SuperView

COLLABORATORS

	TITLE : SuperView		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		November 11, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

SuperView

1.1 SuperView_Documentation

```
                    SuperView V5.41 (14.3.1996)

                          - SHAREWARE -

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                   A PERSISTANT SOFTWARE (PS) PRODUCT.
               (persistent - resistant -> persistant)

         EMail: Andreas Kleinert (Fido 2:2457/435.10)
                     (more addresses follow)

       Needs Kickstart V2.04. Kickstart release 3.x compatible.
       GUI created with GadToolsBox V2.0c and Designer 1.54.


                          Copyrights
                          Distribution
                     Author/Correspondence
                     Persistant ? With an A ?
                     The program's purpose
                        How to install it
                     Where to obtain Updates from
                          How to use it
                     Evaluation restrictions
                  Known bugs and program limits
                        Program history
                  Possible future enhancements
                     Credits and Support


                          _
                       _ //
              Only \X/ Amiga makes it possible.
```

1.2 purpose

SuperView is a program that has been designed for the purpose, to display,
convert and process any kind of bitmapped 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.

Highest possible flexibility is implemented via a native modularian system,
consisting of the superview.library, the SVObjects, SVDrivers and
SVOperators.

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

 - licensed "superview.library" (see directory SuperViewLibrary)
 - intensive use of many special OS V2.04+ and OS V2.1+ capabilities
 - support of many OS V3.x+ and AGA graphics features,
   as e.g. support of interleaved BitMaps
 - support of external Fileformat-Libraries (SVObjects):

     - IFF-ILBM   - Windows BMP   - PNM (PBM,PGM,PPM)
     - IFF-ACBM   - JPEG (JFIF)   - IMG (GEM Graphics)
     - IFF-YUVN   - PhotoCD   - WPG (WP Graphics)
     - IFF-DEEP   - TIFF   - MacPaint MAC
     - PCX   - EPS   - C64 (Koala, Doodle)
     - GIF   - FBM   - Windows Icon
     - QRT/POV   - Mac PICT-2   - SGI
     - SVG   - Targa   - Pictor/PCPaint
     - SunRaster   - UtahRLE   - PNG

     as well as all OS3-Datatypes
     and CyberGraphX DataTypes (via picture.datatype V43).

     Many formats with 24 Bit-Support.
     Reads XPK- and PP20-packed data via Unpack.svobject.

 - support of external GraphicCard-Drivers (SVDrivers):

     - ECS   - AGA   - EGS7
     - OpalVision   - Retina   - CyberGraphX
     - PicassoII   - Merlin

 - Support of external operators (SVOperators):

     - Dither24Bit   - 24BitToHAM   - HilbertDither256
     - ExtractRed   - ExtractGreen   - ExtractBlue
     - XOR   - ExtractGrayScales   - TopToBottom
     - LeftToRight   - Rotate   - Scale50
     - AnyTo24Bit   - Crop   - CallPNM
     - OptimizePalette   - RotateFree   - PaletteDither

     plus the following from Steve Quartly:

     - SQBentley   - SQTiling   - SQThreshold
     - SQOilPaint   - SQMosaic   - SQEmboss
     - SQSlicing   - SQDiffuse   - SQContrast

```
    - SQSharpen         - SQBlur             - SQDeep_Press
    - SQMotion_Blur    - SQHighPass
```

 - "Screen-Grabbing"
 - Commodity   (optional)
 - ARexx-Ports (optional)
 - AppIcon   (optional)
 - AppMenu   (optional)
 - AppWindow   (optional)
 - Clipboard reading and writing
 - Localization for OS V2.1+
 - AmigaGuide OnLine-Help for OS V2.04+ (asynchroneous & localized with 2.1+)
 - 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
 - and more

And via ILBM.svobject and ACBM.svobject:

 - use of "iffparse.library" for reading and writing
 - reading and writing of 32 Bit viewmodes (OS2 CAMG)
   and AGA 8 Bit Colormaps (OS3 CMAP)
 - intelligent CAMG-Chunk replacement routine
 - and more

1.3 ps

 Not much to say: Approximately 90% Percent of the main market for
 operating systems are controlled by one company.

 The idea:
 AMIGA is one of the computers which persistently does not follow
 this trend - luckily ;-)

 And why is is written "persistant", not "persistent" ?
 Well, to be resistAnt and to be PERSISTeNT are quite related.

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.

If you own a KeyFile, place it to "S:", or place it elsewhere and change
the environment variable "KEYPATH" to the corresponding directory.

The superview.library has to be installed seperately, anyway !

    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+ (since OS V3.00 in ROM)
  - iffparse.library    V37+
  - asl.library         V37+
  - commodities.library V37+
  - utility.library     V37+ (usually in ROM)
  - workbench.library   V37+ (usually in ROM)
  - icon.library        V37+ (usually in ROM)
```

Users of OS V2.04 or greater should also install the following
libraries:

```
  - amigaguide.library  V34+
```

Users of OS V2.1 or greater should also install the following
libraries:

```
  - locale.library      V38+
```


   Other needed Resources

You will also have to copy the following libraries to your
"LIBS:"-Directory (plus SVObjects, SVDrivers and SVOperators):

```
  - superview.library          V11+
  - superviewsupport.library   V6+
```


   Installing the Main Program

Copying SuperView to your "WBStartup"-Drawer is perhaps one possible
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 updatenote

```
 General
 ~~~~~~~
 Although the SuperView archive does contain any of the needed parts,
 you might wish to get updates sometimes.
```

```
   Naming scheme    Example              Content                 Location

   SViewXXX.LHA     SView540.LHA     Main Program + Library  AmiNet/gfx/show
```

```
 Also, there may occur several additional archives, contaning more
 optional SVObjects/SVDrivers or SVOperators (usually named this
 way: "sv******.LHA").
```

```
FTP
~~~
 AmiNet
 ------
If you've access to Inter/UseNet, you may also be able to
access AmiNet via FTP.

You might try to search under pub/aminet/gfx/show at
ftp.doc.ic.ac.uk (146.169.2.1), ftp.wustl.edu (128.252.135.4)
or ftp.uni-paderborn.de (131.234.2.42) where the complete
archive is available.

When using gopher also ftp.wustl.edu may be accessed
(search at 1/pub/aminet/...).

Of course you may also take a look at the various CD-ROMs containing
material from AmiNet (Fred Fish-CDs, AmiNet, etc.)

 AOL (from InterNet, also)
 -------------------------
SuperView's most recent version can be FTP requested from

    members.aol.com:/tfischb/gm-box/s_view

e.g. in NetScape enter "ftp://members.aol.com/tfischb/gm-box/s_view"
and then download "sview_e.lha" from there.

This is a another service of Thomas Fischbach of GM-Box (see below).


Official SuperView Support BBSs
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
    *** GM-Box ***

    Sysop:  Thomas Fischbach
    Online: 06.00h - 01.00h (events 01.00-06.00h)
    Data:   +49-271-870221
    Fido:   2:2457/435

To get the newest version of SuperView, either make a Fido-Request
for "SVIEW" or request/online-download "SVIEW_E.LHA".

Newest version will always be uploaded very soon (as fast or even
faster than AmiNet) since this box is my Fido Boss Node.

    *** SkyNet BBS ***

         SKYNET INFORMATION & E-MAIL SYSTEM
     SUPPORT-BOX FUER SUPERVIEW (AMIGA) + SCALL (IBM)
    NETZ-ZUGAENGE: USENET,FIDO,GER-NET & SEHR VIELE ANDERE

    Sysop:  Armin Metz
    Online: 00.00h - 24.00h
    Data:   +49-2735-6699      V34
            +49-2735-6696      Zyxel
```

```
     UseNet: SKYNET.WWB.SUB.DE


This Box is Prometheus-based, so you should easily find your way through
the BBS areas.
SuperView and Tools are stored at: "A06-SUPPORT/SUPERVIEW".


     *** Snowball ***

 >> die AMIGA-Mailbox im Wittgensteiner Land <<

 Sysop:  Ulrich Boesebeck
 Online: 00.00h - 24.00h
 Data:   +49-2751-928311     V34
         +49-2751-928312     ISDN
 UseNet: SNOWBALL.commo.mcnet.de


 For access to SuperView support pages (also for support on other of
 my programs) just login as "SUPPORT". Otherwise (guest) login as "GAST".

 This Box is Prometheus-based, so you should easily find your way through
 the BBS areas.
 SuperView and Tools are stored at: "AK-SUPPORT/UPDATES",
             infos can be found at: "AK-SUPPORT/INFOS",
    and questions can be asked at: "AK-SUPPORT/FRAGEN&ANTWORTEN".

 From other sites (UseNet, Z-Netz) you may also address me as:

          AK@SNOWBALL.commo.mcnet.de
```

1.6 usage

```
How To Use SuperView: An Introduction

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     1.0.2 The Graphical User Interface (GUI)
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 3.0 Information about the supported Gfx Formats

     3.0.1 IFF-ILBM
     3.0.2 IFF-ACBM
```

```
    3.0.3 Other File Formats
```

1.7   evaluationrestr

```
This is the evaluation version of SuperView, which is SHAREWARE.

To remember you register, every time you start or leave the program,
an appropriate Requester will appear.
Also, ARexx-Ports are no longer available in the evaluation version
and only saving of ILBM CmpByteRun1 is possible.

All in all:    - Requester at startup and when leaving
               - no ARexx-Ports
               - saving of file formats other IFF-ILBM CmpByteRun1
                 is NOT possible

After you've received and installed your Keyfile these restrictions
will disappear.
```

1.8   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 sevaral 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 possibilies 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 2.0.1).

The default of the ARexx-Port is "SuperView.rx".
Only one SuperView Process will allow such a port at a time,
but by specifying different names (see configuration section),
more ARexx-ported tasks are possible.

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)

1.9   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 (2.0.2).

 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]
   LOAD=<FileName>   Load a specific Gfx   [C T A]
   UNSHOW   End Displaying / Close Display [A]
   SAVE_TYPE=<SVObject-ID>   Set new Save-Type for "SAVE" [C T A]
                                 (does not affect GUI settings)
   SAVE=<FileName>   Save current Gfx as SAVE_TYPE [A]
   SVDRIVER=<SVDriver-ID>   Set Default-SVDriver by ID   [C T A]
   SVOPERATOR=<SVOperator-ID>   Set Default-SVOperator by ID [C T A]

```
       ACTION                        Do SVOperator action        [     A ]
       OPTION_LOAD=<DISK|CLIP>        Disk or ClipBoard loading ?  [ C T A ]
       OPTION_SAVE=<DISK|CLIP>        Disk or ClipBoard saving  ?  [ C T A ]
       ICONPATH=<DosPath>            Location of DefaultIcons     [ C T A ]
       ASLFR_WIDTH=<value>           FileRequester Initial Width  [ C T A ]
       ASLFR_HEIGHT=<value>          FileRequester Initial Height [ C T A ]
       ERROR_REPORT=<YES|NO>         "NO" Will e.g. suppress any
                                     Requesters, which may cause
                                     ARexx-Scripts to wait for user
                                     activity. Supresses them also
                                     when working with the GUI, so
                                     use it carefully.            [ C T A ]
       LOGFILE=<CON/FileDesc>        Where to put a logfile ?     [ C T A ]
       REJECT_ICONS=<YES|NO>         Reject Icons in FileRequester? [ C T A ]
       PUT_ICONS=<YES|NO>            Put Icons when writing Files ? [ C T A ]
       INSTALL_CX=<YES|NO>           Install as a Commodity ?     [ C T   ]
       INSTALL_AREXX=<YES|NO>        Provide an ARexx-Port ?      [ C T   ]
       AREXXPORTNAME=<Name>          Name of ARexxport (<=63 chars) [ C T   ]
       INSTALL_APPWINDOW=<YES|NO> Provide an AppWindow ?          [ C T A ]
                                     (only together with OPEN_GUI
                                      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   ]
       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.

    The default name of the ARexx-Port is "SuperView.rx".
```

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:

      Picture Gadgets

      Slide View

      Load
      Save
      ViewBuffer
      Action
      ViewMode

      Medium

      SVObject / SVDriver Gadgets

```
        SV-Switch
        SV-ListView

        SVInfo
        Remove

        Screen Gadgets

        Screen-ListView

        Update
        Save
        Info
```

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

```
        FileInfo
        Help
        About
        Hide
        Quit
```

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.

2.0.3 Controlling the Display-Screen

SuperView opens for each graphic, which has to be displayed, a
suitable Screen.
This Screen and the attached Window are usually pushed to the
Foreground automatically und become activated, just right after the
graphic has been loaded.

After that you have the possibility, to control the program's
behaviour via the following actions:

Mouse control:

 - left Button quits the display

 When displaying OS3-Datatypes via "Slide View":

 - left Button within the graphic, while moving the mouse
   scrolls the graphic.
   (see relating note in the Screen-Titlebar)

Keypad control:

 - Key "L" : Load new graphic
 - Key "Q" : Quit display
 - Key "X" : Quit display and leave program
 - Key "H" : Open GUI (GUI-Screen still in Background)
 - HELP-Key : Open GUI (GUI-Screen still in Background)
 - ESC-Key : Quit display and leave program
               (keep it pressed about 1-2 seconds)
```

```
    - F1..7    : HardCopy with density 1..7
```

1.10 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, CmpByteRun1 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.

   3.0.3 Other File Formats

   Superview-library supports many different graphics file formats,
```

```
of which some can be both, read and written, some only read
or maybe some only written.
It also does support reading of all OS3-Datatypes.

Please refer to the superview-library documentation for
further information.

See also paragraph: About the program's abilities.
```

1.11 menu_fileinfo

```
- FileInfo

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

1.12 menu_help

```
- Help

  Starts this Online-Help.
```

1.13 menu_about

```
- About

  Informs about SuperView.
```

1.14 menu_hide

```
- Hide

  Closes the GUI of SuperView (which when in Commodity-Mode, not
  necessarily means to quit SuperView itself).
```

1.15 menu_quit

```
- Quit

  Closes the GUI of SuperView and exits the program.
```

1.16 gadget_view

– View

When clicking on this gadget, any old Display will be closed,
a FileRequester will appear and the selected picture – if of
a known File-Type – will be displayed immediately and replace
the old display.

1.17 gadget_load

– Load

When clicking on this gadget, a FileRequester will appear and the
selected picture – if of a known File-Type – will be loaded
and held in the Memory for multiple saving (e.g. in different
file-formats).

If the speficic SVObject (e.g. Datatypes-SVObject) does not support
exporting Buffers, a Screen will be opened in the Background to
keep the picture.

1.18 gadget_save

– Save

The stored Buffer will be saved as a picture in the desired
file-format, as selected in the ListView-Gadget.
(Select "SVInfo" Gadget for more information on the speficic
 FileFormats).

1.19 gadget_viewbuf

– ViewBuffer

Allows to take a quick view on the currently loaded buffer.
Functionality is _not_ the same as with "View".

Here you'll just take a short look onto the picture and then
click it right out of the way.

1.20 gadget_action

– Action

Modifies the currently loaded SV_GfxBuffer in a way, which depends
on the currently selected SVOperator.

After that you may save or display the result of the operation
via the selected SVObject/SVDriver.

1.21 gadget_screenmode

- ViewMode / ScreenMode

  Opens a ScreenMode-Requester (ASL under V38+) which can be used
  to select a new ScreenModus for the currently loaded SV_GfxBuffer.

  Values for Width, Height and Depth are not changed:
  modifications of these values will be ignored.

1.22 gadget_medium

- Medium

  This gadget switches the Input/Ouput medium between Disk and Clipboard.
  This affects loading and saving of graphics.
  You may e.g load a graphic from ClipBoard, then switch to Disk and
  save it to there.

  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 perhaps can be found in your computer's
  manual.

1.23 gadget_svgad

- SVObject/SVDriver switch Gadget

  This gadget switches the SVListView-Gadget
  between SVObject/SVDriver Mode.

1.24 gadget_svlist

- SVObject/SVDriver ListView Gadget

  This gadget is for selection of the SVObject/SVDriver, which should be
  the source for the actions, which can be performed via View,
  Load or Save.

1.25 gadget_svinfo

– SVObject/SVDriver/SVOperator Information Gadget

This gadget displays more detailed information on SVObjects/
SVDrivers/SVOperators.

1.26 gadget_svadd

– SVObject/SVDriver/SVOperator Add Gadget

This Gadget adds new SVObjects/SVDrivers/SVOperators to the system,
which can be selected via FileRequester.
Don't try to selecting other libraries than those, which have
a name ending with ".svobject",".svdriver" or ".svoperator" !

Removing is possible via Remove.

1.27 gadget_svremove

– SVObject/SVDriver/SVOperator Remove Gadget

This Gadget removes unusede SVObjects/SVDrivers/SVOperators from
the system.
This is only possible, if the current SuperView-Task is the only
program, which accesses superview-Library at the time.
Otherwise the action will result in nothing.

Adding is possible via Add.

1.28 gadget_screenlist

– ScreenListView Gadget

This gadget is for selection of the Screen, which should be the
source for the actions, which can be performed via Update,
Info or Save.

1.29 gadget_scrupdate

– Update

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

1.30   gadget_scrsave

    – Save

      The Save-Gadget in the Screen area allows yoy to save the selected
      Screen in the desired File-Format.
      (Select "Detailed Info" Gadget for more information on the speficic
       FileFormats).

1.31   gadget_scrinfo

    – Info

      This Gadget presents various information on the currently
      selected Screen.

1.32   bugs

Known Bugs and program limits:

 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.

   When creating a Slide Show you may better use "SuperSlide" which
   fits those needs well (can be cound in the "Tools" directory).

1.33   history

SuperView is _not_ related to the program with the same name from AmigaLib
Disk 367, about which I read late _after_ I began programming it.

V5.41: – now will open a preinitialized file requester when called
         with a path from CLI, instead just saying "file not found".
         For example, when typing "SuperView Work:Graphics/"
         you may directly select files from there (also: SuperSlide).
         (–> Petra Struck)
       – GUI: Save, View, Action, ScreenMode now disabled when
             no file is loaded
              (–> Simon Edwards)
       – updated sample script "ConvertFile.rx"
       – miscellaneous changes/fixes

```
                  - new, additional FTP support (see chapter)
                  - system info requester still presented hardwired "SuperView.rx"
                    as ARexx port information
                  - fixed some possible BYTE EHits in WBStartup code (Tooltypes)
                  - AboutWindow possibly was not closed, when leaving
                    SuperView directly after displaying some pictures via
                    multi selection from Workbench (with the GUI open)
                  - AboutWindow message handling possibly produced enforcer
                    hits on several systems or maybe did not want to close,
                    since GT_GetIMsg() was answered via ReplyMsg(), not GT_ReplyIMsg()
                    (-> maybe Paul Napper, maybe also others ;-)
                  - added note, how many US-$ are expected for 30 DEM/40 DEM
                    to the registration form, since a missing value did seem
                    to confuse some people on registration ;-)
                  - included superview.library V12.9 - with new SQOperators, etc.

V5.40:            - joined "purpose" and "abilities" section in docs
                  - rewrote docs
                  - included superview.library V12.8 - with many changes
                    (supports CyberGraphX Datatypes via picture.datatype V43 now
                     and also fixes a lot of small problems)

V5.33:            - now GUI is also fully localized: had to use a second
                    catalog for the GUI - named "superview_gui.catalog" -
                    which is yet only available in ENGLISH (default) and GERMAN
                  - removed english catalog/ct since it is default
                    (english texts are available for translation as comments
                     within the german ct files)
                  - redesigned GUI slightly
                  - searched for EHits in configuration and file requester routines
                    (-> Andy Philpotts)
                  - with the GUI still closed and no public screen present
                    called "Workbench", the Filerequester would have produced
                    an Enforcer Hit
                  - there was a wrong reference to "DefaultIcons/". Changed to
                    "PROGDIR:Bonus/DefaultIcons/" now (would have been used with
                    no "ICONPATH" defined)
                  - included superview.library V12.7, which fixes some important
                    bugs - mainly in the same context as with V5.31 and V5.32

V5.32:            - rewrote docs
                  - sample config file now refers to PROGDIR: so that
                    no longer default-like "Work:" will be requested for Icons
                    when saving
                    (-> Sven Drieling)
                  - new superview.library V12.6
                    (IMPORTANT FIXES -> SEE LIBRARY-DOCS)

V5.31:            - MAJOR RELEASE
                  - Fixed bugs occuring when starting on various 68K-machines
                    (68060, some 68040, JPEG with 68000)
                  - new superview.library V12.5
                    (SEE LIRBARY-DOCS)

V5.30:            - took preventions against nasty keyfile fakers
                  - changed way of CASE'd GUI creation (especially Menus),
                    which perhaps also should fix some Enforcer Hits
```

```
                  (-> Simon Edwards)
          - changed several parts of initialization procedure in order
            and function to prevent enforcer hits
            (-> Simon Edwards)
          - fixed possible hit in locale code (closing twice or more)
          - changed way of screenlist administration (EHits)
          - when starting two SuperView tasks, the second one would
            have tried to close a port allocated by the first one
            (with weird effects)
          - if the first started (still running) SuperView task did not
            install itself as a commodity, the second one wouldn't have been
            able to do so, either. Fixed.
            (also ARexx wasn't possible, then)
          - the Commodity SuperView server and the ARexx server need no
            longer be identical
          - specifying of the ARexxPort's name now is possible - thus also
            more than one SuperView task with ARexx port (sepcify different
            names, then)
          - removed an unused port
          - redesigned about requester
          - included superview.library V12.4

V5.20:  - recompiled with SAS/C V6.56
        - changed "Locale" directory organization
        - GUI:  - switched from GadToolsBox to Designer
                - all fontsize problems should now be fixed
                - percentage control gadget now accessable via keyboard
                - and more
        - Preferences: - fixed enforcer hit; occured with missing default
                         (-> Steve Quartly)
                       - fixed another hit; occured within the keyword
                         context (illegal access to address NULL, which
                         did not had any effect when not running enforcer)
                         (-> Steve Quartly)

V5.10:  - Documentation: the new phonenumber was wrong
        - included Library V12.2 with SQ-Operators by Steve Quartly
        - added fix to allow alphabetical sorting of Steve's operators
          (will internally be renamed from "SQ[...]" to "[...]_SQ").
        - replaced SuperView logo with PS logo

V5.00:  - Beta-Versions: V4.71 (various)
        - revised Installer-Script;
          now also with italian option (Alessandro Basso)
        - added progress indicator support
        - completely redesigned GUI (larger, wider, rearranged);
          ListViews now scrollable in realtime
          (-> Simon Edwards, Martin Steigerwald)
        - content of ListViews now alphabetically sorted
          (also change way of setting default svobject on startup
           and inbetween)
        - added italian catalogue by Alessandro Basso (thanks)
          and reworked francais catalogue (also added as ct-file)
        - did show evaluation message when called from CLI as "SuperView ?",
          even if registered. Now will never display that, when called so.
        - added menus for accessing GUI prefs of read-only SVObjects (all)
          and superviewsupport-Library also.
```

        - ScreenInfo-Requester now is a Window with Text-Gadgets.
          Should fix fontsize problems. ModuleInfo as well. (-> Gerd Frank)
          Oversized screen titles or mode names will be cut off, then.
          Produces LogEntry now.
        - error return codes of preferences GUI will now be examined.
        - SuperSlide now will not _fail_ on an error, when more than one
          graphics has been selected to be displayed.
        - changed evaluation restrictions
        - MY SNAIL MAIL ADDRESS CHANGED.
        - AND MORE

```
****************************************************************************
Version history before V5.00 no longer included
****************************************************************************
```

1.34 future

Possible future enhancements _might_ be:

 - more and smarter functions for image processing
 - better and more handy GUI
 - 8 Bit or HAM preview screens for any graphics
 - holding more than one graphic in memory (multi-handle accesses)
 - and more

1.35 correspondence

```
 _____
|       You may reach me the following way.                   |
|     Send bug-reports, money or whatever to:                 |
|-------------------------------------------------------------|
|                   Persistant Software                       |
|                                                             |
|                   Andreas R. Kleinert                       |
|                   Sandstrasse 1                             |
|                   D-57072 Siegen                            |
|                   Germany, Europe                           |
|                                                             |
| Any snail mail to the old address will still be routed.     |
|                                                             |
|                   Phone:  +49-271-22869 also FAX + AM       |
|                           +49-271-22838                     |
|                                                             |
|                   Weekdays after 17.00h.                    |
|                                                             |
|         When calling via phone you may leave a message,     |
|         if I'm not available - but don't expect me          |
|         calling back to USA, Australia, ... since           |
|         german phone rates are HIGHLY expensive.            |
|_____|
```

  EMail:

```
        DO not SEND ANY binaries (or uuencoded) VIA THE
        FOLLOWING EMAIL ADDRESSES, EXCEPT MAYBE small ONES
        VIA t-online.de (smaller or equal 16 KB).
        THANK YOU.

           - Fido     Andreas Kleinert 2:2457/435.10
           - Usenet

                     Andreas_Kleinert@superview.ftn.sub.org    B
                     Andreas_Kleinert@t-online.de              A
                     Andreas.Kleinert@gm-box.mediaserve.de     B
                     Andreaskleinert@n2usx.sauerland.de        C
           (Z-Netz) AK@SNOWBALL.commo.mcnet.de                 B
           (Z-Netz) AK@SKYNET.WWB.SUB.DE                       D


                     A - hopefully fast
                     B - medium speed (gateway) - STRONGLY RECOMMENDED
                     C - not always available
                     D - yet untested


           - If nothing else works, try one of these
             Fido-Usenet gateways:

     In Germany:
     Andreas_Kleinert@p10.f435.n2457.z2.fido.sub.org

     From USA or elsewhere:
     Andreas_Kleinert@p10.f435.n2457.z2.fidonet.org
```

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.
Please also mention the version number of SuperView you used and describe
your system configuration (Amiga model 500/.../4000T-060, 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 user of SuperView with the included
registration form.
Nevertheless unregistered users are as welcome to report bugs as
users who decide(d) to register.

1.36 credits_and_support

I perhaps have to thank many persons, but I won't list them all up here,
since many of them are already mentioned in the documentation to
"superview-Library" (so read it, please).

Thanks go to (in alphabetical order):

 - Jan van den Baard

   ... for his great tool GadToolsBox, which I formerly used to
   design the GUI of SuperView.

 - Alessandro Basso

... for the italian catalog file and related updates.

– Ian O'Connor

... for the Designer, which I now do use for GUI creation.

– Gerd Frank

... for Beta-Testing, Bug-Reports and last not least for his many ideas
and suggestions, espescially concerning the re-design of
SperView's ;-)

– Roman Patzner

... for the nice icons he designed for use with Martin Huttenloher's
MagicWB (8 Colors minimum) and sent to me for inclusion with SuperView.
Many thanks for the work he has done on them and for related ideas
and suggestions.
Since many people use MagicWB, Roman's Icons are now included as
the standard set, but please note that these are especially designed
for an appropriate Workbench environment
(take a look at "RomIcons" on AmiNet).

– Emmanuel REY

...for the francais catalog file.

– Martin Schulze

... for uploading SuperView onto the AmiNet and including it into
the SaarAG series, so that it reached more people out there.
Also for sending and receiving all those mails, which did not find
their way through the labyrinth of Fido-Gateways ;-)

– Detlef Winkler

...credits and many thanks go to him for the new icon set introduced
between V4.2 and V4.42, which had been included upto V4.61 as an
alternative set.
He has also designed the new SuperView Logo and many Default Icons
for the various File Formats (see DocFile "Bonus/ReadMe").

– and last NOT LEAST

– all registered users of SuperView for supporting Shareware
– all people I already mentioned in the documentation to
  superview-Library

1.37 distribution

Copyright

The program SuperView in this version and its documentation files are
(C)opyright 1993-96 by Andreas R. Kleinert. All rights reserved.

The right of using this program is granted to you by paying the
SHAREWARE-fee of 30,- (40,-) DEM to the author.

Together with the registration you also receive your personal KEYFILE.

Should any of the listed terms and clauses within this document not be
valid in conjunction with the law of certain countries this does not
affect the validity of the other clauses.

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so that you use this software at your own risk.

Rights

Registered users which paid the SHAREWARE-fee get the rights described
on the registration form.

Distribution

The REGISTERED version of SuperView MUST NOT be redistributed.
The Distribution of Keyfiles is FORBIDDEN.

The following only applies to the unregistered evaluation (EL)
version of SuperView:

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Special permission hereby goes to Fred Fish's AmigaLib-Disks and
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This program may also be distributed via electronic mail and may be
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