

Visionary

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Chapter 1

Visionary

1.1 Visionary

Visionary V1.4

(c) 1994, Michael Heinz

Introduction

Requirements

WorkBench~Usage

Using~the~Keyboard

CLI~Usage

Environment~Variables

Known~Problems

To~Do

About~the~Author

About~the~Program

Version~History

1.2 Introduction

Introduction:

Visionary is an image viewing program for the Retina graphics board by MacroSystems. It is meant to address the shortcomings of other viewers available for the Retina board.

Visionary offers support for both the
CLI
and the
Workbench
. It can load and
display any image supported by the MacroSystems multipic.library (included
with the Retina board). It can
scroll
images that are too big to view
directly, and it fully supports
Drag~and~Drop
. It can even load and save
lists of images for use in
SlideShows
, and, using
AutoAdjust
it can
intelligently display odd-shaped images at the correct resolution.

Author

1.3 Requirements

Visionary requires:

- * A Retina ZII or ZIII graphics board.
- * Version 11.8 or later of the retina.library.
- * Version 4.9 or later of the multipic.library.
(Both libraries are available with Retina2.2)
- * Workbench 2.x or later.
- * Workbench 3.x is required to support GIF images.

1.4 WorkBench Usage

Workbench Usage:

Starting Visionary:

Visionary can be started by simply double-clicking on the Visionary icon. If you desire to pre-load some images, you can do so by shift-clicking the desired images before double clicking on Visionary.

If you pre-load any images this way, Visionary may immediately begin to display them, depending on the current setting of the
AutoStart
parameter.

Supported ToolTypes:

Visionary does not currently support any WorkBench tool types.

Using Visionary:

The Visionary GUI is organized into two main sections. On the left is the

List-Management

section which is used to maintain the list of images to be displayed. On the right side is the

Settings-Management

section which is used

to control how the images will be displayed. On the bottom of the GUI are four buttons - "Load" and "Save" on the left (used by

List-Management

and "Go" and "Quit" on the right.

In general, to display images you want to load their file names into the list on the left, adjust the list till they are in the order you want them displayed and then press the "Go" button.

See also:

Menu

,

Gadgets

1.5 CLI Usage

CLI Usage:

The simplest way to start Visionary from the CLI is to simply type in it's name, followed by the names of the images to display. The Visionary GUI will then open on the Workbench screen. Depending on the current setting of the AutoStart parameter, it may immediately begin displaying the images, or it may wait for you to press the "Go" button.

It is also possible to adjust the settings of the Visionary application, through command line options. These options override the current environment settings, but must appear on the command line before the first file to display.

Here is the complete command line template:

```
[(-loop | -l)|(-nolooop | -nl)] [(-ctoa|-c)|(-secsperframe <nn>|-s <nn>)]
[(-autoadjust|-aa)|((-width <nn> | -w <nn>) (-height <nn> | -h <nn>))]
[(-autostart|-as) | (-noautostart | -nas)] [(-16bitmode|-16) | (-24bitmode |
-24)] [-win | -nowin] [-screen <name>] [-list <file> ] <file 1> <file 2> <file
3>...<file n>
```

-loop, -nolooop

Controls the

Loop

setting. This selects whether

Visionary should display each image once, or if it should loop through the list of images until "Quit" is clicked.

- ctoa
Controls the
Click~to~Advance
setting.
 - secsperframe <nn>
Controls the
Seconds~Per~Frame
. -secsperframe and
-ctoa are mutually exclusive.
 - autoadjust
Controls the
AutoAdjust
setting.
 - width, -height
Control the
Screen~Size
. These settings are mutually
exclusive with -autoadjust.
 - autostart, -noautostart
Controls the
AutoStart
setting. -autostart enables
it, -noautostart disables it.
 - 16bitmode, -24bitmode
Controls the
Screen~Depth
. -16bitmode specifies a 16 bit
graphics screen, while -24bitmode specifies a 24 bit
screen.
 - win, -nowin
Controls whether Visionary will
use~a window
on
a public screen to display the images or a private Retina screen.
 - screen <name>
Specifies the public
screen
to use (in conjunction with -win).
 - list <file>
Allows you to pre-load a list of images to display. See
List~Management
for more details.
-

1.6 Environment Variables

Environment Variables:

Visionary uses a single environment variable, `env:Visionary`. This file contains a number of settings, each on a separate line. These settings are used as the defaults when Visionary is started. They can be overridden by command line options, or by GUI selections.

Currently supported environment settings are:

`SCREENWIDTH=<nn>`

Specifies the width of the Retina screen.

See

`Screen~Size`

.

`SCREENHEIGHT=<nn>`

Specifies the height of the Retina screen.

See

`Screen~Size`

.

`SCREENDEPTH=16|24`

Specifies the depth of the Retina screen. Must be either 16 or 24.

See

`Screen~Depth`

.

`SECSPERFRAME=<nn>`

Specifies the number of seconds to pause between images.

See

`Seconds~Per~Frame`

.

`LOOP=YES|NO`

Specifies whether to display the images once or repeatedly.

See

`Loop`

.

`CTOA=YES|NO`

Specifies whether Visionary should wait till the user clicks the mouse before displaying the next image or if it should just wait the amount of time specified by Seconds Per Frame.

See

`Click~to~Advance`

.

`AUTOSCREEN=YES|NO`

Specifies whether Visionary should automatically set the screen size or use the size set by Screen Width and Screen Height.

See

`AutoAdjust`

.

AUTOSTART=YES|NO

Specifies whether Visionary should automatically begin showing images when started or if it should wait for the user to click the Go button. See

AutoStart

.

1.7 About the Author

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1.8 List Management

List Management:

Unlike most other viewing programs, Visionary gives you interactive control over the list of images to display. On the left side of the Visionary GUI, there is a large listview gadget, displaying the names of the images to display - in the order they will be displayed.

To add additional images to this list, you can use

Drag~and~Drop
or you can

click on the

Add

gadget. Clicking on the gadget will bring up a file requestor, where you can select the images you wish to add to the list.

To remove an image from the list, first select it with the mouse. Next, click on the

Remove

gadget. This will immediately remove the image from the list.

To clear the entire list, select

Clear

.

To change the order the images are displayed, there are three buttons:

Up

,

Down

and

Sort

. Clicking on Sort immediately sorts the list into alphabetical order. To move a single image, select it with the mouse and then click Up or Down. Clicking on Up will move the image closer to the top of the list, while

clicking on Down will move the image closer to the bottom.

It is also possible to load and save entire lists. To save the current list, click on the

Save

gadget. You will be prompted for the name of the file to create, and the image names will be written to that file.

There are two different ways to load lists of files. The first is to press the

Load

button. You will then be prompted for the name of the list file, ↵ and

the image names will be read in from it. The other way is to specify the "-list <file>" option when starting Visionary from the CLI. At that time, <file> will be opened and the list will be loaded into memory.

1.9 Drag and Drop

Drag and Drop:

The Visionary GUI supports drag-and-drop. This means you can easily add images to the list by simply clicking on the icon of the image to display and, while holding the mouse button down, pick up the icon and drop it in the listview gadget. This will immediately add the image to the end of the list.

1.10 Settings Management

Settings Management:

Visionary has a number of options that can change how it displays images. These options can be controlled in three ways - through an <environment variable>, through CLI

command~line~options

and through the GUI. This

section discusses the GUI.

On the upper right hand side of the GUI are the buttons which control how long images are displayed. If the

Click~to~Advance

button is set, each image will

be displayed until the left mouse button or the space bar is pressed.

If

Click~to~Advance

is not set, the

Seconds~Per~Frame

gadget takes control.

This gadget specifies the number of seconds to display each image before loading the next one.

The last button in the top section is called
AutoStart
. If
AutoStart
is set,

Visionary will immediately display images when it is started. If it is not set, Visionary will wait until you press the Go button. Note that clicking this button has no impact on Visionary once the program has started. The only use of the button is to change the setting so that it can be saved. (See "Saving Settings", below.)

On the lower right hand side of the GUI are the gadgets which control the appearance of the images. The first is called Mode.

Mode
selects the Retina
screen mode to use when displaying images in a Retina screen.

The

AutoAdjust
button controls how Visionary will determine the screen size to use. If it is turned on, Visionary will try to find the best screen size to use. If it is turned off, Visionary will use the settings of the Width and Height gadgets.

The 16 Bit Mode button controls the
Screen~Depth

.

The Width and Height gadgets control the
Screen~Size
. These settings have no
effect unless Auto Adjust is turned off.

The last control is called

Use~Window
. This button is only enabled if the
Workbench screen is 16 or 24 bits deep. If it is enabled, it allows the user to display images in a window on the workbench, rather than in their own screen.

Loading and Saving Settings:

When Visionary is started, the initial values of the settings are loaded from an environment variable. Once loaded, they can be changed via the buttons described above and then saved back to the environment variable.

To save the settings, you must use either the

Use
or the
Save
command from the

Settings

menu
. Use
saves the settings to the ENV: directory - which normally means they are only saved until you re-boot your Amiga. If you use the

Save
menu item, the settings are written to ENV: and to ENVARC: - ←
permanently
changing your settings.

1.11 Scrolling

Scrolling:

If Visionary cannot open a screen large enough to display an entire image, it will allow you to scroll the screen.

To scroll an oversized image, just press the cursor keys in the desired direction. Visionary scrolls in 16 pixel increments. To scroll more quickly, press shift and the cursor keys at the same time.

1.12 Automatic Screen Sizing

AutoAdjust:

GUI: Auto Size button
CLI: "-autoadjust" and "-noautoadjust"
ENV: "AutoAdjust=Yes" or "AutoAdjust=No"

When AutoAdjust is turned on, Visionary intelligently displays images in the correct screen size and aspect ratio. "Big Deal" I hear you say - all the good IFF viewers do that. Well, yes, but RetinaDisplay doesn't - and neither do most non-IFF viewers.

Why not? Well, IFF images are generally assumed to be meant to fill the full screen. They also contain information about the screen they are meant to be displayed on. That means that even if the IFF is an odd shape (say, 200x400 pixels) the view mode information it contains will tell the viewer that the image was meant to be displayed on a 640x400 screen (or whatever).

No other image format does this. So most Amiga viewers simply assume that the image was meant to fill the whole screen and stretch it till it does. This can look very strange if you're trying to look at a tall, skinny JPG and your viewer stretches it till it's squat and fat.

Visionary's AutoAdjust mode compensates for this by being aware of the "standard" screen modes used on most computers (320x240, 640x480, 800x600, 1024x768, 1280x1024) as well as those special Amiga graphic modes (320x200, 320x400, 640x200, 640x400).

When AutoAdjust is on and Visionary loads in an IFF image, it extracts information about the image from it's "CAMG" chunk. This information is used to determine the screen size. When it loads in a non-IFF image, Visionary will select a standard screen mode large enough to display the whole image. For example, a 640x322 JPG image will be displayed in the top half of a 640x480 screen, while a 320x768 image will be displayed on the left side of a 1024x768 screen.

Low Memory Conditions:

Under low memory conditions, AutoAdjust will "downgrade" the size of the image screen. For example, if Visionary tries to open a 1024x768x24 bit screen and fails, it will downgrade to 800x600 and try again. It will keep trying smaller screens until it succeeds or it runs out of screen modes to try.

The impact of this is that, sometimes, images you might have expected to see in high-resolution will be displayed at a lower resolution. This is not a problem, you just need to

scroll
around to see the whole image.

1.13 Add Button

Add:

GUI: Add button
CLI:
ENV:
KEY: <R-Amiga>A

This button is used to add files to the list of images to display. When it is clicked, Visionary will generate a file requester that allows you to select as many images as desired.

1.14 Down Button

Down:

GUI: Down button
CLI:
ENV:
KEY: <R-Amiga>D

This button is used to move the currently selected image lower in the list. To use it, select the desired image with the mouse and click on down.

1.15 Load Button

Load:

GUI: Load button
CLI:
ENV:
KEY: <R-Amiga>L

This button is used to load a new list of files to display. Clicking on it will open up a file requester. Select the file to load and click on OK. The

new list will be appended to the end of the old list.

1.16 Save Button

Save:

```
GUI: Save button
CLI:
ENV:
KEY: <R-Amiga>S
```

This button is used to save the list of files to display. Clicking on it will open up a file requester. Enter the file name to save and click on OK. The list will be written to the file as ASCII text.

1.17 Up Button

Up:

```
GUI: Up button
CLI:
ENV:
KEY: <R-Amiga>U
```

This button is used to move the currently selected image higher in the list. To use it, select the desired image with the mouse and click on Up.

1.18 Remove Button

Remove:

```
GUI: Remove button
CLI:
ENV:
KEY: <R-Amiga>R
```

This button is used to delete images from the list of files to display. To remove an image, use the mouse to select it from the listview gadget and then click on Remove. The image will immediately be deleted from the list.

1.19 Sort Button

Sort:

```
GUI: Sort button
CLI:
ENV:
```

KEY: <R-Amiga>t

This button is used to alphabetically sort the list. To use it, just click on it.

1.20 Click to Advance Mode

Click to Advance:

GUI: Click to Advance button
CLI: "-ctoa"
ENV: "CtoA=Yes" or "CtoA=No"
KEY: <R-Amiga>k

This setting controls whether Visionary will display each image for a fixed length of time, or till the user clicks the mouse. The user can also trigger the next image by pressing the space bar.

1.21 Auto Start Mode

Auto Start:

GUI: Instant Start button
CLI: "-autostart" and "-noautostart"
ENV: "AutoStart=Yes" or "AutoStart=No"
KEY: <R-Amiga>I

This setting controls whether Visionary will display the list of images immediately on start up, or if it will wait for the user to click the Go button.

1.22 Loop Mode

Loop:

GUI: Loop button
CLI: "-loop" and "-nolooop"
ENV: "Loop=Yes" or "Loop=No"
KEY: <R-Amiga>o

This setting controls whether Visionary will display the list of images once or indefinitely.

1.23 16 or 24 Bit Mode

16 Bit Mode:

GUI: 16 Bit button
CLI: "-16bitmode" and "-24bitmode"
ENV: "ScreenDepth=16" or "ScreenDepth=24"
KEY: <R-Amiga>6

This setting controls whether Visionary will use a 16 bit or 24 bit screen. In general, 16 bit screens use a third less memory than 24 bit screens, without noticeable degradation of image quality. There are some images however, which show noticeable banding in 16 bit mode.

1.24 Screen Size

Screen Size:

GUI: Width, Height Buttons
CLI: "-width" and "-height"
ENV: "ScreenWidth=<nn>" and "ScreenHeight=<nn>"

These settings force Visionary to use a particular screen size. They only take effect if Auto Size is turned off.

1.25 Go Button

Go:

GUI: Go button
CLI:
ENV:
KEY: <R-Amiga>G

Clicking this button tells Visionary to begin showing the images in it's list.

1.26 Quit Button

Quit:

GUI: Quit Button, Window Close Gadget, Sessions Menu - Quit
CLI:
ENV:
Keyboard: ESCAPE, <R-Amiga>q

If Visionary is displaying images, clicking on Quit will abort the image display. If Visionary is not displaying images, clicking on Quit will terminate the program.

1.27 Menu

Menu:

Visionary has a single menu, called Settings. The Settings menu has four items; Use, Save, About and Quit.

Use
saves the current settings to ENV:.

Save
saves the current settings to

ENVARC:. About displays an About Box and Quit acts the same as clicking on the

Quit
button.

1.28 Gadgets

Gadgets:

```

+-+-----+
|x|
      Menu
+-+-----+
|          Images          Cycling          |
| +-----+ +-----+ +-----+ +-----+ |
| |                                     | | |
|          Add
|          | +--+
|          Loop
|          ?          |
| |          | | +-----+ +-----+ |
| |          | | +-----+ +-----+ |
|          Click~to~Advance
|          |
| |          | | |
|          Remove
|          | +--+
| |          | | +-----+ +-----+ |
|          Auto~Start
|          |
| | List View Gadget |x| +-----+ +-----+ |
| |          |x| |
|          Up
|          | | 5|
|          Seconds/Frame
|          |
| |          |x| +-----+ +-----+ |
| |          | | +-----+
| |          | | |
|          Down
|          |          Screen Mode          |
  
```

```

| |                               | | +-----+ +++                |
| |                               | | +-----+ +++                |
      Auto~Adjust
      |
| |                               | | |
      Sort
      | +++                      |
| |                               | | +-----+ +++                |
      16~Bit~Mode
      |
| +-----+ +-----+ +-----+ +-----+                |
| |                               | |
      Clear
      | |640|
      Width
      |
| +-----+ +-----+ +-----+                |
|                               +-----+                |
|                               |480|                |
      Height
      |
|                               +-----+                |
| +-----+ +-----+                +-----+ +-----+                |
| |                               |
      Load
      | |
      Save
      |                               |
      Go
      | |
      Quit
      |                               |
| +-----+ +-----+                +-----+ +-----+                |
+-----+

```

1.29 Seconds Per Frame Setting

Seconds Per Frame:

GUI: Seconds Per Frame Gadget

CLI: "-secsperframe <nn>"

ENV: "SecsPerFrame=<nn>"

This setting controls how long Visionary will pause between images. This setting is only active if Click to Advance is turned off.

1.30 Sessions Menu - Use

The Use item is used to copy the current Visionary settings to the ENV:Visionary variable. This saves the settings till the next time you reboot your Amiga.

1.31 Settings Menu - Save

The Save menu item copies the current Visionary settings to the ENVARC:Visionary variable. This saves the settings permanently.

1.32 Known Problems

Known Problems:

Screen Size Issues

Visionary always uses the default screen settings for the desired resolution. There are times when the chosen screen won't fill the whole monitor. This is because of the way the various Retina screen modes have been defined, rather than because of anything Visionary does. If this is a problem, try adjusting your screen modes with the RetinaScreenMode and DefineMonitor programs.

Jpeg Support

There is a bug in the multipic library where it will fail to read certain JPG images. Hopefully this will be corrected in a future release of multipic. In the interim, expanding and re-compressing the jpg with cjpeg and djpeg (available on most bbses) will work around the problem.

GIF Support

GIF support is through data types. Therefore, you must have 3.x to view GIFs with this program.

Reporting Problems

If you find any bugs in Visionary, especially enforcer hits, please report them to the author.

1.33 To Do List

Coming Attractions:

- 1) Use Tool-Types to allow list files to be drag-and-dropped into Visionary.
 - 2) Create icons for the list files.
 - 3) Add locale support.
 - 4) Save the position of the Visionary window in the preferences file.
 - 5) Use a Busy Pointer.
-

1.34 About the Program

About Visionary:

```

Development Machine:      A3000/25 w/10 megs, running WB 2.1
  Main Language:         SAS/C 6.51
  GUI developed with:    GadToolsBox (by JABA Development)
  Docs written with:     Heddley (by Edd Dumbill)

```

1.35 Clear

Clear:

```

GUI: Clear button
CLI:
ENV:
KEY: <R-Amiga>C

```

Clicking this button will clear the entire list of images waiting to be displayed.

1.36 Using the Keyboard

Using the keyboard:

Visionary supports key board short-cuts for most of it's controls. In general, the short-cut consists of pressing the right-amiga key and the whatever letter of the alphabet is underlined in the control's name. For example, the "Loop" gadget has an underline under the letter "o" in it's name. Pressing <r-amiga>o will toggle the Loop setting.

Here is a complete list of the keyboard short cuts:

```

A -
    Add
    Loop
    R -
    Remove
    K -
    Click~to~Advance
    U -
    Up
    I -
    Auto~Start
    D -
    Down
    J -
    Auto~Adjust
    T -
    Sort
    6 -

```

```

16~Bit~Mode
  C -
Clear
      G -
Go
  L -
Load
      Q -
Quit
  S -
Save

```

Please note that it simply wasn't possible to assign good ↔
short cuts to

all controls - for example, there were four controls that could legitimately claim "A" for their short cut, and three had to lose. One of them (Auto Start) had it's name changed, because there isn't a good letter in it's entire name. It was also decided to omit short cuts for the menu items "Use", "Save", and "About Box". These controls are used infrequently, and therefore don't have much need for short cuts.

1.37 Version History

Version	Changes
1.0	Initial Release

1.1	(not released)
	Added keyboard short cuts, clear button.
	Fixed IntuiTicks "bug" whereby the timer stopped if Visionary was not the active application.

1.2	Improved handling of mouse clicks.
	Cleaned up the code somewhat, improved the commenting and prototyping.

1.2a	(not released)
	Fixed a bug in the handling of shifted cursor keys.
	Added wild card support to the CLI interface. Now you can say "Visionary #?.jpg", for example. Note that wild cards # and ? are the only ones supported, and only for selecting individual images. (i.e., you can't say "Visionary -list #?.lst".)
	Now the ListView gadget will automatically highlight the image

being displayed.

Now, any image which cannot be displayed will be automatically deleted from the display list.

Fixed two bugs. (a) Remove caused a guru if clicked after the list had been viewed, and (b) Clear would not work till an item in the list had been selected.

Switched to case insensitive sorting.

1.3

Added "Display On WB" support! Now, if your Workbench is 16 or 24 bits deep, this gadget will be enabled. Selecting it will cause Visionary to display the images in a window on the WB rather than in its own screen.

Added a new "Mode" Gadget. Clicking on this gadget will allow the user to select the retina screen mode to use when displaying images.

Added a "magic cookie" to the list files. If this cookie is not present, Visionary will not load the list file. This ensures that Visionary does not attempt to load the wrong type of file. Note that this means old list files are no longer compatible with Visionary.

Fixed a bug where the program did not recognize the command line option "-as".

Visionary now displays a busy pointer when loading/converting an image.

1.4

Added support for public screens other than the WB. The button is now called "Use Window". The "-screen" CLI argument is used to specify screens other than the WB.

Just for Sherwood, if Visionary is displaying in a window, the title of the window is now the image being displayed.

1.38 Use Window

Use Window:

GUI: Use Window button
CLI: "-win" or "-nowin"
ENV: "ONWB=Yes" or "ONWB=No"
KEY: <R-Amiga>W

This button selects whether Visionary will display images in a window on the Workbench or in their own Retina Screen. It is only enabled if the Workbench is 16 or 24 bits deep. If Use Window is set,

```

AutoAdjust
,
Screen~Size
, Screen

Depth
and
Mode
are ignored.

```

1.39 Mode

Mode:

```

GUI: Screen Mode button
CLI:
ENV: "MODE16=<nnnnnnnn>" and "MODE24=<nnnnnnnn>"
KEY:

```

This button selects the Retina screen mode to use when displaying images. By default, it will use the default Retina screen mode. To override this, click on the button. A Retina screen mode requester will appear. Depending on whether you have selected 16 bit mode or 24 bit mode, you will be asked to select a 16 or 24 bit screen definition. It is recommended that you choose a group definition which will support a wide range of resolutions. If you choose a fixed resolution mode (say, 1024x768) all images will appear on a 1024x768 screen, regardless of the settings of the other controls.

You should note that there are actually two screen modes - one for 24 bit screens and one for 16 bit screens. Which one is displayed in the gadget depends on the setting of the

```

16~Bit~Mode
button.

```

1.40 Screen Name

Screen Name:

```

GUI:
CLI: "-screen"
ENV: "Screen=<name>"

```

These settings tell Visionary which public screen to use, if

```

OnWB
is selected.

```

The default is Workbench. This will have no effect unless the specified screen is 16 or 24 bits deep.
