Visage

Magnus Holmgren

COLLABORATORS			
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Visage

1.1   Visage.guide

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Visage V39.1

A Team OS3 product

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  Welcome to Visage version 39.1, a multi-format picture viewer for the
Amiga OS (version 3.0 or higher).

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1.2   Visage.guide/Introduction

```
Introduction
```

<Sigh> Yet another picture viewer. :)

   Oh well, what can I say? There wasn't any picture viewer available that
suited all my needs. They were lacking such trivial things as looking for
"external" break signals, and more important things such as good monitor
support.

   But Visage is different. It has lots of features; some aren't available
in any other picture viewer for the Amiga (as far as I know! :). Since some
of these features rely on things that were introduced in OS 3.0, this
program requires OS 3.0. There are several viewers that work on OS 2.0, so
it isn't a major problem, IMHO. :)

   The goal was to have a rather fast viewer, with lots of features. Picture
quality wasn't the most important thing (this mainly applies to the HAM and
color rendering).

   Feature list:

   · Can display IFF ILBM, GIF, JPEG (using the Tower JPEG Codec Class) and
datatype pictures.

   · The internal viewers (IFF ILBM and GIF) use asycronous IO for high
performance. The picture decompressors are written in optimized assembler
for speed.

   · Full AA, ECS and RTG (I hope! ;) support.

   · Supports PCHG (Palette CHanGe) and SHAM (Sliced HAM) IFF ILBM pictures.

   · Can display "deep" pictures in all formats on ECS Amigas, rendered in
HAM, "normal" color (graphics card recommended) or grayscale.

   · IFF ILBM pictures can be Xpk compressed (asycronous IO is not possible
for these pictures at the moment).

   · Fast HAM rendering of pictures, using code written by Rafael
D'Halleweyn.

   · Can scale any rendered picture to fit the screen.

   · Extensive monitor support. Uses a BestModeID()-like function to find a
suitable mode (if needed).

   · Any native Amiga screen mode can be specified with text! No numbers
needed. But you can use numbers, if you so wish. Or a requester.

   · Simple promotion of pictures to any installed monitor. No hardcoded
command line options for this. Even a requester can be used.

   · Several slideshow options, including a RANDOM mode, making Visage
ideal for use with screen blankers as an external module.

   · Background loading of next picture while viewing the current, if there
is enough memory (this can be disabled).

   · When using background loading, the new pictures doesn't open in front

of all other screens (unless told to). The two screens are "attached" to
each other.

· Can fade pictures (but not HAM, SHAM or PCHG pictures).

· Default options can be placed in an environment variable.

· Invisible screen arranging gadgets.

· It can be made resident.

· It's freeware! No need to pay anything (but that doesn't mean I
wouldn't appriciate a donation of any kind! :).

· A couple of small and useful utilities included.

1.3 Visage.guide/Legal issues

Legal issues

Visage is released under the concept of freeware. This means you are
allowed to use and copy this program freely, as long as the following
requirements are fulfilled:

· All files are copied without any alterations/modifications. If any
extra files are added, it must be obvious that they don't belong to the
original distribution, and that they don't need to be included in any
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media costs etc. may be charged.

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author.

Note: This program uses the LZW decompression algorithm, which due to
patent claims probably requires you to license if you distribute this
program on a for-profit basis. (See http://www.unisys.com)

No warranty

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Acknowledgements

This software is based in part based on the work of the Independent JPEG
Group.

The Graphics Interchange Format(c) is the Copyright property of
CompuServe Incorporated. GIF(sm) is a Service Mark property of CompuServe
Incorporated.

1.4 Visage.guide/Requirements

Requirements

Visage should work on any Amiga that have OS 3.0 or greater. 512 Kb of
memory is enough for operation, but more memory is indeed recommended
(especially if want to view large and/or JPEG pictures). There are no
required disk-based libraries, although Visage will be limited if some
aren't available (the GIF reader is the only one that doesn't need any
disk-based libraries).

I decided to let Visage require OS 3.0, since I otherwise would need to
rewrite several new functions in OS 3.0, or write code to work around bugs.
One feature can't be implemented at all using OS 2.0. Despite all this, I
might make Visage support OS 2.0 in the future.

The diskbased libraries needed for the different viewers are:

IFF ILBM

iffparse.library version 39 or higher. Part of the system software.

JFIF/JPEG

tower.library version 1 or higher (plus codec.class, picture.codec and
jpeg.codec all properly installed. I.e., the JPEG codec). Included with
Visage.

Datatypes

datatypes.library version 39 or higher (plus suitable, installed
datatypes). datatypes.library is a part of the system software. Some
datatypes are included with the system; several exists as different kinds
of freely distributable software.

Apart from this, asl.library is needed for the file, screen mode and

monitor (!) requesters. If asl.library isn't available, you will get a
warning if you try to use these requesters. asl.library is a part of the
system software.

   To view Xpk compressed/encrypted pictures, xpkmaster.library must be
available (plus a suitable sub-library). Xpk (version 2.5) can be found on
Aminet and some BBS:es.

1.5 Visage.guide/About the JPEG codec

   About the JPEG codec

   This application uses the "Tower JPEG Codec Class" for JPEG support. The
JPEG codec is Copyright © 1994 Christoph Feck, TowerSystems. All Rights
Reserved. It is based in part on the work of the Independent JPEG Group.

   The JPEG codec is provided "AS-IS" and subject to change without prior
notice; no warranties are made. All use is at your own risk. No liability
or responsibility is assumed.

1.6 Visage.guide/Team OS3

   Team OS3

   Team OS3 is a non-profit association founded by members of the Amiga BBS
Assimilate in the spring of 1995. It is completely devoted to the Amiga and
the Amiga spirit.

   Its purpose is:

   · To work for the use and preservation of the Amiga.

   · To work for a high standard of Amiga software, that uses and/or
requires OS 3.0 or better.

   · To help fellow Amiga owners in distress.

   Team OS3 has a sign of approval which will only be given to software that
fully complies to the Team OS3 quality standards. If you want your program
tested, just contact us. The standards can be acquired upon request.

   Team OS3 is primarly for programmers, but ordinary Amigoids are of course
welcome, if they follow our statues.

   For information write to:

   Erik Lindberg

   FidoNet: 2:203/123.31
   Internet: Erik.Lindberg@p31.f123.n203.z2.fidonet.org

```
  or

    Mathias Karlsson

    FidoNet:  2:203/123.24
    Internet: d3karma@dtek.chalmers.se
```

1.7 Visage.guide/Arguments

```
   Arguments

    Visage can be started from a Shell or the Workbench.

    In the case of Workbench start, the tooltypes may be specified in either
   the program icon, the picture icon(s), or any other icon (preferably
   without an associated file). All tooltypes are collected (tooltypes found
   later on overrides earlier ones) and parsed before viewing the pictures.

    For Shell users it should be noted that Visage is pure, and may be made
   resident.

    For both Workbench and Shell usage, the following arguments/tooltypes can
   be specified:

   Text arguments

    FILES            Files to view
    DITHER           Dither type to use, when needed
    MODE             Screen mode to use
    MONITOR          Monitor to use
    OVERSCAN         Overscan type to use
    PASSWORD         Password for Xpk-encrypted files

   Numeric arguments

    BUFSIZE          IO buffer size for the IFF ILBM and GIF readers
    DELAY            Time to wait between pictures
    FADE             Speed for picture fade
    TIMES            How many times the pictures should be shown
    TOOLPRI          Task priority for Visage
    UNIT             Clipboard unit to read from

   Switches

    ALL              Enter all drawers encountered
    BESTMODE         Less strict mode promotion
    CENTER           Center the pictures
    CLIPBOARD        Read from the clipboard
    COLOR            Render pictures in color (not HAM)
    COMPACT          Use a more compact verbose output
    DATATYPES        Try to use a datatype
    ECS              Use an ECS-compatible screen depth
    FOREVER          View all files until aborted
    GRAY             Render pictures in grayscale
    HAM              Use HAM "when in doubt"
```

```
    LATELOAD          Read next picture after timeout
    LOWMEM            No background reading
    NOAUTOSCROLL      Disable autoscrolling
    NOBUSY            Don't show any busy pointer
    NODATATYPES       Don't use datatypes
    NOENV             Don't read options in VisageOpts
    NOFLICKER         Don't use laced screen modes
    NOGIF             Use datatype for GIF pictures
    NOIFF             Use datatype for IFF pictures
    NOJPEG            Use datatype for JPEG pictures
    POINTER           Don't blank the mouse pointer
    QUIET             Disable most output
    RANDOM            View pictures in random order
    SCALE             Scale rendered pictures to fit screen
    TIME              Display loading time
    TOFRONT           Bring newly loaded pictures to the front
    VERBOSE           Display extra information
    WAITFORPIC        Wait for next picture to load
    WBMONITOR         Use the same monitor as the Workbench screen

  VisageOpts
```

  New default values may be specified by entering them in the VisageOpts
environment variable. Put all options on any number of lines, similar to if
Visage was started from the Shell. To disable the reading of VisageOpts (in
e.g. a script), use the NOENV switch.

  If a switch is specified in the environment variable, then by specifying
it again on the command line you will turn off that switch. Thus, if e.g.
CENTER is found in VisageOpts, and CENTER is specified on the command line
(or in the tooltypes), no centering will occur.

  Text or numeric arguments specified on the command line will simply
override any arguments specified in VisageOpts.

  Two arguments in VisageOpts will always be ignored: FILES and NOENV. You
will not get a warning or anything if they are specified; they are silently
ignored. After all, they are not useful there.

1.8 Visage.guide/Arguments/FILES

```
  FILES
```

  Here you specify the files you wish to view. You may enter any number of
files/drawers here, using patterns if you like. If you enter the name of a
drawer, a file requester will open, located in that drawer.

  You may even use this argument as a tooltype in an icon. So, if you would
like to get a slideshow over some pictures in a drawer, use the following
tooltypes (in an icon without its corresponding file). The default tool
should be set to Visage:

```
  FILES=Pics:Nature/#?
  ALL
  DELAY=60
```

or something similar. A doubleclick on that icon will start the slideshow.

See also: ALL, CLIPBOARD, DELAY

1.9 Visage.guide/Arguments/DITHER

DITHER

Here you can specify which kind of dithering that should be used, when rendering pictures to COLOR or GRAY modes. In the latter case, dither is only used when the screen displays less than 256 colors.

Currently, the following dither types are available:

NONE

No dithering. This is the fastest, but also gives the lowest quality. It is not recommended if COLOR rendering is used.

ORDERED, ORD

Ordered dithering. A fast dither, but the quality isn't the best. Sufficient for grayscale images though. This is the default.

FS

Floyd-Steinberg dithering. Gives very good quality, but is slower than ORDERED (about 30% in the COLOR render case).

If an invalid dither type is specified, you will be told about it, and the default (ORDERED) will be used.

See also: COLOR, GRAY

1.10 Visage.guide/Arguments/MODE

MODE

Here you can specify which screen mode the pictures should be displayed with. There are several ways of specifying the mode:

· A screen mode requester. Simply enter "REQUEST" or "?" after the MODE keyword. This requires asl.library to be available.

· A decimal or hexadecimal number, "describing" the mode. If the number starts with "$" or "0x" it is assumed to be hex. The program GetModeID can can be used to find out the (decimal) number for a certain mode.

· A text string (anything that isn't covered by the above). Either a name from the display database, or an algorithmic name, if it is a native Amiga mode.

Specifying a (valid) mode here will override the MONITOR and WBMONITOR
arguments. If the mode isn't capable of displaying the picture for some
reason, Visage will try to find a replacement mode that is as similar as
possible.

See also: MONITOR, WBMONITOR

1.11 Visage.guide/Arguments/MONITOR

MONITOR

With this parameter you can easily promote the pictures to display to any
available monitor, providing it is capable of displaying the picture.
Simply specify the name of the monitor and Visage will look through the
display database for it. If the monitor is available, the picture will be
promoted to use that monitor, if possible.

Note: The name of a monitor is usually the same as the name of the file
in the Devs:Monitors drawer. Remember that VGAOnly is not a monitor.

You can also specify the special name "REQUEST" or "?", to get a
requester containing the available monitors (except for the so called
default monitor). Note that the properties window will not contain useful
information, except for the frequency.

Specifying a (valid) mode here will override the WBMONITOR argument.

See also: MODE, WBMONITOR

1.12 Visage.guide/Arguments/OVERSCAN

OVERSCAN

Here you can specify the overscan type that should be used to display the
picture. You can specify the following types:

TEXT

Text overscan, as set by preferences. Display limits visible.

STANDARD

Standard (or graphics) overscan, as set by preferences. Display limits
are just out of view. This is the default.

MAX

Maximal overscan. The largest overscan that the system "comfortably" can
display.

VIDEO

   Video overscan. The largest overscan the system can display, comfortably
or not.

   If an invalid overscan type is specified, you will be told about it, and
Visage will revert to the default (STANDARD).

   See also: CENTER, NOAUTOSCROLL, MONITOR, WBMONITOR

1.13   Visage.guide/Arguments/PASSWORD

   PASSWORD

   Here you can specify the password for any Xpk-encrypted IFF ILBM picture
found.

1.14   Visage.guide/Arguments/BUFSIZE

   BUFSIZE

   Here you can specify the size of the IO buffers (in KBs) used by the
asyncio code (used by the IFF ILBM/GIF readers). Two buffers of roughly
half the size specified will be allocated, if possible. The default is
tuned to my system, but you might get better results with smaller/larger
buffers (depending on the media).

   Default is 16 Kb. Values below 4 KB are rounded to 4 Kb, but the code
will (usually) try with smaller buffers, if there isn't enough memory
available.

1.15   Visage.guide/Arguments/DELAY

   DELAY

   Here you can specify the time to wait between pictures. When the timeout
have expired, the next picture will be shown automatically, like in a
slideshow. The delay starts counting when the currently visible picture is
completely loaded. A delay of zero is valid. Default is no delay.

   See also: FOREVER, LATELOAD, LOWMEM, RANDOM, TIMES, TOFRONT,
WAITFORPIC

1.16   Visage.guide/Arguments/FADE

   FADE

   Here you can specify the speed with which the pictures should fade in/out

when opened/closed. 1 is the fastest, and 4 is the slowest. Values out of
range are rounded to the closest valid value. Default is 0 (no fade).

   Note: HAM, PCHG and SHAM pictures can't be faded, due to the nature of
these picture formats.

   Note: Some auxiliary memory might be needed for a sucecssful fade. If
this memory isn't available, the fade will silently not be done.

1.17   Visage.guide/Arguments/TIMES

   TIMES

   The number of times to view the files. Default is 1.

   Any value specified here overrides the FOREVER switch.

   See also: FOREVER

1.18   Visage.guide/Arguments/TOOLPRI

   TOOLPRI

   The task priority Visage should use when displaying the pictures. Valid
range is -128 to 4 (to prevent Visage from disturbing more important
programs). Values out of range are rounded to the closest valid value.
Default value depends on the starting program (usually it is 0).

   This argument can be useful when Visage is used as an external screen
blanker module.

   Note: The Workbench automatically parses any TOOLPRI tooltype. It was
added to Visage so that the priority easily can be specified when Visage is
started from a shell or similar.

1.19   Visage.guide/Arguments/UNIT

   UNIT

   The clipboard unit to read from, if CLIPBOARD have been specified. The
value should be between 0 and 255 (inclusive). Values out of range are
rounded. Default is 0.

   See also: CLIPBOARD

1.20   Visage.guide/Arguments/ALL

ALL

   If this option have been specified, then Visage will enter any drawers
encountered during the pattern matching process.

   Note: If this switch is used, then you will not get a file requester if
you enter the name of a drawer on the command line. Instead Visage will
enter that drawer (and any drawers within) and start displaying all
pictures found.

   See also: FILES

1.21   Visage.guide/Arguments/BESTMODE

BESTMODE

   If this switch is specified, then Visage will always search the display
database for the best screen mode to display the picture, even if it isn't
necessary.

   Also, Visage will be less strict when looking for a replacement mode when
doing monitor promotion. Visage will ignore the size of the "source" screen
mode (the size will be taken from the picture instead). Only the aspect
will be considered.

   If a MODE have been specified, then this option will be ignored.

   See also: MODE

1.22   Visage.guide/Arguments/CENTER

CENTER

   Synonym: CENTRE

   If this switch is specified, the displayed pictures will be centered
horisontally.

   Notes:

   If a screen promoter is installed, the centering may be wrong sometimes.
It depends on how the screenmode is changed, and how "good" the promoting
software is.

   For Super72 screen modes, the centering may be more or less wrong (the
amount depends on the OS version).

   It might be so that this centering doesn't work if you have CyberGraphics
installed.

1.23 Visage.guide/Arguments/CLIPBOARD

CLIPBOARD

   If this switch is specified, then Visage will try to read the data from
the clipboard. Any files specified in the FILES argument are ignored.

   Use the UNIT argument to specify which clipboard unit Visage should read
from.

   See also: FILES, UNIT

1.24 Visage.guide/Arguments/COLOR

COLOR

   If this switch is specified, then pictures that normally would be
rendered in a HAM mode, will be rendered in a normal color mode instead.

   This switch is mainly intended for owners of graphic cards (especially
those who have ECS Amigas), since it allows Visage to render the picture to
a screen mode supported by the card.

   The GRAY option will override this one, if both are specified.

   Note: The color rendering is a so called 1-pass render with a fixed
palette. This means that it is rather fast, but the quality isn't the best.
By default, the rendering includes (ordered) dither, but this may be
changed, to improve either the speed or the quality.

   See also: DITHER, GRAY

1.25 Visage.guide/Arguments/COMPACT

COMPACT

   If this switch is specified, then the VERBOSE output will be a bit more
compact. It assumes that your console is wide enough to accomodate all
output in one line. With time information, this means that the console
needs to be at least 90-100 characters wide (the exact width depends on the
screen mode name).

   See also: QUIET, VERBOSE

1.26 Visage.guide/Arguments/DATATYPES

DATATYPES

   Synonym: DT

   Try to view the files with a datatype before trying with internal
viewers. The NODATATYPES switch overrides this one, if both are specified.

   See also: NODATATYPES, NOGIF, NOIFF, NOJPEG

1.27 Visage.guide/Arguments/ECS

   ECS

   Originally intended as a debugging option (to check the ECS-graphics
conversion routines), I decided to leave it in. What is does is to make
Visage think that only ECS graphics is available (not even any graphics
card).

   I read somewhere (in fidonet, I think) that some FastJPEG users (that had
AA graphics) used the ECS version in grayscale mode, in order to get a fast
preview of the picture. Using this switch will have the same effect. This
can be especially useful on e.g. an A1200 without fastmem. It will make the
picture rendering quite a bit faster on such computers.

1.28 Visage.guide/Arguments/FOREVER

   FOREVER

   Keep viewing the pictures until interrupted. Basically sets the TIMES
argument to a very high value (4,294,967,295 :).

   Any value specified in the TIMES argument overrides this switch.

   See also: TIMES

1.29 Visage.guide/Arguments/GRAY

   GRAY

   Synonym: GREY

   Convert rendered pictures to grayscale.

   This option will override COLOR, if both are specified.

   See also: COLOR, DITHER

1.30 Visage.guide/Arguments/HAM

HAM

   This switch tells Visage that a HAM mode should be selected for IFF ILBMs
that have a depth of 6 bitplanes, and don't have any so called CAMG chunk
(this chunk tells what kind of screen mode that should be used to display
the picture). If not specified, Visage assumes an extra halfbrite (EHB)
mode should be used.

   Note that this switch doesn't force a HAM mode to be used, merely that a
HAM mode should be used in case of doubt.

1.31 Visage.guide/Arguments/LATELOAD

LATELOAD

   When viewing several files, this switch tells Visage to wait with loading
the next picture until told to do so. Background loading isn't disabled,
only delayed. When used in slideshows, the extra memory needed for
background loading is therefore delayed until when it is really needed.

   See also: LOWMEM, WAITFORPIC

1.32 Visage.guide/Arguments/LOWMEM

LOWMEM

   If this switch is specified, then the background loading of pictures is
disabled.

   Note: Visage will automatically close any displayed picture, if there
wasn't enough memory to load the next one. Thus, this switch shouldn't be
needed much.

   See also: LATELOAD

1.33 Visage.guide/Arguments/NOAUTOSCROLL

NOAUTOSCROLL

   Synonym: NOAS

   If this switch is specified, then the autoscrolling of pictures is
disabled.

   Usually, when the mouse pointer reaches the edges of a screen that is
larger than the display area, the screen will automatically start
scrolling, to show the "hidden" areas.

1.34   Visage.guide/Arguments/NOBUSY

NOBUSY

If this switch is specified, then no busy pointer will be shown when a
picture is loaded (in the foreground or the background).

See also: POINTER

1.35   Visage.guide/Arguments/NODATATYPES

NODATATYPES

Synonym: NODT

If this switch is specified, then Visage will not try to use datatypes if
the picture format wasn't known to Visage.

This switch overrides DATATYPES, if both are specified.

See also: DATATYPES, NOGIF, NOIFF, NOJPEG

1.36   Visage.guide/Arguments/NOENV

NOENV

If this switch is specified, then Visage will not consider the options
stored in the environment variable VisageOpts.

1.37   Visage.guide/Arguments/NOFLICKER

NOFLICKER

If this switch is specified, then Visage will not use laced screen modes.
Mostly useful if you have AA graphics, and you don't promote the pictures
to either the NTSC monitor or the PAL monitor.

See also: MODE, MONITOR, WBMONITOR

1.38   Visage.guide/Arguments/NOGIF

NOGIF

Try to view GIF files with a datatype before trying with the internal
viewer. The NODATATYPES switch overrides this one, if both are specified.

See also: DATATYPES, NODATATYPES, NOIFF, NOJPEG

1.39   Visage.guide/Arguments/NOIFF

    NOIFF

    Try to view IFF files with a datatype before trying with the internal
viewer. The NODATATYPES switch overrides this one, if both are specified.

    See also: DATATYPES, NODATATYPES, NOGIF, NOJPEG

1.40   Visage.guide/Arguments/NOIFF

    NOJPEG

    Try to view JPEG/JFIF files with a datatype before trying with the
internal viewer. The NODATATYPES switch overrides this one, if both are
specified.

    See also: DATATYPES, NODATATYPES, NOGIF, NOIFF

1.41   Visage.guide/Arguments/POINTER

    POINTER

    If this switch is specified, then a normal mouse pointer will be
displayed when the busy pointer isn't displayed. Normally, no mouse pointer
is visible during this time.

    See also: NOBUSY

1.42   Visage.guide/Arguments/QUIET

    QUIET

    If this switch is specified, then most output from Visage is disabled.
Fatal errors and similar things are still displayed. This option is
automatically used when the program is started from the Workbench.

    See also: VERBOSE

1.43   Visage.guide/Arguments/RANDOM

    RANDOM

    If this switch is specified, then Visage will display all
specified/selected files in random order, rather than the (perhaps somewhat
random) order in which they were found.

Note: Visage will first scan through any patterns specified, before
starting to view the pictures. This may take a little while.

See also: DELAY

1.44   Visage.guide/Arguments/SCALE

SCALE

If this switch is specified, then rendered pictures will be scaled to the
visible part of the screen in question (in order to minimize the
autoscrolling needed to view the picture. It also saves (chip) memory).

Notes:

This scaling uses a simple (but fast) algorithm, and hence the result may
not be that good at times (this largely depends on the picture in question).

The scaling isn't perfect in the way that it gets a perfect screen fit.
Usually it is rather close though.

1.45   Visage.guide/Arguments/TIME

TIME

If this switch is specified (and QUIET isn't), then Visage will display
how long it took to load (and possibly render) the picture. This time
doesn't include the time it took to open the screen in case a datatype
picture was loaded. However, the only case when this can make any noticable
difference is when you display the picture on a graphics card screen (on
the other hand, the difference can be quite large).

Note: Since the QUIET option always is on when Visage have been started
from the Workbench, there is no point in specifying this option in the
tooltypes of an icon.

See also: QUIET, VERBOSE

1.46   Visage.guide/Arguments/TOFRONT

TOFRONT

If this switch is specified, then the picture will be brought to the
front each time a new picture is to be displayed. This is useful in
slideshows in screen blankers, which should bring their screens to the
front every now and then (in case some other program have opened a screen
in front of the blanker).

See also: DELAY

1.47   Visage.guide/Arguments/VERBOSE

VERBOSE

  If this switch is specified (and QUIET isn't), then some extra
information about the pictures will be displayed. Currently this is the
screen size and mode used by the picture. This screen mode name uses the
algorithmic name, if possible.

  Note: Since the QUIET option always is on when Visage have been started
from the Workbench, there is no point in specifying this option in the
tooltypes of an icon.

  See also: TIME, QUIET

1.48   Visage.guide/Arguments/WAITFORPIC

WAITFORPIC

  If this switch is specified together with DELAY and/or LATELOAD, then
Visage will wait for the next picture to load completely before switching
to that one (if there is enough memory to load the picture in the
background).

  See also: DELAY, LATELOAD, LOWMEM

1.49   Visage.guide/Arguments/WBMONITOR

WBMONITOR

  Synonym: WBMON

  Similar to MONITOR, but it will promote the pictures to the same monitor
as the Workbench screen is using (if possible). The MONITOR argument
overrides this one, if both are specified.

  Note: If you use the so called default monitor for your Workbench screen,
then this option will not work. This can only happen if the relevant
preferences file isn't available for some reason (to create it, simply
select a suitable mode in the ScreenMode preferences editor and select
"Save" or "Use").

  See also: MODE, MONITOR

1.50   Visage.guide/Viewing keys

Viewing keys

  When displaying a picture, there are several keys you can use:

Esc, Q

Quit Visage.

B, N

Toggle the NOBUSY option.

M, P

Toggle the POINTER option.

Space, Return, Enter

View the next picture. If the last picture is shown, show a file
requester or exit.

You can also use the cursor keys and/or the numeric keyboard to scroll
around in the picture. When doing this, no qualifier will scroll using
steps of 10 pixels, Shift uses steps of a quarter of the visible size, Alt
uses steps of three quarters of the visible size, while Control moves to
the extreme.

The mouse can be used as well:

Left button

View the next picture. If the last picture is shown, show a file
requester or exit.

Right button

Quit Visage.

You can ofcourse also use these keys/mouse buttons while a picture is
loaded. There may be a small delay before Visage reacts though (this is
usually due to IO buffering, or that a datatype picture is being loaded).

1.51 Visage.guide/Algorithmic mode names

Algorithmic mode names

An algorithmic name is a name that is built out of information available
in the so called display database. These names are rather similar to the
(english) names seen in e.g. the ScreenMode preferences program, but some
things differ.

But why have different names? Well, the reason is rather simple actually.
The display database only contains names for relatively few screen modes[1].
With these algorithmic names, you can specify any mode using text (in a
consistent manner). You are not limited to the rather few modes the OS
programmers decided to put names on.

A name is made of a couple of components, of which some are required, and others are optional. The different components are separated from each other by a single space.

This is the how the mode name should look (required components enclosed in <>, optional components enclosed in []):

<Monitor name:><Horisontal resolution> [Vertical resolution] [Mode flag]

And here is an explanation of the different components:

Monitor name:

The name of the monitor, including an ending colon (':'). Example: "PAL:".

Horisontal resolution:

The nominal horisontal size (i.e. without overscan). Use one of the following:

```
"Extra-Low Res"  - Less than 200 pixels wide
"Low Res"        - Between 200 and 400
"High Res"       - Between 400 and 800
"Super-High Res" - More than 800
```

Vertical resolution:

The nominal vertical size (i.e. without overscan). Use one of the following:

"Double" - So called double-scanned mode. Usually less than 200 pixels high.

""   - Normal mode. Usually between 200 and 400 pixels. Sometimes more, up to 5-600 pixels.

"Laced" - Interlaced ("flicker") mode. At least 400 pixels. Often more.

Mode flag:

Special modes. The following ones are available:

"HAM" - Hold And Modify. A special "compressed" mode with many colors, but color selection is restricted. 6 or 8 bitplanes.

"EHB" - Extra HalfBrite. 64 colors (6 bitplanes). The second half of the colors are copies of the first, but they are half as bright.

There are a few more flags that could be used, but they are not useful in this application.

Note: it usually isn't that important to specify the right special mode. If a special mode is needed, but not specified, then Visage will try to find a suitable replacement mode.

Note: These names will be translated if a suitable catalog is installed and used, but Visage will always understand the english "words" listed

above. Also note that the monitor name is never translated.

  Examples (english system defaults in parantheses):

```
  DblPAL:Low Res                     (DblPAL:Low Res No Flicker)
  Euro72:High Res                    (Euro72:Productivity)
  Euro72:Extra-Low Res Double        («No equivalent»)
  DblNTSC:Low Res Laced              (DblNTSC:Low Res Laced)
  Super72:Super-High Res Laced HAM   («No equivalent»)
```

  Please note that e.g. the modes "PAL:Low Res" and "DblPAL:Low Res" have
very different aspect with these kind of names! The 'equivalent' of
"PAL:Low Res" in DblPAL is "DblPAL:Low Res Double".

  These algorithmic names are only available to native Amiga modes. Modes
for graphics cards will either be the ones available in the display
database, or, if there is no name, the name will be built from the name of
the monitor, followed by the (nominal) size of that mode.

  Example: Piccolo:1024x768

  -- Footnotes --

  ^{1} By using a custom sys/monitors.catalog file, more names can be added.
The problem is that screen mode names are limited to ~30 chars, and this
isn't enough for many modes (especially MULTISCAN modes). The algorithmic
names can be much longer (the internal buffer is 256 chars ;).

1.52   Visage.guide/Rendered pictures

  Rendered pictures

  A rendered picture is simply a picture that Visage must do more with,
apart from reading – and possibly unpacking – the data, in order to be able
to display it. Some picture formats (e.g. GIF and JPEG) are not stored in
the normal Amiga bitmap format, and must therefore be converted. Others are
in bitmap form, but your Amiga might not be able to display them anyway
(e.g. 24-bit IFF ILBM pictures). These must be converted as well.

  The rendering of such pictures can be controlled by using the COLOR, GRAY,
SCALE and DITHER options (as well as the ECS option).

  Note: Datatype pictures can't be scaled or converted to the requested
color mode at the moment. The reason for this is that the datatypes returns
the picture in a format ready for display, and Visage have very little
influence on the actual result. Although it would be possible to add
scaling and color mode conversion, it would often only be possible at the
cost of rather much time and extra memory. It could also result in rather
low picture quality.

1.53   Visage.guide/Included programs

Included programs

   In this archive (in the drawer 'Visage/C') you can find a couple of extra
support programs that I've written (some of these can also be found in the
PicBoot archive):

   GetModeID   Find out the mode id number for a screen mode
   Kill   Stop another task, similar to Break
   MakeLink   Make links, supports soft links too.
   UnpackILBM   Unpack the BODY chunk of an IFF ILBM file

   Feel free to use the programs above whereever you like, but if you do
copy them, distribute them with another program or anything like that,
please include the manual page in question, and a note that I wrote them.

   The following program (which is used used during installation, in case
you had an old version of Visage installed) was written by Lars Eilebrecht:

   DoIconLite   Manipulates icon tooltypes.

   There is another program in the distribution archive, FixAG, written by
Martin Taillefer. This is used during the installation to add automatic
wordwrapping to the Visage.guide file (this wordwrap requires AmigaGuide
version 39 or higher). It makes a few assumptions about the document
header, so please use it with care. It simply copies the file from the
source to the dest, adds a "@WordWrap"-command in the "header" and removes
linefeeds found "in paragraphs" from the file.

1.54   Visage.guide/Included programs/GetModeID

      NAME

   GetModeID -- Get screen mode id number.

      SYNOPSIS

   GetModeID

      DESCRIPTION

   Open an Asl or ReqTools screen mode requester, and print out the
   decimal number for the selected screen mode. Only the number is
   printed, making it suitable for "backticking" it into the command
   line of other programs.

      EXAMPLE

   A bit useless perhaps, since Visage have a mode requester (among
   other things) already, but just an example to show how it can be

```
used:

Visage Pics:Some.Pic MODE 'GetModeID'
```

1.55 Visage.guide/Included programs/Kill

```
   NAME

Kill -- Send a break signal to a program.


   TEMPLATE

Kill NAME/A,ALL/S,C/S,D/S,E/S,F/S


   SYNOPSIS

Kill [NAME] <Name> [ALL] [C] [D] [E] [F]


   DESCRIPTION

Send the specified break signal(s) to the specified program. If the
program isn't found, do nothing and return WARN. Any combination of
break signals are allowed.

Exactly how a program reacts (if at all) to a certain break signal
is up to the program, but below you can see the typical action (if
any is "defined").


   OPTIONS

NAME  - The name of the program that should receive the break
        signal. Note that this is the so called process name, not
        the program name. They might differ, but usually they
        shouldn't. The first program with this name is signalled.
        The search is not case sensitive.

ALL - All break signals below are to be sent.

C - Send the break signal Ctrl-C. The program usually quits
  upon receiving it. This is the default signal.

D - Send the break signal Ctrl-D.

E - Send the break signal Ctrl-E.

F - Send the break signal Ctrl-F. The program usually "pops
  up" (bringing any window to the front) upon receiving it.
```

1.56 Visage.guide/Included programs/MakeLink

```
   NAME
```

MakeLink -- Make a link from one file or drawer to another.

```
   TEMPLATE
```

MakeLink FROM/A,TO/A,HARD/S,SOFT/S,FORCE/S

```
   SYNOPSIS
```

MakeLink [FROM] <Source> [TO] <Dest> [HARD] [SOFT] [FORCE]

```
   DESCRIPTION
```

Creates a file on a disk that is a pointer to another file. When an
application or command calls the FROM file, the TO file is actually
used. By default, MakeLink makes hard links – the FROM and TO files
must both be on the same volume.

To make soft links – which can cross volumes – the SOFT keyword
must be specified. This might not be supported by all filesystems
or OS versions.

Normally, MakeLink doesn't support drawer links, as they can be
dangerous to applications. To create a drawer link you must use the
FORCE option. If MakeLink detects that you are creating a circular
link, such as a link to a parent drawer, you will receive a Link
loop not allowed message.

```
   OPTIONS
```

FROM – The name of the link to be created.

TO – The file/drawer the link should point to.

HARD – Create a hard link. Hard links can only point to files or
          drawers on the same volume. This is the default.

SOFT – Create a soft link. Soft links can point to files or
          drawers on other volumes.

FORCE – You must specify this in order to make a drawer link.

```
   NOTES
```

Not all programs support soft links. Especially soft file links can
cause problems, and may show up as a directory in a directory utility or
similar.

Using soft links can be a bit tricky. If you delete the
file/directory the soft link points at, then not all programs will
be able to delete it. In that case, you have to create the file the
link points to, and then delete the link.

1.57 Visage.guide/Included programs/UnpackILBM

   NAME

UnpackILBM -- Unpack IFF ILBM pictures.

   TEMPLATE

UnpackILBM FROM/A,TO

   SYNOPSIS

UnpackILBM [FROM] <From> [TO <To>]

   DESCRIPTION

Unpack the so called BODY chunk of an IFF ILBM file. The BODY chunk
contains the actual picture data. The other parts of the file are
simply copied.

   OPTIONS

FROM - The picture to unpack.

TO - The file to unpack to. If not specified, then the
  unpacked file will overwrite the original (via a temporary
  file). Specifying the same file for both FROM and TO causes
  an error.

   FUTURE PLANS

Several things could be improved, including buffered I/O (and thus
not loading the entire BODY chunk into memory and unpack it there);
a chunk filter (to remove unwanted chunks). Other (less likely to
be implemented) things include the possiblity to add/change some
chunks and pack the BODY chunk.

1.58 Visage.guide/Included programs/DoIconLite

   DoIcon Lite 1.0 (06.09.95)

PREFACE

DoIconLite 1.0 is derived from DoIcon 1.5 and only features the
various tooltype functions, known from the full version.

The full version if available on Aminet, "util/cli/DoIcon??.lha" or
via WWW on "http://vespa.unix-ag.uni-siegen.de/~sfx/programs/".

DISTRIBUTION

DoIconLite is freeware, but MUST NOT be distributed seperately.
Distribution is only allowed together with other programs/packages
by authors who have a written permission from me for that package.

If you want to use DoIconLite in your installation scripts, just
ask me (please see my address below on how you can reach me).

DoIconLite and this documentation are Copyright © 1995 by Lars
Eilebrecht.

DISCLAIMER

This product is distributed "as is" without representation or
warranty of any kind, either expressed or implied. The user assumes
all risks and responsibilities related to its use.

USAGE/OPTIONS

Usage: DoIconLite <FROM/A/M> [<TO/K>] [<options>]

Options:

(Please refer to the guide of the full version for a more verbose
explanation of the various options.)

TOOLTYPES=TT/S
          This switch displays all tooltypes found in the iconfile.
          (This is the default option.)

CHANGETOOLTYPE=CTT/K, NUM/N
    With this option you can change an existing tooltype. Simply
    pass the new tooltype to the option and the number of the old
    tooltype as an additional option.
    Example: "DoIconLite sys:yourtool ctt=DONOTWAIT num=1"

TOGGLETOOLTYPE=TTT/N
    With this option you can toggle a tooltype on or off. Simply
    pass the number of the tooltype to the option.

ADDTOOLTYPE=ATT/K
    With this option you can add a tooltype to the tooltype array
    of the icon.

```
DELETETOOLTYPE=DELTT/N
    With this option you can delete the given tooltype. Simply pass
    the number of the tooltype to the option.

CLEARTOOLTYPES=CLEARTT/S
    This switch clears the complete tooltype array of the supplied
    icon!

SEARCHTOOLTYPE=SEARCHTT/K
    With this option you can search for a specific tooltype and
    either replace it with a new one (supplied via
    "changeTooltype"), delete it with "deleteTooltype" (supply ANY
    number to this option) or copy it to a destination icon with
    the "TO" option. Patterns are allowed.

    If the "updatetooltypes" switch is set and a destination icon
    is given, the searched tooltype (or all matching tooltypes) is
    only copied if such a tooltype is found in the source icon and
    isn't already present in the destination icon.

    Examples:
    "DoIconLite sys:#? searchtt=(#?) deltt=1 deep"
    (Deletes all disabled tooltypes on the sys: partition.)

    "DoIconLite sys:wbstartup/#? searchtt=cx_popup#?
                                        ctt="cx_popup=no" "
    (This scans all icons in your wbstartup-drawer and replaces all
    tooltypes beginning with "cx_popup" with "cx_popup=no".)

    "DoIconLite icon1 to icon2 searchtt=cx#?"
    (This copies all tooltypes beginning with "cx" from icon1 to
    icon2.)

    "DoIconLite icon1 to icon2 searchtt=cx_popup#? uptt"
    (This copies the tooltype beginning with "cx_popup" from icon1
    to icon2 if such a tooltype isn't already found in icon2.)

COPYTOOLTYPE=COPYTT/N
    Copies the specified tooltype from the source to the
    destination icon. If you supply a "0" to the option, all
    tooltypes are copied.
    Example: "DoIconLite icon1 to icon2 copytt=0"

UPDATETOOLTYPES=UPTT/S
    The tooltype array from the souce icon is compared with the
    tooltype array of the destination icon. Every tooltype that is
    in the source icon, but not in the destination icon is added to
    it. The old tooltypes in the source icon stay untouched.
    Example: "DoIconLite icon1 to icon2 uptt"

DEEP=ALL/S
    This switch can be used if you supply a pattern to the "FROM"
    argument. If it is set, all sub-directories are entered
    recursively.

QUIET/S
```

This switch forces DoIcon to suppress all (verbose) text-output.

   AUTHOR ADDRESS

  Standard mail: Lars Eilebrecht
                    Glück-Auf-Str. 23
                    57223 Kreuztal
                    GERMANY

  Electronic mail: SFX@appl2.hrz.uni-siegen.de
                   SFX@studm.hrz.uni-siegen.de
                   SFX@vespa.unix-ag.uni-siegen.de
                   (PGP encrypted email is welcome.)

  World Wide Web: http://vespa.unix-ag.uni-siegen/~sfx

  IRC nickname: Shadowfox

   HISTORY

  Version 1.0 (06.09.95):

  --- Initial release ---

1.59 Visage.guide/Known problems

  Known problems

  Visage have been extensively tested on a variety of different Amigas
(sometimes with Enforcer and/or Mungwall running), and I'm happy to say
that there aren't many known problems at the moment. It should be noted
though that I don't have any beta tester with a graphics card. Thus, I
don't know how well the RTG code works.

  Apart from this, there are a few things that aren't "ideal":

  · During picture loading (especially in the background), the mouse
pointer "jumps" a little horisontally. I don't know if this is specific to
my computer (and all my background utitles), but it does happen for other
picture viewers as well (but not quite that much).

  I don't know why this happens; if it is due to a bug in Visage (not
likely, considering that other programs have similar "problems") or what.
It seems to be harmless though.

  · Under some very certain circumstances, the picture loaded in the
background may be (partially) visible. This and cannot be avoided, and is
harmless.

  · The screen centering algorithm doesn't seem to work with CyberGraphics.

  · There is (usually) no need to have most of the monitors installed just

to be able to view all pictures. Visage will automatically try to find a suitable replacement mode if the screen mode specified (in an IFF ILBM picture) isn't available.

However, not all ILBMs contain the correct information to make it possible for Visage to find the best mode. If the screen mode requested in the file do exist, Visage will do its best to use a comparable mode. But only when promoting the picture to another monitor..

On the other hand, if you do have several monitors installed, Visage may select different modes for different pictures (where there is no such screen mode information available), possibly causing your monitor to resync every now and then. To avoid this, only have a few monitors installed, or use the monitor promotion (MONITOR or WBMONITOR). But this have its drawbacks as well...

So, both approaches have its benefits/drawbacks. Its up to you to select which you prefer! ;)

· Some pictures have a strange aspect stored in the file. Thus, if you do get a strange aspect for a picture, this is the most likely explanation (or maybe your Amiga doesn't have a screen mode with a proper aspect). The internal BestModeID() function is very strict when it comes to the aspect.

For certain GIF files (of the GIF89a version) it is possible that Visage gets the aspect wrong. I hope I've interpreted the documentation correctly, but if I haven't, then the aspect will be wrong. I don't have any GIF89a picture to test with. If you have one (especially one that is displayed incorrectly), I would appriciate if you could send it to me.

I wouldn't be the least surprised if more serious problems/bugs turns up. After all, bug-free software is a goal that is impossible to reach. :)

1.60 Visage.guide/The future

The future

There are a several things that could be improved/implemented. These are things I (or a beta tester) have though of during the development, but didn't get implemented, either due to lack of information, time, "interest" (i.e. if I thought it could be useful) or something similar.

Anyway, here is a list over the more important ones:

· Support for PNG (Portable Network Graphics) pictures.

· Improve the quality of rendered "deep" (less than 24 bit) pictures in ECS modes. Code that detects grayscale pictures could be nice. Future versions of the PNG code might help as well.

· Direct support for graphic cards, via EGS and/or CyberGraphics. I think I have enough information to implement CyberGraphics support (and I do know one who can betatest for me), so this is likely to be implemented in an upcoming version.

And a few minor ones:

· Internal multitasking. This would mean that Visage would better respond to e.g. cursor keys, while loading a datatype picture.

· Color cycling. I need help with DRNG cycling though ("normal" CRNG shouldn't be a problem. I have some untested code for this ;).

· Rewrite dithering functions into assembler for speed.

· Support for superview.library?

If you have any suggestions on what you think should be implemented, feel free to contact me.

I have no immediate plans to add the following:

· Animation support. I suggest you use a dedicated animation viewer instead, such as BigAnim.

· Vertical screen centering/"overscan screen centering". Due to OS (and hardware) limitations, this cannot be done (in a nice way) at the moment.

· More picture formats. I do plan to add PNG, but only since this seems to be a rather "good" format, that will be used a lot in the future. Maybe a few more formats will be added, but I don't know of any other right now (and using datatypes is much better for "odd" formats anyway).

1.61 Visage.guide/Acknowledgements

Acknowledgements

There are a few persons who have helped me in one way or another with this program:

The Independent JPEG Group

The color quantization/dithering functions.

Rafael D'Halleweyn

The fast 24-bit to HAM6/HAM8 encoding functions.

Sebastiano Vigna

The PCHG specification and example code.

Martin Taillefer

The asyncronous IO code and the FixAG program. (Although I had to fix a bug or two in the async io code myself! ;)

Günther Röhrich

His ideas/suggestions, and the help he gave me about his HAM encoding
function, although I decided to not use it.

Lars Eilebrecht

For making the DoIconLite program, and allowing me to include it with
Visage.

Erik Lindberg, Johan Billing, Hans Bergengren, Mathias Karlsson,
Mattias Johansson

Beta testing. A special thank must go to Mathias Karlsson, who suggested
the name for this program.

1.62   Visage.guide/Author information

Author information

If you wish to send me comments, bug reports, gifts, money or whatever,
then use this address:

Magnus Holmgren
Kvarnbergsvägen 5
S-444 47 Stenungsund
SWEDEN

Fidonet: 2:204/204.6   (Note: Address changed!)
Internet: cmh@augs.se

1.63   Visage.guide/Program history

Program history

Version 39.0

· Initial release.

Version 39.1

· Various bug fixes to the Xpk support code (it was a last minute
addition. The beta testers never saw it ;):

   - Certain seeks didn't work. Usually caused crashes if the unpacking was
breaked.

   - After a break, the next picture will be started faster (never
noticed, due to the bug above ;).

   - Errors (during read) wasn't quite properly handled.

· Fixed a bug that caused MungWall hits, but usually nothing else. ;)

· Tried to remove the "odd" error requesters some users got after cancelling the file requester. I'm not sure why this happened, but hopefully the changes will help. If not, I guess I'll have to remove it, although this must be due to some "bad" Asl patcher or something similarly buggy. ;)

· Corrected the version string. The last part of the version number should never have been there.

· The working name of the program (PicView) was left in a few places. Funny, I thought I had searched through the relevant files.. ;)

· Please note that my Fidonet address changed to 2:204/204.6 on the 13th of August ('95)!

· Added support for color rendering of pictures, based on code from the Independent JPEG Group. The quality isn't great perhaps (largely based on the fact that the palette is fixed), but on a 256 color screen the result is fairly good, at least with dithering.

· Now (optionally) dithers grayscale rendered pictures on ECS Amigas. Improved the quality quite noticably.

· Made various minor cleanups to the program. Hopefully made it a bit smaller. ;) (Eaten up by all additions..)

· Updated the installer script a bit.

· Norwegian translation by Jan-Tore Eliassen included.

· Included a simple ARexx script written by Leo Davidson. Its purpose is to use Visage for a slideshow in DirOpus5.

· Removed an Enforcer hit. Only occured when Visage encountered a file it couldn't display, and no other picture was displayed.

· Added support for soft file links (the OS handles soft dir links by itself).

· Included a MakeLink clone I wrote quite a while ago, but never released, so that you can make soft links yourself. Note: This clone have the same size as the original (MakeLink 37.4)! ;)

· Fixed a bug that (probably) could cause the wrong filename to be displayed sometimes. I never noticed it... ;)

· Included DoIconLite by Lars Eilebrecht, to allow easy and flexible update of the tooltypes in the icon (in the installation script).

· Added the TIME tooltype. So now you can see how long it took to load each picture. Note: This is another "last minute addition", so don't be surprised if things doesn't quite work as expected. ;)

· Added COMPACT switch. By default, Visage is now displaying verbose output on a separate line, to make it look better on consoles with a "limited" width. Using this switch will revert to the old one-line format.

· If an error occured when using the RANDOM option, some memory (and locks on drawers) wasn't always freed.

· Updated the asyncronous IO code, to work around a problem when using SnoopDos with "ShowRexx" active. Caused enforcer hits if Enfocer and Mungwall was running.

1.64 Visage.guide/Index