

MegaView

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REVISION HISTORY

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Chapter 1

MegaView

1.1 MegaView - Contents

This is the documentation file for the MegaView program. Select one of the following topics:

Overview	Gives you a brief overview
Requirements	What do you need to run MegaView
Legal Stuff	The standard Disclaimer
Installation	How you get it on your Harddisk
Workbench Usage	How to start MegaView from the Icon
CLI Usage	How to run MegaView from a shell
File Actions	The FileActions file format
Known Bugs	What is to be fixed in future releases?
History	What has changed
The Future	What may come next?

You MUST read the Legal Stuff chapter before using MegaView!

1.2 MegaView - Overview

As a Workbench 2.0 user, I always hated it when I started some project icon from a disk which had "SYS:Utilities/MultiView" as a default tool. What I did first was to MakeLink a link from the AmigaGuide Program to MultiView. Now every AmigaGuide Database worked, but this won't work with any other file. Then I discovered the WhatIs.library on a fish disk, and I at once decided to write a frontend that uses this library to show every file type I can.

MegaView is not "just another text/picture shower". It won't be able to show anything, not even an IFF picture, by itself, but call a viewer program according to the filetype. This means, that IFF pictures will be passed down to an IFF viewer, e.g. the Display program, Text files are passed to a text viewer, e.g. more, etc.

The File s:FileActions defines the Actions taken for a specific file type (for a complete description of the file, see File Actions). Every filetype can have its individual file actions specified.

MegaView makes heavy use of WhatIs.library, which is Copyrighted by Sylvain Rougier and Pierre Carette. Many thanks to both of you!

With version 1.03 of MegaView, whatis.library is included in the archive. The whatis.library and a few support files are included ready to go, along with an archive containing the complete WhatIs distribution.

I have tested MegaView on my A2000 with Kickstart 37.175, MasterCard and ALF Harddrives, and a VXL 68030 Turbo board with 5 megs of memory. I have not tested it under any other OS version or processor, but as a rule of thumb, if it works on a '030, it should work on a stock 68000.

1.3 MegaView - Requirements

To use MegaView, you need the following:-

- An Amiga Computer (What else? 8-)). By Intention, MegaView will NOT run on MessyDos computers...
- at least Kickstart 37.175
(it may run with Kickstart V36, but I didn't test that)
- Workbench 2.0
- WhatIs.library (included since 1.03)

A Harddisk would also come in handy, but it will work without one.

1.4 MegaView - Legal stuff

Legal Stuff:

MegaView is public domain. You can use it as you like, but AT YOUR OWN RISK. MegaView is distributed with NO special purpose whatsoever, and in no way can DIgital Dimensions or the author be held responsible for any damage caused by the use or misuse of this program. No warranty, neither expressed or implied, is granted by DIgital DIMensions.

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Donnations are very welcome, but not neccessary.

If you like/use MegaView and you have access to EMail, then please send me a mail and tell me what you think of it. Look above for the EMail address. BTW, mail me, too, if you DON'T like it, and tell me why.

If you have suggestions, bug reports or something like that, or you want anything special build into a future version, please contact us also. If it is possible, and I have the time to do it, it will be done.

Should you phone, you can talk german, english, frensh, polish, japaneese or any language you like, but I will only understand german and english (and a little frensh - don't count on this). Please also keep in mind that other countries may have other time, and please don't call between 10pm and 10am.

1.5 MegaView - Installation

There are two possible ways for installing MegaView. The easy way is to double click the "Install MegaView" icon. This needs the Commodore Installer® program to install the files. The hard way is to copy everything "by hand". Here is a list of what belongs where:

MegaView - Copy MegaView and its icon file to a drawer you like. Some good place is "SYS:Utilities", or "SYS:WBStartup" if you would like to start MegaView on boot.

Note: In order to work correctly from WBStartup, you'll have to set the DONOTWAIT Tool type.

FileActions and FileTypes - These must reside in the S: directory.

whatis.library - Must be copied into the libs: drawer.

That's all you must have done to run MegaView. Note that the FileActions and FileTypes files, along with the whatis.library, MUST be copied to your standard system disk, even if you are using a floppy based system (take some advice, get yourself a harddisk. 2.0 just needs one).

1.6 MegaView - Usage from Workbench

There are two basic modes of operation from the Workbench:

```
Background operation
Show&Exit-Mode
```

The mode is selected by the ToolTypes .

1.7 MegaView - Background Mode

In Background mode, MegaView will setup an AppIcon (or an AppMenuItem). Icons that are dropped onto the MegaView AppIcon (or those that are selected while the AppMenuItem is activated) are processed as if MegaView was invoked with these files (see Show&Exit-Mode).

The MODE ToolType (see ToolTypes) decides whether MegaView sets up an AppIcons to add an Item to the Tools Menu. Use MODE=Icon to setup the Icon, MODE=Menu for the Tools MenuItem. Please note that the case of MODE must be all uppercase, while the "Icon" or "Mode" must be spelt exactly this way.

Double clicking the icon or selecting the menu item without any files selected will bring up a requester with three possible choices:-

Quit	-	MegaView is removed from memory.
Continue	-	Remove the requester and leave MegaView running
Select	-	Pops up a file requester. You can select a file for viewing here.

With version 1.02, the Select option has been modified so that it allows you to select files as long as you don't press cancel at the file request. Pressing cancel at the file request returns MegaView to the normal background mode.

New for version 1.03: You can now "multi-select" files in the file requester, i.e. Shift-Click more than one file. These will be processed one by one.

1.8 MegaView - Icon Usage

Show&Exit mode is like calling a display program, e.g. SYS:Utilities/Display: You shift-select a few icons, then double-click the MegaView icon. MegaView will then process all the files you selected in order.

An alternative is to use MegaView as a default tool with a project icon. MegaView will process the file as if the file was dropped into the AppIcon or the program was invoked with shift-selected icons.

1.9 MegaView - ToolTypes

MegaView accepts a number of ToolTypes. All of them are only usable in the Tool Icon. They don't make any sense inside project icons, and they are not even checked from project icons. Project icons will get invoked with MegaView once and will exit immediately.

ToolTypes which are accepted by the program are:-

MODE=<string>

<string> must be either "Icon" or "Menu". If this ToolType is encountered, MegaView will not exit, but setup an Icon (or MenuItem).

ICON_X=<number>

ICON_Y=<number>

If these ToolTypes are not given or specified as 0, the CurrentX and CurrentY fields of the icon are initialized with NO_ICON_POSITION, therefore Workbench will place the icon wherever it finds room for it. If <number> is non-zero, the icon is positioned to the coordinates you give. Note that if the coordinates are not free, then the icon is positioned as if they were zero.

ICONNAME=<string>

By default, MegaView uses the icon it is started from as its AppIcon, or an internal one if MegaView was not started from an Icon. With this ToolType, you can specify the basename of another icon to use as a MegaView's, i.e. the filename without the ".info" extension. The Icon must be in the same directory. If no icon is found by that name, the internal icon is used. In either case, the AppIcons will have the name of <string>.

MENUNAME=<string>

By default, "MegaView" will appear as the menu item in the Tools menu. With this tool type, you can specify what name the menu item should have.

WINDOW=<window string>

Some commands may use stdio to display information. With this tool type, you can specify a window description. The window is opened as soon as the command is executed and closed afterwards. If you specify the AUTO keyword, the window will only open if the command does use stdio. If you specify the WAIT/CLOSE combination, the window will stay open until you press the close gadget.

DONOTWAIT

If you want to use MegaView from WBStartup, you'll have to set the DONOTWAIT tool type.

1.10 MegaView - CLI Usage

MegaView can be used from the CLI like every other viewer. The most basic command line is

MegaView <filename>

where <filename> can be a file or path you want to show. The complete template

for MegaView is

```
FILE,ICON/S,MENU/S,ICONNAME/K,MENUNAME/K,REQUESTER=REQ/S
```

FILE is a filename. If you just want to show this file, then this argument must be given.

ICON is a switch that works like the MODE=Icon ToolType . MegaView sets up an AppIcon and stays in memory. If you use this switch (or the MENU switch) then you will have to use "run" or "runback" since MegaView will not disconnect from the console.

MENU is a switch that works like the MODE=Menu ToolType . MegaView will stay in memory, and an additional item in the tool menu will appear. As with the ICON switch, use "run" or "runback".

ICONNAME or MENUNAME work exactly like the ToolTypes with the same name (see ToolTypes

REQUESTER or REQ makes MegaView open a file requester and then process the file selected, just as if you selected "SELECT" from the popup requester. This feature was added for version 1.02. Since 1.03, you can also shift-select more than one file to be processed - see Background usage for more detail. Note also that MegaView will exit immediately after you canceled the file Requester - it will not go into Background mode.

1.11 MegaView - FileActions

File Actions are specified in a file called "s:FileActions". This file is scanned everytime a file is dropped/invoked/started (...). Every filetype you want MegaView to handle must have a single line in this file. The format of the file is as follows:

A semicolon (;) starts a comment. Comments can begin anywhere within a line and continue to the end of the line.

A filetype entry must have the format TYPE <filetype> ACTION <action>. The <filetype> must be the same as in the whatis.library's FileTypes file. <action> should be a string representing a command. The special symbol %s can be used to represent the file name.

Here follows an example for an entry for IFF pictures:

```
TYPE ILBM ACTION "sys:utilities/display %s" ; IFF File type
```

Take a look at the sample FileActions file for further examples.

If started from Workbench, MegaView CD's into the directory the file you want to process is in. The following line works:

```
TYPE Dir ACTION "dir"
```

It will list a directory dropped into the icon.

1.12 MegaView - Known Bugs

Known Bugs

If you ever get some recoverable alerts when using MegaView, try to increase stack size. A stack of 25000 should work fine, but if you encounter problems or crashes, try some more. With 50000, it should always work.

If you discover a bug, please contact me (see Legal Stuff where you can get me). If you do, please

- state clearly what exactly happened (a bit more than "it crashed").
- state which machine you have, your Kickstart version, processor type, additional hardware etc.

If you keep this in mind, it should help.

1.13 MegaView - Revision History

REVISION	DATE	Comment
1.0	13-Jul-93	First public release
1.01	22-Jul-93	Added REQUESTER=REQ/S command line option
1.02	22-Jul-93	Added "Loop" mode on Popup requester (see Background usage)
1.03	30-Jul-93	File requester has now multi-select possibility, i.e. files can be shift-selected. Also new with this version is that the whatis.library is now included.

1.14 MegaView - The future

What is to come:

I am thinking about adding XPK support for MegaView. This would enable all programs called via MegaView to use XPK packed files. Expect this in the near future.

I thought about adding online help á la AmigaGuide, but I don't know if this is really needed, so please tell me your opinions about that.

Suggestions about future expansions and improvements are very welcome. See Legal Stuff for how to contact me.
