

SuperView.doc

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REVISION HISTORY

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Chapter 1

SuperView.doc

1.1 SuperView_Documentation

SuperView V1.00 (26.9.1993)

- SHAREWARE -

© 1993 by Andreas Ralph Kleinert
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Needs Kickstart V2.04. Kickstart release 3.00 compatible.

The program's purpose

About the program's abilities

How to install it

How to use it

Known bugs and program limits

Program history

Possible future enhancements

Where to send bug-reports and donations

DISTRIBUTION LIMITATIONS

Copyrights

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—
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 IFF-Graphics
- Conversion of IFF-Graphics
- "Screen-Grabbing", which means saving Screens as IFF-Graphics

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

1.3 abilities

SuperView is a program that has been designed to display any kind of common IFF graphics as fast and as comfortable as possible. Fast means not only fast in reading and displaying but also in calling and using the program.

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

- intensive use of many special OS V2.04+ and OS V2.1+ capabilities
- support of many OS V3.00+ and AGA graphics features, as e.g. support of interleaved BitMaps
- support of IFF-ILBM unpacked/packed, IFF-ACBM
- reading and writing of extended CAMGs (OS V2.04+) and 24 Bit CMAPs (OS V3.00+, AGA)
- "Screen-Grabbing"
- use of "iffparse.library" for reading and writing
- Commodity (optional)
- ARexx-Port (optional)
- AppIcon (optional)
- AppMenu (optional)
- AppWindow (optional)
- Clipboard reading and writing
- AmigaGuide OnLine-Help for OS V2.1+
- 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
- intelligent CAMG-Chunk replacement routine
- CMAP-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.

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+
- iffparse.library V37+
- asl.library V37+
- commodities.library V37+
- workbench.library V37+
- icon.library V37+

Installing the Main Program

Copying SuperView to your "WBStartup"-Drawer would be perhaps the best 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 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

3.0 Information about the supported Gfx Formats

- 3.0.1 IFF-ILBM
- 3.0.2 IFF-ACBM

1.6 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 several 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 2.0.6).

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)

1.7 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 (2.0.1).

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]
UNSHOW	End Displaying / Close Display	[A]
SAVE_ILBM0=<FileName>	Save current Gfx as IFF-ILBM	[A]
SAVE_ILBM1=<FileName>	(dito, as packed IFF-ILBM)	[A]
SAVE_ACBM=<FileName>	(dito, as IFF-ACBM)	[A]
OPTION_LOAD=<DISK CLIP>	Disk or ClipBoard loading ?	[C T A]
OPTION_SAVE=<DISK CLIP>	Disk or ClipBoard saving ?	[C T A]
ERROR_REPORT=<YES NO>	Report Errors ? Or be quiet ?	[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]
	(only together with OPEN_GUI	[C T A]
	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]
	with only difference :	
	"+" is needed between keys	
	instead of blank (" ")	
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.	

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 :

Load and Display

Load and Convert to

Save Screen as

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

FileInfo

Help

About

Quit

In the "Options" Menu it can be chosen, whether loading ("Load medium") or saving ("Save medium") should be done via conventional disk operations or via clipboard access. 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 can be found in your computer's manual perhaps.

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.

1.8 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, CmpByteRun 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.

1.9 menu_fileinfo

- FileInfo

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

1.10 menu_help

- Help

Starts this Online-Help.

1.11 menu_about

- About

Informs about SuperView.

1.12 menu_quit

- Quit

Closes the GUI of SuperView (which not necessarily means to quit SuperView itself).

1.13 gadget_load_and_display

- Load and Display

When clicking on this gadget, a FileRequester will appear and the selected picture - if of type IFF-ILBM or IFF-ACBM - will be displayed immediately and perhaps replace the old display.

1.14 gadget_load_and_convert_to

- Load and Convert to

Load and Convert begins like "Load and Display", but after loading the picture it will be converted to the FileType selected by the MX-Gadget at the right side.

An other FileRequester appears to enter the name of the converted file.

1.15 gadget_save_screen_as

- Save Screen as

This option allows to save any of the currently opened screens as on of the formats which are selectable with the MX-Gadget on the right side.

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

1.16 bugs

Known Bugs and program 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 ...
 - Displaying extremely small brushes may sometimes cause problems.
-

- Color Cycling may perhaps not always be 100% perfect. Nevertheless it almost always works precise enough.

1.17 history

V1.00 : first version.

1.18 future

Possible future enhancements might be :

- localization for OS V2.1+ users
- own "superview.library" with fully documented interface
- Datatype-Support for OS 3.00+ users
- support of more file formats, not depending on Datatypes
- and more

1.19 correspondence

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

Andreas Ralph Kleinert
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D-57074 Siegen
Germany

When reporting any bugs, please don't forget to include a detailed description of the bug and tell me, if it is reproduceable or not. Also mention the version number of SuperView you used and describe your system configuration (Amiga model 500/1000/..., 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 authorized user of SuperView with the included registration form.

Nevertheless unregistered users are as welcome to report bugs as users who decide(d) to register.

1.20 distribution

Copyright

The program SuperView V1.00 and its documentation files are (C)opyright 1993 by Andreas R. Kleinert. All rights reserved.

The right of using this program is granted to you by paying the

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