

Primiview.DOC

COLLABORATORS

	<i>TITLE :</i> Primiview.DOC	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY		January 18, 2023
<i>SIGNATURE</i>		

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	Primiview.DOC	1
1.1	main	1
1.2	about	2
1.3	disclaimer	3
1.4	starting	3
1.5	menu_usage	4
1.6	key_usage	5
1.7	history	6
1.8	limitations	8
1.9	todo	8

Chapter 1

Primiview.DOC

1.1 main

Primiview 2.3 (\$VER: 39.10)

Copyright 1993-1995 Jarkko Lindblad
1995-1996 Arno Hollosi

Primiview stands for primitive viewer - it's purpose is to be a simple SGF-file viewer. If you want editing capability or fancy graphics or a graphical user interface with millions of buttons, this program is not for you. The program is aimed at persons who need a practical SGF-viewer - the user interface and looks may be simple, but they serve their purpose well and efficiently.

About

Disclaimer

Getting started
Usage:

Menus

Commands

History

Limitations

ToDo-list
Note:

PLEASE mail me your suggestions, wishlists, bug-reports, criticisms, ...

Especially I'm interested in BUGS. I don't discover all of these nasty creatures myself, so I need your help to make Primiview more useable.

Send email to: <Arno Hollosi> hollosi@sbox.tu-graz.ac.at

1.2 about

What is it:

Primiview is a SGF file viewer. SGF stands for 'Smart Game Format' and is THE standard format for Go game records on the internet.

In case you don't know:

Go (or WeiQi as it's called in China) is an ancient chinese board game. It's played using black and white stones, which are set alternately on the intersections of the board. The aim of the game is to surround as much territory (empty intersections) as possible. Placed stones must not be moved. Stones may get captured though. For more information have a look at the FAQ posted on 'rec.games.go'.

About the authors

Arno Hollosi:

Email: hollosi@sbox.tu-graz.ac.at
This will change sometime during the 90's.

Snail mail address:
Arno Hollosi
Oberndorf 313
A-6322 Kirchbichl
AUSTRIA
Europe

I'm improving Primiview since V39.5, as Jarkko hasn't got the time to continue his great work.
So if you've got any wishes, suggestions, bug-reports or anything else, then email me.

My current accounts on IGS & NNGS is "dada".

I would like to thank the following people:

- * Bob Carter for suggestions, beta-testing and for proof-reading this text.
- * Agi, Mike and the whole Amiga-Graz bunch for moral support and being good friends.

Jarkko Lindblad:

Email: lindblad@kruuna.helsinki.fi

This will probably change sometime during the 90's.

Snail mail address:

Rälssintie 16 D 60

00720 Helsinki

Finland

Europe

This will also probably change sometime during the 90's.

If you want to be absolutely sure, contact me on IGS -

I am currently using account "perkele". In case I've changed my account, please ask "tweet", "fmc", or some other such person what my account is.

1.3 disclaimer

Legal mush

Primiview 2.3 is copyrighted by Arno Hollosi and Jarkko Lindblad. You can spread the Primiview archive, but you may not modify the archive in any way without our written permission.

Primiview is freely distributable copyrighted software; you can distribute it as you wish, as long as you don't charge any money for doing so.

In spite of several tests, no warranty is made that there are no errors in Primiview. YOU USE THIS PROGRAM AT YOUR OWN RISK. In no event will the authors be liable for any damage, direct or indirect, resulting of the use or disuse of Primiview. This software is provided "as is" and the entire risk as to its quality and performance is with the user.

In other words:

If Primiview causes your system to explode, melt or harms your system in any other way, bad luck.

1.4 starting

Starting Primiview

Primiview can be launched both from WB and CLI.

Syntax for CLI users: primiview [gamefile]

WB users should just double click the icon and the program starts.

Primiview needs some stack-space. The maximum stack depends on the longest tree in a SGF-file (not on the number of variations). Be sure to set the stack size to a proper value.

I suggest you set the stack-size to 20000 as I never had problems with this size.

In order to control the functions in Primiview fully you need to be able to use both the keyboard and the mouse - the mouse is only needed for menus and window movement/resizing, all the "real" commands need the use of keyboard.

Programs requirements

Primiview runs on Amiga computers with AmigaDOS 3.0 or better. There are no plans to modify the program to run on older versions of the OS.

It may run under OS2.0 though. I'm not aware of using any OS3.0 system-routines and I don't have an Amiga with OS2.0 handy to test it.

1.5 menu_usage

Menus:

Project

- New - opens a new board window
- Open - opens a file requester and loads the gamefile the user chooses into the current (last active) board-window.
- Save - not implemented yet :)
- About - copyrights etc.
- Close - closes the current board-window (if the last board window is closed the program exits).
- Quit - exit program

Special

- Game info - gives information on the gamefile of the current (last active) board window.
- Strip whitespace - Strips all whitespaces (except space itself) from the SGF-data (actually all ascii-codes < 32).
Useful if a file got messed up (with additional return, etc.) during posting or sending via email.

Settings

- Screen Mode - the screen mode the program uses can be changed with this menu item.
-

- Text Font - allows the user to change the font used on comment, information and variation windows
(Hint: try 'helvetica.font' height: 13)
- Board Font - changes the font used in the board window
- Title Font - changes the font used in the window and screen titles
- Show variation - variation-move lookahead; shows first move of each variation
- Snap1 <-> Snap2 - Primiview remembers two positons/sizes of comment-, variation- and board-window.
Choosing this menu item chooses between the two snapshots of these windows.
I use the two snapshots for:
a) big board (e.g. pro-game, no comments)
b) normal board (IGS/NNGS games with kibitz)
- Take snapshot - snapshots the positions of all OPEN windows (board windows: only the current (last active) board window)
- Save options - Saves all the information one can change from the settings menu. Also the current directory (the last one from which one loaded a file) is saved.

1.6 key_usage

Keyboard commands:

All move-commands stepping down the tree (moving forward) choose variation 'A', if there are any variations.

- Cursor right - Moves one node forward.
- Cursor left - Moves one node backward.
- Cursor up - Moves to start of current variation.
- Cursor down - Moves to end of current variation or to next variation start in the tree.

- Space - Moves one node forward.
- Shift + Space - Moves one node backward.
- Alt + Space - same as Cursor down
- Shift + Alt + Space - same as Cursor up

- 'a'-'z' - Chooses a variation
- Help - Switches to next variation-tree
- Shift + Help - Switches to previous variation-tree
- Alt + Help - Switches to variation tree 'A'

- Shift + CSR left - Step ten nodes backward
- Shift + CSR right - Step ten nodes forward

- Shift + CSR down - Move to next comment
- Shift + CSR up - Move to previous comment

- 'G' - Goto node number #
(If you type in an invalid number, the

input-window remains opened)

F1-F10 - Goto position 1-10
 (pressing again jumps to previous position)
 Shift + F1-F10 - Current node is stored as position 1-10

Del - Moves to the beginning of the file
 Shift + Del - Moves to end of current tree

Return / Enter - Redraw Board (if GFX gets messed up)
 ESC - Close all unnecessary windows
 (information window / goto-node window)

Mouse Commands:

Left Mouse Button (LMB) - Moves one node forward

Shift + LMB - Place a stone on the board.
 The color is alternated.
 (Useful if you're studying a game:
 "what would happen, if I play here ...")

1.7 history

History

V39.10 (July 6th 1996)

- Primiview is able to keep several SGF files open simultaneously.
 (New menu-items: New / Close)
- Board windows are resizable now !! (as in version 0.1 :-)
- Added support for different goban sizes (9x9, 13x13, ...)
- Final reorganization of internal structure: properties of a node
 are stored as a list, instead of a single string.
- Many new properties recognized. The most important are:
 WL/BL (w/b time left), TW/TB (w/b territory), LB (board label)
- New commands:
 Shift + Help = previous variation
 Alt + Help = goto variation 'A'
 Shift + Del = goto end of current variation
 F-keys : pressing twice jumps back to previous position
 (for easier comparison of two positions)
 (Shift+)Alt+Space = same as CSR up / CSR down
 'Strip whitespace' - see 'usage' for more info
 'Snap1 <-> Snap2' - see 'usage' for more info
- Primiview is no longer compiled with STACKEXTEND-option
 as this SAS-routine is buggy. Be sure to increase the stack
 to a proper size (e.g. 20000).
- bug fixes, minor enhancements, etc.

V39.8 (Mar 31st 1996)

- Completely recoded SGF-parsing
Now Primiview builds up a real TREE-structure!
- New commands: CSR down, Shift+Space, LMB, next-variation (Help),
redraw (Return), bookmarks (F-keys),
goto ('G'), next/prev-comment (Shift+CSR down/up),
10 nodes forward/backward (Shift + CSR right/left),
close unnecessary windows (ESC)
- Placing stones on board added (Shift+LMB)
- Output in comment & info-window is word-wrapped now.
- Info-window displays more info on a game-file.
- Variation window is kept open and contains:
move-description (number, place), number of black and
white prisoners and the node number.
- Again: several bug-fixes, some of them were really tough
to hunt down - but I got'em ;-)
- And of course a lot of other minor enhancements, too many to
list all of them :)

V39.6 (Dec 2nd 1995)

- Board-window title shows filename.
- Junk in front of the first "(;" is skipped.
(No need to remove mail-headers any longer)
- Variation handling fixed; is now 100% ok (hopefully ;-)
- CRSR UP command implemented
- Nodenames in variation window shown
- Variation-move look ahead
(shows first move of each variation)
- Documentation now in GUIDE-format.
- Tons of bug fixes; compiled with STRICT option; made
Primiview a lot safer.
Primiview runs without Enforcer-hits (at least on my machine)

V39.4 (May 30th 1995)

- Made variation window size itself automatically.
- Fixed the hopefully last enforcer hits and the screen
scrolling bug. Primiview should no longer guru and now has
at least one goto-instruction in source :-)
- Fixed the variations-bug. Now variations should work all
the time.

V39.0 (May 11th 1995)

- Primiview TNG aka Primiview 2.0 alpha was released after a
couple days of hard work :-)
97% of the code was written from scratch - I only copied and
modified a couple routines from the old Primiview.

V36.0 (Late 1993-early 1994)

- The first generation primiview was being coded and released.
-

God it was awfully primitive.

1.8 limitations

Limitations

- There are some public SGF properties that are not (yet) supported. I'll probably implement these when I'm not under the spell of laziness that I usually am.
- If a node has lots of comments, some of them won't fit into the comment window and won't be shown. Usually this is no problem, but if you review a game with lots of kibitzes, some of them may now show up. I have NO plans to include any kind of feature to go around this. Primiview is primitive. You get what you pay for. If this is a problem, use larger screen and smaller font :-)
- Don't really know, what Primiview does, if it gets low on memory. Better not to find out :*)
- Primiview expects a valid, syntactically correct SGF-file. Some errors in a SGF-file don't disturb Primiview, others do. It may even be possible, that an incorrect SGF-file crashes Primiview!

Known Bugs

Currently I'm not aware of any problems using Primiview.
If you discover a bug, please don't hesitate to contact me at

hollosi@sbox.tu-graz.ac.at <Arno Hollosi>

Please don't forget to mention the version of Primiview you're using.
If possible supply the SGF-file, where the error occurs.

1.9 todo

ToDo

- o Add Edit/Save for SGF-files (planned for next release)
 - o Add the (few) unimplemented sgf-codes.
(Only seldom used properties left)
 - o Improve the look of Primiview (nice goban & stone graphics)
 - o Database functions (joseki / fuseki / player search)
-