tooltypes    (read from Icon(s) at WB-Start)
   b) CLI-Options  (supplied via CommandLine at CLI-Start)
 - ARexx-Command   (received while the program is running)

## 1.9   control

                2.0 Controlling And Using SuperView

   As described before, SuperView can either be controlled via
   Workbench, CLI, "Commodity Exchange", ARexx or its GUI.

   The Commands, which are available for configuration and
   interactive ARexx use follow (2.0.1).
   After that the handling of the GUI is described more detailed (2.0.2).

 2.0.1 Options for Configuration and ARexx

   The letter after the specific command tells you from where it can be
   reached :

   C        [ Config-File                       ]
   T        [ Workbench-Tooltypes, CLI-CommandLine]
   A        [ ARexx                             ]


   Command                        Function                     Usage

   QUIT                           Leave SuperView              [     A ]
   HELP                           Load AmigaGuide DataBase     [ C T A ]
   REQUEST                        Request for displaying a Gfx [ C T A ]
   SHOW=<FileName>                Display a specific Gfx       [ C T A ]
   LOAD=<FileName>                Load a specific Gfx          [ C T A ]
   UNSHOW                         End Displaying / Close Display [   A ]
   SAVE_TYPE=<SVObject-ID>        Set new Save-Type for "SAVE" [ C T A ]
                                  (does not affect GUI settings)
   SAVE=<FileName>                Save current Gfx as SAVE_TYPE [    A ]
   SVDRIVER=<SVDriver-ID>         Set Default-SVDriver by ID   [ C T A ]
   SVOPERATOR=<SVOperator-ID> Set Default-SVOperator by ID     [ C T A ]
   ACTION                         Do SVOperator action         [     A ]
   OPTION_LOAD=<DISK|CLIP>        Disk or ClipBoard loading ?  [ C T A ]
   OPTION_SAVE=<DISK|CLIP>        Disk or ClipBoard saving  ?  [ C T A ]
   ICONPATH=<DosPath>             Location of DefaultIcons     [ C T A ]
   ASLFR_WIDTH=<value>            FileRequester Initial Width  [ C T A ]
   ASLFR_HEIGHT=<value>           FileRequester Initial Height [ C T A ]
   ERROR_REPORT=<YES|NO>          "NO" Will e.g. suppress any
                                  Requesters, which may cause
                                  ARexx-Scripts to wait for user
                                  activity. Supresses them also
                                  when working with the GUI, so
                                  use it carefully.            [ C T A ]
   LOGFILE=<CON/FileDesc>         Where to put a logfile ?     [ C T A ]
   REJECT_ICONS=<YES|NO>          Reject Icons in FileRequester? [ C T A ]
   PUT_ICONS=<YES|NO>             Put Icons when writing Files ? [ C T A ]
   INSTALL_CX=<YES|NO>            Install as a Commodity ?     [ C T   ]
   INSTALL_AREXX=<YES|NO>         Provide an ARexx-Port ?      [ C T   ]
   INSTALL_APPWINDOW=<YES|NO> Provide an AppWindow ?           [ C T A ]
                                  (only together with OPEN_GUI
                                   or CX_POPUP=YES)
   INSTALL_APPICON=<YES|NO>       Provide an AppIcon ?         [ C T   ]
   INSTALL_APPMENU=<YES|NO>       Provide an AppMenu ?         [ C T   ]

```
    OPEN_GUI                      Open the GUI immediately      [ C T A ]
    CLOSE_GUI                     Close the GUI immediately     [     A ]
    CX_POPKEY=<key key ...>       Standard CX_POPKEY command    [ C T   ]
    CX_POPUP=<YES|NO>             Standard CX_POPUP command.    [ C T   ]
                                  CX_POPUP=YES is equivalent
                                  to OPEN_GUI.
    CX_PRIORITY=<-128..127>       Set Priority of SuperView     [ C T A ]
                                  Process and the Commodity
                                  Broker. If called via ARexx
                                  only the process priority is
                                  set new.
```

The name of the ARexx-Port is "SuperView.rx" (only one is possible
at the same time).


2.0.2 GUI and WB-App Handling

The GUI mainly consists of three regions which are marked by the
specific gadgets with the same name :

    Picture Gadgets


        Slide View

        Load

        Save

        ViewBuffer

        Action

        ViewMode

        Medium
               SVObject / SVDriver Gadgets


        SV-Switch

        SV-ListView

        SVInfo

        Remove
               Screen Gadgets


        Screen-ListView

        Update

        Save

        Info

                        More options are available via the "Project" Menu, where you  ←
                          can
      select between the following actions :


              FileInfo

              Help

              About

              Hide

              Quit
                    By pressing HELP while selecting a Menu, or by selecting a  ←
                        Gadget after
      turning on the Gadget-Help via pressing HELP you may enter the
      context-sensitive documentation.

   2.0.3 Controlling the Display-Screen

      SuperView opens for each graphic, which has to be displayed, a
      suitable Screen.
      This Screen and the attached Window are usually pushed to the
      Foreground automatically und become activated, just right after the
      graphic has been loaded.

      After that you have the possibility, to control the program's
      behaviour via the following actions :

      Mouse control :

       - left Button quits the display

        When displaying OS3-Datatypes via "Slide View":

       - left Button within the graphic, while moving the mouse
         scrolls the graphic.
         (see relating note in the Screen-Titlebar)

      Keypad control :

       - Key "L"  : Load new graphic
       - Key "Q"  : Quit display
       - Key "X"  : Quit display and leave program
       - Key "H"  : Open GUI (GUI-Screen still in Background)
       - HELP-Key : Open GUI (GUI-Screen still in Background)
       - ESC-Key  : Quit display and leave program
                    (keep it pressed about 1-2 seconds)
       - F1..7    : HardCopy with density 1..7

## 1.10   gfx-formats

3.0 Information about the supported Gfx Formats

3.0.1 IFF-ILBM

  IFF-ILBM is the standard Gfx FileFormat for the Amiga.
  Currently there do exist two versions of this Format :

   - IFF-ILBM, unpacked
   - IFF-ILBM, CmpByteRun1 encoded

  The difference is, that the second one contains data, which is
  encoded with the CmpByteRun method, while the data of the first
  is unencoded.
  The reason, why both methods are included, is that sometimes it may
  be more efficient to let the IFF-ILBM file unpacked and then
  pack it with an other packer instead encoding it with CmpByteRun.
  Also there may exist some older - actually VERY old - programs,
  which do not support the packed format.

  IFF-ILBM graphics may contain Amiga-specific color cycling (CRNG)
  and ViewMode (CAMG) information.


3.0.2 IFF-ACBM

  IFF-ACBM is the standard Gfx FileFormat for AmigaBASIC.
  Currently there only does exist one version of this Format :

   - IFF-ACBM, unpacked

  The reason, why the data is unpacked is nearly the same, why
  IFF-ILBM is not used here :
  From Basic programmes it is not easy to read packed data anyway
  and it would slow down the program enormously.
  Data in an IFF-ACBM is saved BitPlane for BitPlane, to increase the
  speed of reading.

  If you use an automatically packing FileSystem or a patched DOS
  it might be useful to use IFF-ACBM, because the speed of displaying
  pictures dos not increase only with AmigaBASIC programs, but also
  with SuperView.
  And if you use such a method of background packing you will not
  even need more HardDisk space, which is in fact needed if converting
  from IFF-ILBM (CmpByteRun) to IFF-ACBM.
  On the other hand needed space is nearly the same as for unpacked
  IFF-ILBM graphics - but the speed is higher.


3.0.3 Other File Formats

  Library-Versions above V2 of the "superview.library" support displaying
  via SuperViewObjects (SVObjects), which are placed as external drivers
  inside "LIBS:svobjects/".
  Nevertheless you may also make use of OS V3.x+ DataTypes.
  Just select, which one you want to have installed, but please note,
  that SVObjects will cooperate much more better to superview.library.

```
    See also paragraph:
              About the program's abilities
                   .
```

## 1.11   menu_fileinfo

```
   - FileInfo
```

```
     Gives information about the currently loaded Gfx, as width, height
     or color-depth.
```

## 1.12   menu_help

```
   - Help
```

```
     Starts this Online-Help.
```

## 1.13   menu_about

```
   - About
```

```
     Informs about SuperView.
```

## 1.14   menu_hide

```
   - Hide
```

```
     Closes the GUI of SuperView (which when in Commodity-Mode, not
     necessarily means to quit SuperView itself).
```

## 1.15   menu_quit

```
   - Quit
```

```
     Closes the GUI of SuperView and exits the program.
```

## 1.16   gadget_view

```
   - View
```

```
     When clicking on this gadget, any old Display will be closed,
     a FileRequester will appear and the selected picture - if of
     a known File-Type - will be displayed immediately and replace
     the old display.
```

## 1.17   gadget_load

– Load

When clicking on this gadget, a FileRequester will appear and the
selected picture – if of a known File-Type – will be loaded
and held in the Memory for multiple saving (e.g. in different
file-formats).

If the speficic SVObject (e.g. Datatypes-SVObject) does not support
exporting Buffers, a Screen will be opened in the Background to
keep the picture.

## 1.18   gadget_save

– Save

The stored Buffer will be saved as a picture in the desired
file-format, as selected in the ListView-Gadget.
(Select "SVInfo" Gadget for more information on the speficic
 FileFormats).

## 1.19   gadget_viewbuf

– ViewBuffer

Allows to take a quick view on the currently loaded buffer.
Functionality is _not_ the same as with "View".

Here you'll just take a short look onto the picture and then
click it right out of the way.

## 1.20   gadget_action

– Action

Modifies the currently loaded SV_GfxBuffer in a way, which depends
on the currently selected SVOperator.

After that you may save or display the result of the operation
via the selected SVObject/SVDriver.

## 1.21   gadget_screenmode

```
- ViewMode / ScreenMode

  Opens a ScreenMode-Requester (ASL under V38+) which can be used
  to select a new ScreenModus for the currently loaded SV_GfxBuffer.

  Values for Width, Height and Depth are not changed:
  modifications of these values will be ignored.
```

## 1.22 gadget_medium

```
- Medium

  This gadget switches the Input/Ouput medium between Disk and Clipboard.
  This affects loading and saving of graphics.
  You may e.g load a graphic from ClipBoard, then switch to Disk and
  save it to there.

  If disk access is selected, a FileRequester will appear before loading
  and saving anything, otherwise just the first clipboard unit will
  be used.
  More about clipboard use perhaps can be found in your computer's
  manual.
```

## 1.23 gadget_svgad

```
                - SVObject/SVDriver switch Gadget

This gadget switches the
        SVListView-Gadget
                between SVObject/SVDriver Mode.
```

## 1.24 gadget_svlist

```
                - SVObject/SVDriver ListView Gadget

This gadget is for selection of the SVObject/SVDriver, which should be
the source for the actions, which can be performed via
        View
        ,

        Load
         or
        Save
        .
```

## 1.25 gadget_svinfo

    – SVObject/SVDriver/SVOperator Information Gadget

    This gadget displays more detailed information on SVObjects/
    SVDrivers/SVOperators.

## 1.26  gadget_svadd

            – SVObject/SVDriver/SVOperator Add Gadget

    This Gadget adds new SVObjects/SVDrivers/SVOperators to the system,
    which can be selected via FileRequester.
    Don't try to selecting other libraries than those, which have
    a name ending with ".svobject",".svdriver" or ".svoperator" !

    Removing is possible via
        Remove
         .

## 1.27  gadget_svremove

            – SVObject/SVDriver/SVOperator Remove Gadget

    This Gadget removes unusede SVObjects/SVDrivers/SVOperators from
    the system.
    This is only possible, if the current SuperView-Task is the only
    program, which accesses superview-Library at the time.
    Otherwise the action will result in nothing.

    Adding is possible via
        Add
         .

## 1.28  gadget_screenlist

            – ScreenListView Gadget

    This gadget is for selection of the Screen, which should be the
    source for the actions, which can be performed via
        Update
        ,

        Info
         or
        Save
        .

## 1.29  gadget_scrupdate

- Update

    If the list of selectable Screens is not up-to-date an update
    can be forced by pressing this Gadget.

## 1.30  gadget_scrsave

- Save

    The Save-Gadget in the Screen area allows yoy to save the selected
    Screen in the desired File-Format.
    (Select "Detailed Info" Gadget for more information on the speficic
     FileFormats).

## 1.31  gadget_scrinfo

- Info

    This Gadget presents various information on the currently
    selected Screen.

## 1.32  bugs

Known Bugs and program limits :

 Bugs
 ----
- as reported by several people, there have been enforcer hits
  in the past, and maybe also in the present.
  Since only owning a buggy EC030-MMU, I'm actually not able to
  catch them all, but usually they'll be fixed sooner or later
  when I get them located by other methods.

  On the other hand there are many A1200/3000/4000 users, which
  never reported any problems in running the program.

  So keep watchful, but please don't panic ;-)


 Limits
 ------

- When trying to create some kind of a "slide show", you have to decide how
  long the user should see a picture displayed, because a mouse click by the
  user will end displaying as well as sending an ARexx/Commodity/Tooltype
  command to SuperView, which immediately will cause it to display
  the new picture. This is not a real bug, this is just because of

interactive message receiving while a picture is displayed.
Multiple picture displaying is only possible when starting different
SuperView Tasks, which then all have to be "quit"ted by a mouse click.

- Another point is, that only one currently running SuperView Task
  can be reached interactively via ARexxPort and Commodity Exchange.
  This lies in the nature of SuperView and Commodity Exchange.
  Nevertheless multiple AppIcons and AppMenus - as well as their
  corresponding tasks - are possible, so do not forget to disable this
  feature if you don't want to get a Workbench full of SuperView-Icons ...

## 1.33   history

The SuperView ILBM-Viewer bases on my older program project "KILBM", which
has been designed for usage under older versions of the Amiga OS.
SuperView is _not_ related to the program with the same name from AmigaLib
Disk 367, about which I read late _after_ I began programming it.

V4.63: - RELEASE 2 of V4.62
       - saving did not work, when Path was empty. FIXED.

V4.62: - fixed some possible bugs (path related functions)
       - ScreenMode- ..er.. ViewMode-Requester now reflects the actually
         selected mode, as long as the SVDriver does support it
         (otherwise you'll get the last one from the list)
         (-> Steve Quartly)
       - FileRequester will now "Cancel" instead of "Quit"
         (english catalogue-file)
         (-> Steve Quartly)
       - new Icon for "SuperViewPalette" (which is located inside
         "Bonus/DefaultIcons"; YES, it's a _program_)
       - FileRequester now manages WildCards
       - now checks (old) WRITE flags and (new) CLIP flags, thus
         only write-able SVObjects - depending on medium either for
         disk or clipboard access - will be displayed in the ListView
       - SVDriver may now be changed while a graphics is still in memory.
         Was previously not possible due internals of superview.library,
         which have been changed with V11.9.
         (-> Steve Quartly)
       - got another InterNet address. Try this one when your binaries
         don't come trough or you don't get a reply (or takes too long ;-)

V4.61: - Icon related stuff:
           - writing of icons may now be disabled (command "PUT_ICONS")
             (-> Reinhard Theling)
           - included new 16 Color Default Icons by Detlef Winkler,
             also wrote a small program, which locks the correct
             colors for these (OS3 only, since system-conform)
           - added/adjusted ARexx Icons
       - slightly reworked documentation
       - added francais catalog file by Emmanuel REY. Thanks!
       - "style-guided" Quit-Requester text
       - added new Menu item for releasing the current handle
         (useful, if some files are still "locked" because they're
          still open)

```
            - re-enabled menu help and newlook (argh!)
            - removed alternative IconSet, since we use this for superview-
              Library already and it does not make sense to include it twice.
            - superview.library V11.8 is now part of the SuperView distribution,
              since the license conditions have changed drastically.
              Any new release will now be included with the SuperView package
              instead of beeing released as a single package.

V4.60:      - fully recompiled with SAS/C V6.55
            - nows brings PubScreen to front, if no GUI is open,
              before opening FileRequester (before, this would have
              caused the FileRequester to be opened in the _background_)
            - HotKey feature did not work, also breaking with CRTL-C. Fixed.
            - now always displays the correct SVDriver settings when ListView
              is switched to SVDrivers the first time; also does detect and
              reflect any changes within the global settings. Last not least
              fixed a possible Enforcer Hit there, which might have occured,
              if no SVDriver had been selected.
            - added notes on SupportBBSs

V4.53:      - again completely rewrote ScreenModeRequester functions.
              Now at least requires superview.library V11+ to allow
              SVDriver/GfxBuffer-sensitive ScreenMode selection
            - revised Docs
            - removed old SuperView.GIF (because of space)

V4.52:      - fixed ARexx-Script directory organization
            - small changes

V4.51:      - message-handling more enforcer-proof now
            - completely rewrote ScreenMode-Requester routines: especially,
              but not only the V37-part (-> several)
            - added new ARexx-/TT-/Config-Commands for doing
              SVOperator actions ("ACTION")
            - removed "+" restriction with CX_POPKEY
            - "ERROR_REPORT=NO" now works. Will e.g. suppress any Requesters,
              which may cause ARexx-Scripts to wait for user activity.
              Supresses them also when working with the GUI, so use it carefully.
            - added "LOGFILE" ARexx-/TT-/Config-Option (-> Gerd Frank)
            - again revised "library flush" functions
            - fixed bad GUI bug: PublicScreen released before Window closed
            - hunted enforcer-hits (several places)
            - completely reworked AmigaGuide support
            - AmigaGuide and OnlineHelp now also for V34 versions of amigaguide-
              library. Does not work asynchroneous and only reads the english
              database, but it works ;-)
              (-> Klaus Jensen)
            - there was an unused port. Removed.

V4.5:       - now requires at least superview.library V10+
              due to changed display behaviour:
                - Datatypes may now be loaded as GfxBuffers, while non-picture
                  Datatypes will not lose their interactive capabilities
                  (but when e.g. working on ANIMs only the first picture will
                  be taken)
                - "ViewBuffer" function now also accepts keyboard control
                  (like "Slide View")
```

                    - changed AppIcon handling, due to MungWall hits from workbench.
                      Wasn't able to fix this fully, 'cause it's a bug in WB 3.1 :-(
                    - fixed problem with calling SVInfo on empty SVOperator-List
                      (-> Tilo Winkler)
                    - slightly changed KeyFile handling


    V4.43: - email: "ftn.sub.org" address is now valid
                    - added new Icon set by Roman Patzner, which fits very well
                      to 8 or more colors. Alternatively the former Icons may also
                      be installed from the script.
                    - new directory organization
                    - added support of "KEYPATH" Env-Var for KeyFile location
                      (-> Roman Patzner)
                    - AppIcon may now be defined by the user (-> Roman Patzner)
                      Just Copy it to the same place as the other default icons
                      (as "AppIcon.info"). Default one already placed there.
                      Don't forget to set the ICONPATH.
                    - added new ARexx-/TT-/Config-Commands for setting the initial
                      width and height of the FileRequester
                      (-> Gerd Frank)
                    - etc.


    V4.42: - some EnforcerHits have been reported to occur when Hiding/Quitting
                      or Cx-Removing SuperView. Unfortunately my EC-MMU does not seem
                      to catch them, but I found and fixed some possible sources
                      nevertheless (-> Oliver Eichhorn)
                       - adding/removing of an AppMenu might have caused problems
                       - on some OS versions BusyPointers might have been set to
                         non-existing Windows (called, even if MainWindow was already
                         closed; no EnforcerHit with OS 3.x)
                       - fixed/Forbid-Permitted some FindTask()/FindPort() operations
                         within Cx-Routines
                       - changed order of freeing resources when leaving the program
                    - slightly changed "flushlibs" functions to a) be more consequent
                      in Forbidding/Permitting and b) do better library-struct handling


    V4.41: - identically to V4.4, but set Icon's stacksize to
                      a reasonable value (32768 Bytes)


    V4.4 : - Documentation revised
                    - precised RegistrationForm
                    - added some more Icons by Detlef Winkler:
                       - new Guide- and Doc-Icons (german/english)
                       - new ARexxScript- and ConfigFile-Icons
                       - new Directory Icons
                    - added ViewMode/ScreenMode selection option for SV_GfxBuffers
                      to GUI (see Docs). ViewMode will be changed, while Width, Height
                      and Depth will keep unmodified.
                    - underscore of "View" was not "w", but "b". Fixed now.
                    - more cosmetical GUI changes
                    - ARexx-Port no longer available in evaluation version.


    V4.3 : - Beta-Versions : V4.21 (28.11.94)
                    - adjusted GUI to also display selected ListView entries
                      correctly with OS 2.x, which handles them different from 3.x
                    - added "ICONPATH=..." C/T/A for easy location of DefaultIcons,
                      even from CLI/Shell started SuperView processes

          - some Tooltypes might not have been recognized in former
            versions (the newer ones)
          - reading of ConfigFiles did no longer work since V3.1:
            only ARexx and Tooltypes worked, unless you did not
            specify "==" instead of "=" (only inside the ConfigFile).
            This was a bug in the parsing code.
            (-> reported by _some_ people, but I did not find it)
          - My Fido Email Address changed (345 -> 435)

V4.2 : - added new ARexx-/TT-/Config-Command for switching the Asl File-
          Requester from rejection of ".info"-Files to acception of them
          (might be useful for a future "Icon.svobject")
       - added new "System Info"-Menu (registered version only),
          to allow a quick view on the current state of the system
          (ARexxPort, default dirs, memory).
       - added directory "DefaultIcons" where you may place your
          preferred picture file Icons, separately for _each_ single
          SVObject (same name, but with extension ".info") !
       - added ability to flush unused libs from inside the program
          (suggested by Gerd Frank)
          Now there's a similar menu like WB's "flushlibs" (Flush all Libs)
          and one for only flushing all currently unused svobjects,
          svdrivers and svoperators (Flush own Libs)
          This does not affect the internal lists of SVObjects/Drivers/
          Operators, so it is different to Add/Remove !
       - Many people claimed about the "ugly icons" of SuperView.
          Since I'm a programmer, not a designer I strongly depend on
          "foreign" icons. Here they are:
              - drawer Icons now taken from AmigaLibDisks
              - added DefaultIcons and BonusIcons by Detlef Winkler
                and Reinhard Theling to the evaluation version

V4.1 : - fixed some bugs in the Docs
          (BTW, my "hotb.sub.org" EMail-Address is no longer valid !)
       - (hopefully) better OS 3.x NewLook-Support for menus
       - now there's a BusyPointer, when doing any SVOperator actions
       - SVOperator-Names corrected
       - new ARexx-Command for setting Default-SVOperator : "SVOPERATOR"
       - fixed bug in ScreenList generation, where a check of the
          first char of the title of an actually untitled screen might have
          caused an Enforcer Hit (here you got it ...)
       - Ooops: removed code/subcode information from "SVInfo"-Requester,
          because these values are only temporarily (changing with every
          library-startup). Sorry.
       - "About"-Requester did not automatically reflect the correct
          version/revision information any longer (V3.5). Fixed.

V4.0 : - added SVOperator-support
       - superview.library V9+ now is needed

V3.5 : - added KeyFile-support
       - * ToolType-routines no longer case-sensitive
         * changed way of flag-checking for App-things
         This should (hopefully) fix the problems in switching
         them on/off separately.
       - plus more little improvements

```
V3.4 : - changed Menus from Quit/Exit to Hide/Quit,
         also changed the related shortcuts
       - "evaluation"-requester did not work under V37 :-(
         (because of Locale-Library : aargh !!)
       - Displaying of already loaded (stored) files now is possible
         ("View Buffer")


V3.3 : - RAW-Keys (Help, Esc) did not work on display screen, as
         described. Now they do.
       - HardCopy function added (F1..F7)
       - localization of the "ScreenInfo"-Requester texts


V3.2 : - This release was only for registered Users (and Beta-Testers)
       - Beta-Versions : V3.2 (20.7.94)
       - german GuideFile slightly changed
       - now requires       superview.library V7+
         and           superviewsupport.library V4+
       - fixed small bug, which caused unknown filetypes to
         be checked twice
       - users of OS V37/38 now also get a Busy-Pointer
       - adding/removing of SVObjects/SVDrivers now is possible without
         any restrictions, by using the functions of superview.library V7+.
         (Only possible, if there's not an other program accessing superview-
         library at the time : OpenCnt-Check)
       - added new - more flexible - ARexx-Commands for saving and
         converting of graphics : "SAVE_TYPE" and "SAVE".
         These replace the old "SAVE_ILBM0", "SAVE_ILBM1" and "SAVE_ACBM",
         which have been removed completely.
       - SVDriver-ListView now also shows right SVDriver at startup.
       - new ARexx-Command for setting Default-SVDriver : "SVDRIVER"
       - added some more example scripts for ARexx, which also demonstrate
         usage of the new commands
       - re-worked ScreenInfo function
       - Config-Menu was accidentally in German, although not localized
       - re-wrote Installer-Script : - localized now (for "intermediate"
                                        and "expert" mode only)
                                      - OS Version now checked
                                      - no longer requires SourceDir to
                                        be available as ":SuperView"
                                      - and more
       - last not least : I'm now reachable via EMail
         (Fido : 2:2457/345.10)


V3.1 : - major revision
       - now requires superview.library V6+
         (to prevent us to share the bugs of the previous versions)
       - new GUI, with more and better features (special thanks to
         Gerd Frank for his many ideas and suggestions concerning a new GUI)
       - GUI is font-sensitive now and appears on Public Screen
       - improved AmigaGuide Online-Help
       - now the favorite SVDriver can be selected inside SuperView,
         and also SVObjects can be removed there. SuperViewPrefs now
         is only needed for default settings so far.
       - information on SVObjects and SVDrivers can be found here
       - splittet and re-organized Gadgets for viewing, loading and saving
       - removed Medium selection from Menus and added specific Gadgets :
         internally there are still two variables, but on the GUI those
```

are set together for loading and saving. You may use ARexx
commands to set them different, but when working on the GUI
you'd just read a file into the buffer and then switch the
settings.
- fixed bug, which might have kept SuperView in memory, although
  it was no longer active
- changed way of loading and saving ConfigFile, in parts now using
  superviewsupport.library's functions for that (loading).
  Now no longer "+" in hot-key descriptions are needed to separate
  single key, but old way still supported (thus don't use "+" as
  a key)
- added new "LOAD" command, which allows simple conversion of
  graphics (to ILBM) via ARexx-Scripts (see Example-Script)
- and more

V2.5 : - we no longer use fscanf/fprintf for ConfigFile reading, but
         FGets/VFPrintf of Dos V37+ instead now : this saves about
         6900 Bytes Codesize and is as effective as before !
       - fixed History : superview.library V3.9 was released as V4.1
       - supports direct writing of GfxBuffers with superview.library V6+
         (a buffer-Screen is no longer needed). Includes fall-back option
         for versions below V6 or SVObjects without GfxBuffer-Support.
         Conversion of large pictures will now be possible with less memory
         usage in most cases.

V2.4 : - use of SAS/C V6.51
       - now again supporting amigaguide.library V38 (own risk)
       - changed/updated documentation
       - AmigaGuide stuff might not have been closed/removed
       - removed memory management routines : if needed, we will take
         them from superviewsupport.library (introduced with
         superview.library V3.8)
       - OS version is checked earlier now (>= V37)
       - the AppIcon now also accepts dropping Icons of Pictures on it,
         as one would expect
         (mentioned by Gerd Frank)
       - SuperView no longer crashes, when started with question mark ("?")
         from CLI/Shell
       - removed "anchor window" for the FileRequester
       - ClipBoard feature did not work with superview.library releases
         V2.4 to V3.8. You must use V4+ (and the bug-fixed SVObjects)
         for enabling this again.
         This was not a bug of SuperView, but of the library.

V2.3 : - SuperView crashed without locale.library, although it shouldn't
         have been able to do so.
         (fixed as a result of former bug-reports by Gerd Frank,
          see amigaguide-fixed in V2.1 and V2.2)
       - fixed bug in handling underscored Gadgets
       - added Underscore to "*"-Gadget
       - added possibility to get information on Screens ("i"-Gadget)
         (mentioned by Gerd Frank)
       - completely reworked internal ScreenList creation and handling
         (also reported by Gerd Frank).
         Besides, this saves some memory and diskspace.

V2.2 : - fixed bug (Guru), which occured, when selecting Help-Menu, while

```
                 amigaguide-Library V39+ was not available.
                 (mentioned by Gerd Frank)
            - new "Exit"-Menu, which leaves the program - other than "Quit"
              completely
              (mentioned by Gerd Frank)


V2.1 : - now under OS V3.00+ the Busy-Pointer is set while calling
         superview.library
       - fixed bug (Guru), which occured when calling HELP while amigaguide-
         Library V39+ was not available (mentioned by Gerd Frank)
       - accidentally asked for amigaguide.library V38+ instead V39+
       - added support for "ESC"aping and "HELP"ing while displaying


V2.0 : - needs superview.library V3+ with SVDriver-Support
       - fixed small bug in memory management routines
       - localization of program texts (except GUI) for OS V2.1+
       - now uppercase (shifted) keys accepted on the Display-Screen
       - each written PicFile now becomes its own Icon
       - fixed possible ChipMem-problem with AppIcon-Data


V1.4 : - complete recompilation under use of SAS/C V6.5
       - fixed bug with wrong SaveType (ILBM1 instead of ILBM0, or totally
         wrong, if ILBM not installed)
       - fixed bug in memory usage (not freed)
       - some improvements and bug-fixes


V1.3:  - new Library with DataTypes-Support
       - make use of the new concept of external Viewer-Libraries (svobjects)
         of superview.library V2+


V1.01 : - forgot to mask BADFLAGS out in CAMG-Write-Routine
        - BitMap-Height and -Depth is under V39+ now checked via
          GetBitMapAttr()
        - improved BODY and ABIT size calculation
        - own "superview.library" V1+
        - and many more improvements
        - forgot GadToolsBox-Note (Sorry, Jan van den Baard !)


V1.00 : first version.
```

## 1.34  future


Possible future enhancements _might_ be:

 - more and smarter functions for image processing
 - better and more handy GUI
 - 8 Bit or HAM preview screens for any graphics
 - holding more than one graphic in memory (multi-handle accesses)
 - a way of doing better support on needs for slide shows
   (not necessarily via CLI)
 - and more


 Many of the described ideas will perhaps not appear before late 1995
 (if ever) but other features, which aren't listed here may occur sooner.

## 1.35   correspondence

Send donations, bug reports, ideas, etc. to the following address :

```
   Andreas R. Kleinert,
   Grube Hohe Grethe 23,
   D-57074 Siegen,
   Germany.

   Phone:  +49-271-331859 (weekdays after 18.00h)
           +49-271-332147 (weekdays after 18.00h)
   EMail:  Fido           Andreas Kleinert 2:2457/435.10
           Usenet/InterNet  Andreas_Kleinert@superview.ftn.sub.org
                            Andreaskleinert@n2usx.sauerland.de

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

           Andreas_Kleinert@p10.f435.n2457.z2.fido.sub.org (in Germany)
           Andreas_Kleinert@p10.f435.n2457.z2.fidonet.org  (USA or other)
```

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.
Please also mention the version number of SuperView you used and describe
your system configuration (Amiga model 500/1000/.../4000-040, Kickstart/OS,
RAM, HardDisk, special configurations).

If you want to get a newer - and maybe debugged - version of SuperView
do not forget to register as an user of SuperView with the included
registration form.
Nevertheless unregistered users are as welcome to report bugs as
users who decide(d) to register.

## 1.36   credits_and_support

I perhaps have to thank many persons, but I won't list them all up here,
since many of them are already mentioned in the documentation to
"superview-Library" (so read it, please).

Thanks go to (in alphabetical order) :

 - Jan van den Baard

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

 - Gerd Frank

   ... for Beta-Testing, Bug-Reports and last not least for his many ideas
   and suggestions, espescially concerning the re-design of SuperView's
   GUI in V3.x !

 - 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.
Many thanks for the work he has done on them and for related ideas
and suggestions.
Since many people use MagicWB, Roman's Icons are now included as
the standard set, but please note that these are especially designed
for an appropriate Workbench environment
(take a look at "RomIcons" on AmiNet).

 - Emmanuel REY

   ...for the francais catalog file.

 - 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

   ...credits and many thanks go to him for the new icon set introduced
   between V4.2 and V4.42, which had been included upto V4.61 as an
   alternative set.
   He has also designed the new SuperView Logo and many Default Icons
   for the various File Formats (see DocFile "Bonus/ReadMe").

 - and last NOT LEAST

   - all registered users of SuperView for supporting Shareware
   - all people I already mentioned in the documentation to
     superview-Library


## 1.37   distribution

    Copyright

The program SuperView in this version and its documentation files are
(C)opyright 1993-95 by Andreas R. Kleinert. All rights reserved.

The right of using this program is granted to you by paying the
SHAREWARE-fee of 30,- (40,-) DM to the author.

Together with the registration you also receive your personal KEYFILE.


    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.


    Rights

Registered users which paid the SHAREWARE-fee get the rights described
on the registration form.


       Distribution

The REGISTERED version of SuperView MUST NOT be redistributed.
The Distribution of Keyfiles is FORBIDDEN.

The following only applies to the unregistered evaluation (EL)
version of SuperView :

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program collections without my written permission.
This program must not be sold in any way, but it is allowed to take
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This program may also be distributed via electronic mail and may be
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## 1.38  copyrights


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