

in

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WRITTEN BY		October 9, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

in

1.1 main

```
*** GView ***
* Interactive IFF/ANIM/DTYPE viewer *
(c)1999 D.C.Keletsekis - dck@hol.gr
```

```
Introduction
  What it is..
```

```
Installation
  Where to put it..
```

```
WB/CLI Options
  Very basic..
```

```
All the Commands
  This is it!..
```

```
Kbd Shortcuts
  Click..
```

```
Licence
  Its *FreeWare*
```

dck@hol.gr - <http://users.hol.gr/~dck/gcmain.htm>

1.2 addframes

```
ADDFRAMES    Alias [NumberOfFrames]
```

This command will add frames to an anim *OR* a picture.
If it's a picture, it will become an anim.

If you do not give the number of frames to add, then 1 frame will be added. Otherwise, as many as you state, or as many as memory will allow.

NOTE: Anim must be in
LoadAll
mode.

1.3 all_commands

All the Commands

=====
Handling Pictures & anims

```
LOAD
FileName Alias [Palette]

SAVE
Alias Filename

UNLOAD
Alias/#ANIM/#PIC/#PAL/#ALL [Late]

ANLOAD
FileName Alias Start Length Direction

CREATE
Alias Width Height Depth [ViewMode]

RENAME
Alias OtherName
```

Display

```
OPEN
Alias [Behind]

VIEW
FileName Alias

CLOSE
Alias

MOVE
PUBSCREEN/SCREEN Alias/ScreenName Left Top

NEXT
Effects
```

PASTE
Alias ToAlias Left Top [Remap]

REMAP
Alias ToAlias

RESIZE
Alias NewWidth NewHeight

ZOOM
Alias X Y Width Height

FLIP
Alias HORIZONTAL/VERTICAL

ROTATE
Alias RIGHT/LEFT

TILE
Alias [ToAlias] [MIRROR]

CROP
Alias

PAN
Alias [MIRROR] [VERTICAL]

Animations (in LoadAll mode)

ADDFRAMES
Alias [NumberOfFrames]

DELFRAMES
Alias Frame [NumberOfFrames]

Graphics

TEXT
Alias Left Top Text

LINE
Alias X Y endX endY

RECT
Alias X Y endX endY

Various Commands :

INFO
Item Alias/ObjectName

EXECUTE
BatchFile

REXX
PortName Command

NOTIFY
Event PortName Command

DELNOTIFY
Event

QUIT
[Late] [Force]

REGISTER

The SET command

	PALETTE	Alias PaletteAlias
FONT	FontName Height Mask (UL/BD/IT)	
PENS	FgPen BgPen JAM1/JAM2/COMP/INVERSE/OUTLINE	
TXSPACING	Pixels	
BRIGHTNESS	Alias +-Shift	
CONTRAST	Alias +-Shift	
VCENTER	ON/OFF	
MODE	Alias Mode	
POINTER	ON/OFF	
DELAY	Alias Seconds	
LOOPS	Alias NumberOfLoops (-1 = forever)	
SPEED	Alias AnimSpeed (in FAMES/Sec - 0=maxspeed)	

Lists & information :

Viewmodes list

Keyboard shortcuts

DataTypes info

Scala commands

Gui4Cli commands

1.4 anload

ANLOAD FileName Alias Start Length Direction

This command will load an animation in
LoadAll
mode.

This mode has the advantage that it can be played forward,
backward or ping-pong; also playback is faster.

Start - is the number of the frame to start at

Length - is the number of frames to load. You can give -1 if you want ALL the frames (or as many as possible) to be loaded.

Direction can be: FORWARD, BACKWARD or PINGPONG

Note that you can also load the animation normally and then load all frames on the fly, by hitting F6 (see shortcuts)

1.5 author

License

GCVIEW is copyrighted by its Author: Dimitri C. Keletsekis. All rights are reserved. No warranties are made or implied. Use it at your own risk. Commercial use is forbidden without the written permission of the Author. Inclusion in magazines or CDs is hereby permitted.

For personal use this program is FreeWare.

Thanks :

- To Christian A. Weber who is the Author of the IFF Library (one heck of a nice program) and also the author of IFF example code, some of which I used.

- To Michael Van Elst, whose deep knowledge of the Amiga has saved me great anguish and toil.

- To Andreas R. Kleinert, for his excellent datatypes and for adding the ability to get displayable bitmaps directly from the datatype.

The source code for this program (SAS C 6.58) is freely available upon request.

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1.6 cli_opts

ToolTypes and Options

GView is a programmable viewer, so most preferences can be sent to it as commands. It can also recognise several ToolTypes and CLI options, however these are limited at the moment.

The ToolTypes are stored in GView's icon and are the same as the CLI options :

- FILE, DELAY/N, HIRES/S, LORES/S, LACE/S, MONITOR, VCENTER/S, SCROLL/S, POINTER/S

where :

FILE Is the name of the file (no wildcards etc - maybe later..)

DELAY How long to show each picture for (default is forever - or till the user clicks the right mouse button)

HIRES
LORES
LACE Are keywords you can give to force the respective modes

MONITOR With this option you can manually enter the MonitorID you want used (see modes). By default, GView will try to get the monitor id that the Workbench is using or use the DEFAULT_MONITOR_ID. This works, so you best leave it alone.

VCENTER Center pictures vertically. Pictures will always be centered horizontally.

SCROLL This is not working very well yet. It will scroll larger screen pictures whenever you move the mouse. Pictures are always scrolled if your pointer reaches the end of the screen - this is just more .. whatever..

... more options may be added later..

1.7 close

CLOSE Alias

Close the screen & window. Does *not* free the picture - i.e the picture (bitmap etc) will remain in memory, ready to be used elsewhere.

1.8 create

```
CREATE    Alias Width Height Depth [ViewMode]
```

Will create a new empty picture (bitmap), with the size and depth you give. The bitmap will be clear. The palette will be set to a grey scale (you can set a palette afterwards)

If you give a
ViewMode
, it will be used.

You may give 0 for Width or Height - this will mean that the picture is only a PALETTE - i.e. it will have no bitmap. The number of colors depend on the Depth..

1.9 crop

```
CROP     Alias
```

Crop a picture or animation to the size that you marked with the edit box. If you haven't marked anything, gcview will flash the screen in righteous indignation..

(also done with the 'C' key)

Note: Anims must be in
LoadAll
mode

1.10 delframes

```
DELFRAMES    Alias Frame [NumberOfFrames]
```

This will delete the specific frames of an animation. If you give a [NumberOfFrames] then this number of frames will be deleted, starting at "Frame".

If you delete *all* frames (eg: DelFrames pic 0 1000) Then the anim will be converted to a picture. You can never delete *all* frames. At least the 1st frame will remain..

NOTE: Anim must be in
LoadAll
mode.

1.11 delnotify

DELNOTIFY Event

This will remove a
 Notify
 event, if found.
Nothing will be done if the event is not found.

ex: DELNOTIFY RMB

If more than one of the same type of event is installed,
only the last one given will be deleted.

1.12 dtnote

NOTE on datatype pictures:

- Datatypes usually return non-displayable bitmaps (it's all
to do with memory alignment requirements and other magic stuff).

That's usually alright, since GView will allocate another
(displayable) bitmap and blit the one onto the other and display
it. That's how you're supposed to use datatypes.

However, if the picture is very large there may not be enough chip
memory to allocate another bitmap..

In this case GView will throw caution to the wind and go ahead
and display this "non-displayable" bitmap, in LoRes-Lace mode,
since that is the highest mode that it can be displayed at (at
least on my A1200-030).

Higher modes (Hires etc) will cause the picture to disappear (the
system is not fast enough to fetch the data in time or something).
GView, however, will act as if everything was ok - i.e. it will
pretend it's displaying the picture when, in reality, it showing
nothing - thereby confusing the hell out of everyone..

Solution :

- Get the latest akJFIF, akPNG and akTIFF datatypes from Andreas
R. Kleinert, which have addressed this problem.

You must run the prefs and choose accordingly -or- just make a
file called ENV:datatypes/akJFIF.prefs, containing the words:

-> "DISPLAYABLE_BM8=ON"

1.13 execute

EXECUTE CommandFile

This is a powerful command that will take the file given, and execute the commands it finds therein, one after the other.

The file must start with "GCVU". This must be the 1st thing in the file, so that GCView can recognise it.

After that, you can have a list of commands to be executed. You can leave blank lines in between command lines. If a line starts with a ";" character it will be ignored.

example file :

```
-----start
GCVU

; Note: My kick-ass picture loading routine

load ram:somepic MyPic
open MyPic
rexx Gui4Cli 'update MyGui 1 "Showing picture"'

-----end of file
```

1.14 flip

FLIP Alias HORIZONTAL/VERTICAL

Flip a picture or animation horizontally or vertically.
(also done with the '7' & '8' keys, respectively)

Note: Anims must be in
 LoadAll
 mode

1.15 g4c_coms

Gui4Cli Commands :

The following commands are only available in Gui4Cli:

GIVE Alias (**not working yet**)

 Will give the picture to Gui4Cli, by attaching it to Gui4Cli's

image list. The picture will no longer be available to GCView. It will now belong to Gui4Cli and must be unloaded with the FreeImage command. It can be used as any other picture.

1.16 info

Info

INFO Item Alias/ObjectName

Get some info about the given picture. The information will be returned to you:

- in Gui4Cli in the \$\$call.ret internal variable
- in ARexx in the RESULT variable

These are the things you can get info on:

Using the <Alias> of a picture: (eg: "Info Width mypic")

WIDTH - the picture's width
 HEIGHT - it's height
 DEPTH - it's depth - i.e. number of bitplanes
 COLORS - number of colors the picture has
 SIZE - Width Height and Depth (eg "320 250 8")

ANIM - Frames StartFrame FramesLoaded FramesPerSec
 (if not in LoadAll mode, FramesLoaded=0)

Other things you can info:

BOXSIZE [no arguments]
 - Return: LeftEdge TopEdge Width Height
 of the Edit Box i.e. the area you have marked in a picture.
 eg: Info BoxSize =will get you=> 10 10 300 100
 If no area has been marked you'll get "" (empty string)

PUBSCREEN ScreenName
 - Return: LeftEdge TopEdge Width Height Depth MenuBarHeight
 of the named public screen (ScreenName is case sensitive)

TEXT "Some text"
 - Return: Length Height Width Baseline TxSpacing
 of the text you give. Length is the length, in pixels, that the given text would take up. The others are the font size information. TxSpacing is normally 0, unless you change it with the SET command.

1.17 installation

Installation

It's really easy :

- Basically copy GCView anywhere in your path.
(If you have Gui4Cli then guis:c would be a good place)

If you want to run the gui, you *must* have Gui4Cli v3.6+ and have the GCView.gc gui in the same dir as gcview (or edit the file and change the path)

- Copy the guide anywhere.
 - Copy the IFF.library to libs:
-

You don't need Gui4Cli (version 3.6+) to run GCView (only it's gui which is independent and optional), but it's such a nice program, it'd be a crying shame not to get it.. :)

You can find it at:

- AMINET under dev/gui/Gui4Cli.lha
- <http://users.hol.gr/~dck/gcmain.htm>

1.18 intro

Introduction

GCView uses Datatypes and/or the IFF.library (by Christian A. Weber) to display and manipulate all types of pictures as well as ANIM5 type animations.

It can be used as a normal picture viewer but more importantly it can understand a rich command set sent via Gui4Cli or ARexx, and can be programmed to do a lot of things, as well as react to user defined actions.

It has a lot of cool features like :

- mark and crop pictures or anims
 - resize, flip, remap and rotate pictures or anims
 - tile or mirror-tile pictures or anims
 - show anims backward or ping-pong
 - add text, brushes and graphics to the picture
 - change resolution on the fly (even with anims)
 - change palette brightness & contrast
 - Save pictures in iff format and anims in anim5 format
-

and more...

1.19 line

```
LINE  Alias StartX StartY EndX EndY
```

Will draw a line from StartX, StartY to EndX, EndY, using the current FgPen.

1.20 load

```
LOAD      FileName Alias [Palette]
```

Load a file (IFF, DataType or ANIM) and call it "Alias".

An Alias is a given name which you can thereafter use when talking to GCView. It can be the file name or anything.

If you give the [Palette] keyword, then only the file's palette will be loaded. This palette can then be given to other pictures via the "Set" command.

Note:

GCView keeps an internal list of loaded pictures, anims, palettes etc.

When you load something, the file is opened and read in, the bitmap(s) allocated etc. and it's ready to be displayed as fast as you can say "Open". Since all these bitmaps are in chip memory however, expect to run out pretty fast..

1.21 loadall

```
Animation LoadAll mode
```

Animations are usually decoded from the file they are in or from a place in ram where their compressed data is kept, *while* they are being played. This way you can play anims of almost any size.

That way however you can't do much with them since the frame bitmaps are continuously being reconstructed.

GCView can also load animations in "LoadAll" mode, which means that it will load all frames (or as many as you tell it, or as many as it can before running out of chip memory) and keep them in memory as different bitmaps.

Since all these bitmaps have to be in CHIP memory, you'll soon run out. You can load about 30-35 frames of low res, 16 color anims - not much, but enough for most cases.

In LoadAll mode, however, you can do a lot of neat things to them, like play them backwards or ping-pong, or crop, resize, flip, rotate, tile them etc as well as save them..

Come on.. even dpaint can't rotate anims..

1.22 modes

```

/*
** (C) Copyright 1985-1993 Commodore-Amiga, Inc.
** All Rights Reserved
*/

/* normal identifiers */

MONITOR_ID_MASK      0xFFFF1000

DEFAULT_MONITOR_ID   0x00000000
NTSC_MONITOR_ID      0x00011000
PAL_MONITOR_ID       0x00021000

/* the following 22 composite keys are for Modes on the default Monitor.
 * NTSC & PAL "flavors" of these particular keys may be made by or'ing
 * the NTSC or PAL MONITOR_ID with the desired MODE_KEY...
 *
 * For example, to specifically open a PAL HAM interlaced ViewPort
 * (or intuition screen), you would use the modeid of
 * (PAL_MONITOR_ID | HAMLACE_KEY)
 */

LORES_KEY            0x00000000
HIRES_KEY            0x00008000
SUPER_KEY            0x00008020
HAM_KEY              0x00000800
LORESLACE_KEY        0x00000004
HIRESLACE_KEY        0x00008004
SUPERLACE_KEY        0x00008024
HAMLACE_KEY          0x00000804
LORESDPF_KEY         0x00000400
HIRESDPF_KEY         0x00008400

```

```
SUPERDPF_KEY      0x00008420
LORESLACEDPF_KEY  0x00000404
HIRESLACEDPF_KEY  0x00008404
SUPERLACEDPF_KEY  0x00008424
LORESDPF2_KEY     0x00000440
HIRESDPF2_KEY     0x00008440
SUPERDPF2_KEY     0x00008460
LORESLACEDPF2_KEY 0x00000444
HIRESLACEDPF2_KEY 0x00008444
SUPERLACEDPF2_KEY 0x00008464
EXTRAHALFBRITE_KEY 0x00000080
EXTRAHALFBRITE_LACE_KEY 0x00000084
/* New for AA ChipSet (V39) */
HIRESHAM_KEY      0x00008800
SUPERHAM_KEY      0x00008820
HIRESSEHB_KEY     0x00008080
SUPERSEHB_KEY     0x000080a0
HIRESHAM_LACE_KEY 0x00008804
SUPERHAM_LACE_KEY 0x00008824
HIRESSEHB_LACE_KEY 0x00008084
SUPERSEHB_LACE_KEY 0x000080a4
/* Added for V40 - may be useful modes for some games or animations. */
LORESSDBL_KEY     0x00000008
LORESHAM_SDBL_KEY 0x00000808
LORESSEHB_SDBL_KEY 0x00000088
HIRESHAM_SDBL_KEY 0x00008808

/* VGA identifiers */

VGA_MONITOR_ID    0x00031000

VGAEXTRALORES_KEY 0x00031004
VGA_LORES_KEY     0x00039004
VGA_PRODUCT_KEY   0x00039024
VGAHAM_KEY        0x00031804
VGAEXTRALORES_LACE_KEY 0x00031005
VGA_LORES_LACE_KEY 0x00039005
VGA_PRODUCT_LACE_KEY 0x00039025
VGAHAM_LACE_KEY   0x00031805
VGAEXTRALORES_DPF_KEY 0x00031404
VGA_LORES_DPF_KEY 0x00039404
VGA_PRODUCT_DPF_KEY 0x00039424
VGAEXTRALORES_LACEDPF_KEY 0x00031405
VGA_LORES_LACEDPF_KEY 0x00039405
VGA_PRODUCT_LACEDPF_KEY 0x00039425
VGAEXTRALORES_DPF2_KEY 0x00031444
VGA_LORES_DPF2_KEY 0x00039444
VGA_PRODUCT_DPF2_KEY 0x00039464
VGAEXTRALORES_LACEDPF2_KEY 0x00031445
VGA_LORES_LACEDPF2_KEY 0x00039445
VGA_PRODUCT_LACEDPF2_KEY 0x00039465
VGAEXTRAHALFBRITE_KEY 0x00031084
VGAEXTRAHALFBRITE_LACE_KEY 0x00031085
/* New for AA ChipSet (V39) */
VGA_PRODUCTHAM_KEY 0x00039824
VGA_LORESHAM_KEY   0x00039804
```

```
VGAEXTRALORESHAM_KEY    VGAHAM_KEY
VGAPRODUCTHAMLACE_KEY   0x00039825
VGALORESHAMLACE_KEY     0x00039805
VGAEXTRALORESHAMLACE_KEY VGAHAMLACE_KEY
VGAEXTRALORESEHB_KEY    VGAEXTRAHALFBRITE_KEY
VGAEXTRALORESEHBLACE_KEY VGAEXTRAHALFBRITE_LACE_KEY
VGALORESEHB_KEY         0x00039084
VGALORESEHBLACE_KEY     0x00039085
VGAEHB_KEY              0x000390a4
VGAEHBLACE_KEY          0x000390a5
/* These ModeIDs are the scandoubled equivalents of the above, with the
 * exception of the DualPlayfield modes, as AA does not allow for scandoubling
 * dualplayfield.
 */
VGAEXTRALORESDBL_KEY    0x00031000
VGALORESDBL_KEY         0x00039000
VGAPRODUCTDBL_KEY       0x00039020
VGAEXTRALORESHAMDBL_KEY 0x00031800
VGALORESHAMDBL_KEY      0x00039800
VGAPRODUCTHAMDBL_KEY    0x00039820
VGAEXTRALORESEHBDDBL_KEY 0x00031080
VGALORESEHBDDBL_KEY     0x00039080
VGAPRODUCTEHBDBL_KEY    0x000390a0

/* a2024 identifiers */

A2024_MONITOR_ID        0x00041000

A2024TENHERTZ_KEY       0x00041000
A2024FIFTEENHERTZ_KEY  0x00049000

/* prototype identifiers (private) */

PROTO_MONITOR_ID        0x00051000

/* These monitors and modes were added for the V38 release. */

EURO72_MONITOR_ID       0x00061000

EURO72EXTRALORES_KEY    0x00061004
EURO72LORES_KEY         0x00069004
EURO72PRODUCT_KEY       0x00069024
EURO72HAM_KEY           0x00061804
EURO72EXTRALORES_LACE_KEY 0x00061005
EURO72LORES_LACE_KEY     0x00069005
EURO72PRODUCT_LACE_KEY  0x00069025
EURO72HAMLACE_KEY       0x00061805
EURO72EXTRALORES_DPF_KEY 0x00061404
EURO72LORES_DPF_KEY      0x00069404
EURO72PRODUCT_DPF_KEY   0x00069424
EURO72EXTRALORES_LACEDPF_KEY 0x00061405
EURO72LORES_LACEDPF_KEY  0x00069405
EURO72PRODUCT_LACEDPF_KEY 0x00069425
EURO72EXTRALORES_DPF2_KEY 0x00061444
EURO72LORES_DPF2_KEY     0x00069444
EURO72PRODUCT_DPF2_KEY  0x00069464
```

```
EURO72EXTRALORES_LACEDPF2_KEY 0x00061445
EURO72LORES_LACEDPF2_KEY 0x00069445
EURO72PRODUCT_LACEDPF2_KEY 0x00069465
EURO72EXTRAHALFBRITE_KEY 0x00061084
EURO72EXTRAHALFBRITE_LACE_KEY 0x00061085
/* New AA modes (V39) */
EURO72PRODUCTHAM_KEY 0x00069824
EURO72PRODUCTHAM_LACE_KEY 0x00069825
EURO72LORESHAM_KEY 0x00069804
EURO72LORESHAM_LACE_KEY 0x00069805
EURO72EXTRALORESHAM_KEY EURO72HAM_KEY
EURO72EXTRALORESHAM_LACE_KEY EURO72HAM_LACE_KEY
EURO72EXTRALORESEHB_KEY EURO72EXTRAHALFBRITE_KEY
EURO72EXTRALORESEHB_LACE_KEY EURO72EXTRAHALFBRITE_LACE_KEY
EURO72LORESEHB_KEY 0x00069084
EURO72LORESEHB_LACE_KEY 0x00069085
EURO72EHB_KEY 0x000690a4
EURO72EHB_LACE_KEY 0x000690a5
/* These ModeIDs are the scandoubled equivalents of the above, with the
 * exception of the DualPlayfield modes, as AA does not allow for scandoubling
 * dualplayfield.
 */
EURO72EXTRALORESDBL_KEY 0x00061000
EURO72LORESDBL_KEY 0x00069000
EURO72PRODUCTDBL_KEY 0x00069020
EURO72EXTRALORESHAMDBL_KEY 0x00061800
EURO72LORESHAMDBL_KEY 0x00069800
EURO72PRODUCTHAMDBL_KEY 0x00069820
EURO72EXTRALORESEHBDBL_KEY 0x00061080
EURO72LORESEHBDBL_KEY 0x00069080
EURO72PRODUCTEHBDBL_KEY 0x000690a0

EURO36_MONITOR_ID 0x00071000

/* Euro36 modeids can be ORed with the default modeids a la NTSC and PAL.
 * For example, Euro36 SuperHires is
 * (EURO36_MONITOR_ID | SUPER_KEY)
 */

SUPER72_MONITOR_ID 0x00081000

/* Super72 modeids can be ORed with the default modeids a la NTSC and PAL.
 * For example, Super72 SuperHiresLace (800x600) is
 * (SUPER72_MONITOR_ID | SUPER_LACE_KEY).
 * The following scandoubled Modes are the exception:
 */
SUPER72LORESDBL_KEY 0x00081008
SUPER72HIRESDBL_KEY 0x00089008
SUPER72SUPERDBL_KEY 0x00089028
SUPER72LORESHAMDBL_KEY 0x00081808
SUPER72HIRESHAMDBL_KEY 0x00089808
SUPER72SUPERHAMDBL_KEY 0x00089828
SUPER72LORESEHBDBL_KEY 0x00081088
SUPER72HIRESEHBDBL_KEY 0x00089088
SUPER72SUPERREHBDBL_KEY 0x000890a8
```

/* These monitors and modes were added for the V39 release. */

```
DBLNTSC_MONITOR_ID      0x00091000

DBLNTSCLORES_KEY        0x00091000
DBLNTSCLORESFF_KEY      0x00091004
DBLNTSCLORESHAM_KEY     0x00091800
DBLNTSCLORESHAMFF_KEY   0x00091804
DBLNTSCLORESEHB_KEY     0x00091080
DBLNTSCLORESEHBFF_KEY   0x00091084
DBLNTSCLORESLACE_KEY    0x00091005
DBLNTSCLORESHAMLACE_KEY 0x00091805
DBLNTSCLORESEHBLACE_KEY 0x00091085
DBLNTSCLORESDPF_KEY     0x00091400
DBLNTSCLORESDPFFF_KEY   0x00091404
DBLNTSCLORESDPFLACE_KEY 0x00091405
DBLNTSCLORESDPF2_KEY    0x00091440
DBLNTSCLORESDPF2FF_KEY  0x00091444
DBLNTSCLORESDPF2LACE_KEY 0x00091445
DBLNTSCHIRES_KEY        0x00099000
DBLNTSCHIRESFF_KEY      0x00099004
DBLNTSCHIRESHAM_KEY     0x00099800
DBLNTSCHIRESHAMFF_KEY   0x00099804
DBLNTSCHIRESLACE_KEY    0x00099005
DBLNTSCHIRESHAMLACE_KEY 0x00099805
DBLNTSCHIRESEHB_KEY     0x00099080
DBLNTSCHIRESEHBFF_KEY   0x00099084
DBLNTSCHIRESEHBLACE_KEY 0x00099085
DBLNTSCHIRESDPF_KEY     0x00099400
DBLNTSCHIRESDPFFF_KEY   0x00099404
DBLNTSCHIRESDPFLACE_KEY 0x00099405
DBLNTSCHIRESDPF2_KEY    0x00099440
DBLNTSCHIRESDPF2FF_KEY  0x00099444
DBLNTSCHIRESDPF2LACE_KEY 0x00099445
DBLNTSCEXTRALORES_KEY   0x00091200
DBLNTSCEXTRALORESHAM_KEY 0x00091a00
DBLNTSCEXTRALORESEHB_KEY 0x00091280
DBLNTSCEXTRALORESDPF_KEY 0x00091600
DBLNTSCEXTRALORESDPF2_KEY 0x00091640
DBLNTSCEXTRALORESFF_KEY 0x00091204
DBLNTSCEXTRALORESHAMFF_KEY 0x00091a04
DBLNTSCEXTRALORESEHBFF_KEY 0x00091284
DBLNTSCEXTRALORESDPFFF_KEY 0x00091604
DBLNTSCEXTRALORESDPF2FF_KEY 0x00091644
DBLNTSCEXTRALORES_LACE_KEY 0x00091205
DBLNTSCEXTRALORESHAMLACE_KEY 0x00091a05
DBLNTSCEXTRALORESEHBLACE_KEY 0x00091285
DBLNTSCEXTRALORESDPFLACE_KEY 0x00091605
DBLNTSCEXTRALORESDPF2LACE_KEY 0x00091645

DBLPAL_MONITOR_ID      0x000a1000

DBLPALLORES_KEY         0x000a1000
DBLPALLORESFF_KEY       0x000a1004
DBLPALLORESHAM_KEY      0x000a1800
DBLPALLORESHAMFF_KEY    0x000a1804
```

```
DBLPALLORESEHB_KEY      0x000a1080
DBLPALLORESEHBFF_KEY    0x000a1084
DBLPALLORESLACE_KEY     0x000a1005
DBLPALLORESHAMLACE_KEY  0x000a1805
DBLPALLORESEHBLACE_KEY  0x000a1085
DBLPALLORESDPF_KEY      0x000a1400
DBLPALLORESDPFFF_KEY    0x000a1404
DBLPALLORESDPFLACE_KEY  0x000a1405
DBLPALLORESDPF2_KEY     0x000a1440
DBLPALLORESDPF2FF_KEY   0x000a1444
DBLPALLORESDPF2LACE_KEY 0x000a1445
DBLPALHIRES_KEY         0x000a9000
DBLPALHIRESFF_KEY       0x000a9004
DBLPALHIRESHAM_KEY      0x000a9800
DBLPALHIRESHAMFF_KEY    0x000a9804
DBLPALHIRESLACE_KEY     0x000a9005
DBLPALHIRESHAMLACE_KEY  0x000a9805
DBLPALHIRESEHB_KEY     0x000a9080
DBLPALHIRESEHBFF_KEY   0x000a9084
DBLPALHIRESEHBLACE_KEY 0x000a9085
DBLPALHIRESDPF_KEY      0x000a9400
DBLPALHIRESDPFFF_KEY    0x000a9404
DBLPALHIRESDPFLACE_KEY 0x000a9405
DBLPALHIRESDPF2_KEY     0x000a9440
DBLPALHIRESDPF2FF_KEY   0x000a9444
DBLPALHIRESDPF2LACE_KEY 0x000a9445
DBLPALEXTRALORES_KEY    0x000a1200
DBLPALEXTRALORESHAM_KEY 0x000a1a00
DBLPALEXTRALORESEHB_KEY 0x000a1280
DBLPALEXTRALORESDPF_KEY 0x000a1600
DBLPALEXTRALORESDPF2_KEY 0x000a1640
DBLPALEXTRALORESFF_KEY  0x000a1204
DBLPALEXTRALORESHAMFF_KEY 0x000a1a04
DBLPALEXTRALORESEHBFF_KEY 0x000a1284
DBLPALEXTRALORESDPFFF_KEY 0x000a1604
DBLPALEXTRALORESDPF2FF_KEY 0x000a1644
DBLPALEXTRALORES_LACE_KEY 0x000a1205
DBLPALEXTRALORESHAMLACE_KEY 0x000a1a05
DBLPALEXTRALORESEHBLACE_KEY 0x000a1285
DBLPALEXTRALORESDPFLACE_KEY 0x000a1605
DBLPALEXTRALORESDPF2LACE_KEY 0x000a1645
```

1.23 move

MOVE PUBSCREEN/SCREEN Alias/ScreenName Left Top

Move a PUBSCREEN or a gcview picture (SCREEN) to Left Top.

ex: move pubscreen Workbench 0 150

Note that pubscreen names are case-sensitive.

1.24 next

NEXT

Will display the next picture in gcvview's internal list - or start from the beginning again if this is the last one.

1.25 notify

Notification

This is important - It allows gcvview to work interactively with Gui4Cli or ARexx.

NOTIFY Event PortName Command

With this command you can instruct GCVview to notify you when something that you want to be notified about (eg. a mouseclick) happens. The things you can ask to be notified about are:

LMB Left mouse button clicks
 RMB Right mouse button clicks
 R## Pressing of a RAW key (arrows, Fkeys etc)
 V## Pressing of a VANILLA key (all letters, numbers etc)

- For the keypresses you must give the Code number of the key you want (in decimal) - ex: V32 (the space key)
- For VANILLA keys this is the ASCII code of the letter.
- For RAW keys :
- F1=80 -> F10=89, Help=95
- Arrows: up=76, dn=77, left=79, right=78,

* Gui4Cli, when in debug mode, will tell you the key code.

Example (Gui4Cli) :

```
> Call gcvview NOTIFY RMB 'gosub mygui.gc myRMBroutine'
- will gosub the given routine in the given gui, every time you
  press the RMB while viewing a picture with GCVview.
```

With ARexx AFAIK you must create a port and WaitPacket() etc..

Note: PortName (and ScreenNames) are case sensitive!

IMPORTANT :

If you give a same notify event more than once - say, if you called NOTIFY RMB.. 2 or more times - then both will be stored, but only the last one given will be executed.

If this is removed (with the

DELNOTIFY

command), then

the previous one will become valid again.. and so on..

I.e these notify events are stacked, so you can install a request, and then remove it and the previous one (if any) will be undisturbed.

1.26 open

OPEN Alias [Behind]

Open the screen and input window and render the picture.

If the [Behind] keyword is given, then the screen will remain behind all others (hidden) until you bring it to the front by calling OPEN again without [Behind].

Note that the picture must be loaded first..

1.27 pan

PAN Alias [MIRROR] [VERTICAL]

This is a weird command, only for pictures.

It will allocate an extra wide or high screen, tile or (mirror-tile if the MIRROR keyword is given) the "Alias" picture onto it and then move the screen left or right, (or up/down if VERTICAL keyword is given) making it seem like it's a camera panning.

By default the tiling is simple, but to get a smooth, seamless panning effect it's best to use MIRROR tiling.

The scrolling can be controlled in 2 ways :

Up Arrow - increase speed
Down Arrow - decrease speed
(note: these 2 are global and will be remembered)

F1 to F9 - set the number of pixels that the screen position is advanced each time. The default is 1 (or F1). F9 will, for example, set the jump to 9 pixels, thereby greatly increasing the speed.

Left Arrow - pan towards the left
Right Arrow - pan to the right

This command will construct the screen on the fly and free it once you click the RMB or press escape. Lots and lots of

chip memory is needed, so try not to have other pictures loaded if you want to pan large 256 color pictures.

1.28 paste

PASTE Alias ToAlias Left Top [Remap]

Paste a picture (no anims) onto another picture **or** anim, at Left Top. (anims need not be in loadall mode)

If you give the [Remap] keyword, Alias will be remaped to ToAlias first - otherwise no remaping will take place.

1.29 quit

Quit

GCView keeps an internal counter of "users".

When you first run the program, you are user No 1. Thereafter other programs who need gcview can "Register" themselves, increasing the "user" counter.

Then, when you issue a quit command, GCView will check first and if the user counter is not 0, it will **not** quit (unless Forced to do so)

QUIT [Late] [Force]

Quit GCView, unloading all currently loaded pictures, palettes etc. If you give the [Late] keyword, then GCView will quit only when all pictures have first been unloaded by the user and it finds itself with nothing else to do.

As explained above, GCView will not quit if there are still users who have REGISTERed themselves with it. You can use use the [Force] keyword to force it to quit immediately. You can also use the [Force] to move objects and defeat darth vader and stuff..

REGISTER

This command will add a user - i.e. increase the internal gcview "user counter".

1.30 rect

RECT Alias LeftEdge TopEdge RightEdge BottomEdge

Will draw a filled rectangle using the current FgPen color.
This can be changed with the SET command.

1.31 remap

REMAP Alias ToAlias

Remap a picture to an other picture's palette.
If "ToAlias" is not the same resolution as "Alias" then "Alias"
will be transferred to a new bitmap of the same depth.

1.32 rename

RENAME Alias OtherName

Rename a picture (change the alias name, not the actual file's
name. You'll need this command, believe me.

1.33 resize

RESIZE Alias NewWidth NewHeight

Resizes picture or animation to the new sizes you give.

Note: Anims must be in
LoadAll
mode

1.34 rexx

REXX PortName Command

With this command you can send an ARexx message to a REXX
port of another program (such as Gui4Cli for example).

It is very useful in
batch files
, so that you can notify
Gui4Cli (or some other program) that you have finished
processing some file, or that something else happened..

The command is sent asynchronously.

1.35 rotate

ROTATE Alias RIGHT/LEFT

Rotate a picture or animation clockwise (RIGHT) or anti-clockwise (LEFT)
(also done with the 'R' & 'r' keys, respectively)

Note: Anims must be in
 LoadAll
 mode

1.36 save

SAVE Alias Filename

Will save the given picture as a standard IFF file (regardless of whether it was a JPEG or anything else), or, if it's an animation, in ANIM5 format (that's what dpaint uses)

The file will be saved at the current viewmode. If the bitmap is deeper than the number of planes that your system can display (usually 8) only the displayable planes will be saved (since they are the only ones being shown).

Note that to save an animation it must (currently) be in LoadAll mode - i.e. all the frames already loaded.

You can also save the currently displayed picture or anim by hitting <S> or <CONTROL-S> for more options. See
 shortcuts
 .

1.37 scala_coms

SCALA commands

This command is for use with Scala.

SCPALETTE Alias ScalaPalette

Will read in a Scala PALETTE command (as these appear in Scala scripts) and set Alias's palette accordingly.

1.38 set

SET

 With SET, you can set various parameters.

Note that all the commands start with SET - i.e :

```
G4C > Call gcview SET Font Courier 13
ARexx > Address "gcview"; SET FONT Courier 13
```

PALETTE Alias PaletteAlias

Will overlay "PaletteAlias"'s palette over "Alias"'s.
 If PaletteAlias has less colors than Alias, the rest of
 Alias's colors will remain unchanged.

FONT FontName Height Mask

Declare the font you want to use for rendering text.
 Default is Topaz 8..

```
ex> Set FONT Courier.font 13 000
```

The Mask argument is a series of 3 numbers each of which
 can be either 1 or 0 -> 1 = ON, 0 = OFF. Their meanings:
 - Underline, Bold and Italic
 => so "011" is bold and italic, not underlined

PENS FgPen BgPen JAM1/JAM2/COMP/INVERSE/OUTLINE

Set the color number to be used as the Foreground pen (FgPen)
 and the Background pen (BgPen). These pens will be used to
 draw text, boxes, lines..

The drawing mode can be:

```
JAM1 - use only the FgPen and leave the background untouched
JAM2 - use both FgPen and BgPen
COMP - Complement each pixel color
INVERSE - Invert the bg/fg fields
OUTLINE - Outline the font with the bg color.
```

TXSPACING Pixels

Set the amount of pixels to leave between each letter when
 rendering text. Default is 0. If you declare an OUTLINE mode
 (with SET PENS) you may want to increase this to account for
 the outline.

BRIGHTNESS Alias +-Shift

Make a palette lighter or darker by "Shift" which is the
 number to add to the RGB of each color. This can be -256 to
 256. Negative means darker, positive, lighter.
 (also done with the '+' or '-' keys - '*' will reset it)

Example : Brightness MyPic 256 -> make everything white..

CONTRAST Alias +-Shift

Same as brightness, but lighten or darken as a percentage of the RGB intensity of each color, so as to make it more or less sharp - at least that's what I think it's doing.. :)
(also done with the SHIFT '+' or '-' keys - '*' will reset it)

VCENTER ON/OFF

Set this to ON, to have pictures which are shorter than the height of the screen, centered vertically. Default is OFF.

MODE Alias Mode

Set the display mode for given picture.
The display mode is a number (usually in hex) which describes the viewmode & monitor you want to display the picture at.

All the numbers you can give are
listed here

(Copied from the C includes)

Example: Set Mode MyPic 0x00008004
- Show MyPic at HiRes-Lace resolution

POINTER ON/OFF

Show/Hide pointer - default = hidden. You can also hit 'P'

COLOR Alias ColorNumber R G B ** not working yet **

Will change the color number of the screen that "Alias" is open on to the given RGB (0-255) value.

As an added bonus, you can give #ScreenName to change the colors of a given screen :

-ex: call gcvview set #Workbench 0 155 20 250

DELAY Alias Seconds

Set the time that the picture should be displayed for, in seconds.

LOOPS Alias NumberOfLoops (-1 means forever)

Set the number of loops an animations should play for. If you give -1, the anim will play forever.

SPEED Alias AnimSpeed (in Fames/Sec)

Set the play speed of the anim (1 - 50). If you give 0 then the anim will play at maximum speed.

1.39 shortcuts

Shortcuts

These are the keyboard shortcuts you can use while gcview is displaying a picture/anim. Note that you may declare other actions for these keys with the Notify command.

- The following actions will be taken by default:

Pictures :

- LMB - Mark an area for cropping. Click and hold the left mouse button, dragging it around to mark an area in the picture.
- RMB - close picture
- M - Scroll the screen when showing large pics - This is Off by default since it's not yet perfected and also may not be supported on graphics cards.

Pictures *OR* Animations:

- 1 - show in LORES (change resolution on the fly)
- 2 - show in HIRES, LACED
- 3 - show in SUPERHIRES, LACED
- . - (full stop) Toggle INTERLACE
Be sure to read this note on datatypes
- .
- + - Lighten palette
- - Darken palette
- * - Reset palette brightness to original

SHIFT + More contrast
 SHIFT - Less contrast
 SHIFT * Reset contrast to original

- P - Show/Hide pointer

Pictures *OR* Animations in
 LoadAll
 mode:

- X - Flip picture Horizontally (also '7')
 - Y - Flip picture Vertically (also '8')
-

- C - You must first select an area by click-dragging the mouse. Then hit 'C' - the picture/anim will be cropped (or clipped) to the marked area.
- t - Tile a picture or anim - You must mark an area which will then be tiled to the full picture. (also '4')
- T - (capital T) - Mirror Tile a picture or anim (again.. mark an area first) - (also done by hitting '5')
- R - Rotate 90 deg. clockwise
- r - Rotate 90 deg. anticlockwise
- Z - (z or Z) - Zoom selected area to full screen view. If you have not selected an area, the whole picture will be zoomed.
- S - Save picture as "T:GCPic.xxx" in IFF format.
- CTR-S - (Control S) - Save picture over the original one, or with an "iff" extension - a system requester will appear asking you to confirm your actions.

Animations :

- LMB - stop anim and Select area by click-dragging your mouse. This area can then be cropped, zoomed etc..
- RMB - close anim (or resume normal play if stopped)
- ARROW - LEFT - decrease anim speed
- RIGHT - increase speed
- UP - full speed
- DOWN - default speed (in DPAN chunk)
- () - increase/decrease playback by tiny amounts
- F6 - Start
LOADALL
mode - will stop and load all anim frames (or as many as chip memory allows) so that you can play the anim backwards and ping-pong.
- F8 - Play anim forward (default)
- F9 - Play anim backwards (only in LOADALL mode)
- F10 - Play anim ping-pong (only in LOADALL mode)
- W - Toggle WaitTOF() - This is a dangerous option. Before each frame is displayed GCVIEW will call the WaitTOF() function which waits for the top of the next frame before proceeding. In turbo mode WaitTOF() is not used, resulting in faster or at least different playback, but may trash some graphics..

1.40 text

TEXT Alias Left Top Text

Will render text onto the picture or anim.

The "Text" will be rendered at "Left", "Top" using the current Font, FgPen, BgPen and drawing mode (see the SET command)

If you set the OUTLINE mode, an outline will be drawn by striking the letters in the bgd color shifted by 1 pixel in each direction and then striking the body in the center. This is all done by GCVIEW automatically and you don't have to know about it, so why am I telling you ?..

1.41 tile

TILE Alias [ToAlias] [MIRROR]

Tile a picture or an animation. If the MIRROR keyword is given, the tiling will be mirrored and look great. Takes longer though..

[ToAlias] is optional and only valid for pictures. If given, then Alias will be tiled onto ToAlias.

Otherwise, you must have selected an area in the picture. The contents of this area will then be tiled to the full picture. (also done by pressing 'T' for mirror, or 't' for normal).

Note: Anims must be in
LoadAll
mode

1.42 unload

UNLOAD Alias/#ANIM/#PIC/#PAL/#ALL [Late]

Unload a loaded file.

If, instead of the alias (the given name) of a file you give any of the keywords shown above, then the following will happen:

#ANIM - All animations will be unloaded
#PIC - All pictures will be unloaded
#PAL - All palettes will be unloaded
#ALL - All files (all types) will be unloaded

If [Late] is given, then the file will be unloaded when the

user has finished playing with it (i.e. when he clicks RMB)
Otherwise it will be closed & unloaded immediately.

1.43 view

VIEW FileName Alias

Will LOAD and OPEN a picture/anim and when the user finishes
playing with it will automatically CLOSE and UNLOAD it.

1.44 zoom

ZOOM Alias X Y Width Height

Zoom is an easy way to resize pics or LoadAll anims.
You give the part of the Alias bitmap that you want zoomed
and GCView will automatically fit this part into the screen
at Alias's current resolution.
(also done with the 'Z' key)

Note: Anims must be in
LoadAll
mode

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