

**SuperView**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> SuperView		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# SuperView

### 1.1 SuperView\_Documentation

SuperView V3.1 (5.6.1994)

- SHAREWARE -

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Needs Kickstart V2.04. Kickstart release 3.00 compatible.  
GUI created under use of GadToolsBox V2.0c.

The program's purpose  
About the program's abilities  
How to install it  
How to use it  
Known bugs and program limits  
Program history  
Possible future enhancements  
Where to send bug-reports and donations  
Credits and Support  
DISTRIBUTION LIMITATIONS  
Copyrights

— //  
Only \X/ Amiga makes it possible.

### 1.2 purpose

SuperView in its current phase of development is a program, which has mainly three purposes :

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- Displaying of various Graphic File Formats,  
e.g. IFF-ILBM, IFF-ACBM, PCX, GIF, JPEG, BMP, FBM, TIFF, WPG, IMG,  
MacPaint, Targa, C64, SVO and DataTypes !
- Writing/Conversion of most of these Graphic File Formats
- "Screen-Grabbing", which means saving Screens in most of  
these Graphic File Formats

All this under usage of internal and external Graphic- and  
GraphicCard-Drivers.

More about the program's abilities can be found in the specific chapters.

## 1.3 abilities

SuperView is a program that has been designed for the purpose, to display  
any kind of graphic 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 the external Driver-System,  
consisting of the superview.library, the "svobjects" and the "svdrivers".  
This allows at the time for example support of IFF-ILBM, IFF-ACBM, PCX,  
GIF, BMP and SVO.

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

- own "superview.library" (supplied in separate archive)
- intensive use of many special OS V2.04+ and OS V2.1+ capabilities
- support of many OS V3.00+ and AGA graphics features,  
as e.g. support of interleaved BitMaps
- support of external Viewer-Libraries (svobjects), for  
e.g. IFF-ILBM, IFF-ACBM, PCX, GIF, JPEG, BMP, FBM, TIFF, WPG, IMG,  
MacPaint, Targa, C64, SVO and DataTypes !
- support of external GraphicCard-Drivers (svdrivers), e.g. for :  
ECS, AGA, EGS-Cards
- support of OS V3.00+ DataTypes for displaying of graphics
- "Screen-Grabbing"
- Commodity (optional)
- ARexx-Port (optional)
- AppIcon (optional)
- AppMenu (optional)
- AppWindow (optional)
- Clipboard reading and writing
- Localization for OS V2.1+
- AmigaGuide OnLine-Help for OS V2.1+
- 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 extended CAMGs (OS V2.04+) and 24 Bit CMAPs (OS V3.00+, AGA)
- intelligent CAMG-Chunk replacement routine
- and more

## 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.

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+
- iffparse.library V37+
- asl.library V37+
- commodities.library V37+
- utility.library V37+
- workbench.library V37+
- icon.library V37+

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

- amigaguide.library V38+
- locale.library V38+

### Other needed Resources

You will have to copy the following library into your

"LIBS:"-Directory (plus SVOjects and SVDivers) :

- superview.library V6+
- superviewsupport.library V3+

### Installing the Main Program

Copying SuperView to your "WBStartup"-Drawer would be perhaps the best 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:").

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## 1.5 usage

How To Use SuperView : An Introduction

### 1.0 SuperView's Construction

- 1.0.1 The Workbench Interface
- 1.0.2 The Graphical User Interface (GUI)
- 1.0.3 The CLI Interface
- 1.0.4 The Commodity Support
- 1.0.5 The ARexx-Port
- 1.0.6 The App-Features
- 1.0.7 Configuration Commands

### 2.0 Controlling And Using SuperView

- 2.0.1 Options for Configuration and ARexx
- 2.0.2 GUI and WB-App Handling
- 2.0.3 Controlling the Display-Screen

### 3.0 Information about the supported Gfx Formats

- 3.0.1 IFF-ILBM
- 3.0.2 IFF-ACBM
- 3.0.3 Other File Formats

## 1.6 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 several 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.

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### 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 possibilities 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 2.0.6).

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

Only one SuperView Process will own such a port at a time.

### 1.0.6 The App-Features

Another interactive feature of SuperView allows you to install an AppIcon, AppMenu and/or AppWindow.

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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 it 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)

## 1.7 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 (2.0.1).

#### 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_ILBM0=<FileName>	Save current Gfx as IFF-ILBM	[ A ]
SAVE_ILBM1=<FileName>	(dito, as packed IFF-ILBM)	[ A ]
SAVE_ACBM=<FileName>	(dito, as IFF-ACBM)	[ A ]

```

OPTION_LOAD=<DISK|CLIP>  Disk or ClipBoard loading ?  [ C T A ]
OPTION_SAVE=<DISK|CLIP>  Disk or ClipBoard saving ?  [ C T A ]
ERROR_REPORT=<YES|NO>   Report Errors ? Or be quiet ?  [ C T A ]
INSTALL_CX=<YES|NO>     Install as a Commodity ? [ C T ]
INSTALL_AREXX=<YES|NO>  Provide an ARExx-Port ?  [ 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 ]
    (Don't use "+" as a key)
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 name of the ARExx-Port is "SuperView.rx" (only one is possible at the same time).

## 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

View  
Load  
Save

Medium

SVObject / SVDriver Gadgets

SV-Switch  
SV-ListView

Detailed Info  
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  
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
- left Button below the graphic, while moving the mouse simultaneously scrolls the graphic : ONLY WITH OS V3.00+ DataTypes  
(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)

## 1.8 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, CmpByteRun 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

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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

Library-Versions above V2 of the "superview.library" support displaying via SuperViewObjects (SVObjects), which are placed as external drivers inside "LIBS:svobjects/".  
Nevertheless you may also make use of OS V3.00+ DataTypes.  
Just select, which one you want to have installed, but please note, that SVObjects will cooperate much more better to superview.library.

## 1.9 menu\_fileinfo

- FileInfo

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

## 1.10 menu\_help

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- Help

Starts this Online-Help.

## 1.11 menu\_about

- About

Informs about SuperView.

## 1.12 menu\_quit

- Quit

Closes the GUI of SuperView (which not necessarily means to quit SuperView itself).

## 1.13 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.

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

## 1.15 gadget\_save

- Save

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

## 1.16 gadget\_medium

- Medium

This gadget switches the Input/Output 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.

## 1.17 gadget\_svgad

- SVOBJECT/SVDriver switch Gadget

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

## 1.18 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.

## 1.19 gadget\_svinfos

- SVOBJECT/SVDriver Information Gadget

This gadget displays more detailed information on SVOBJECTS / SVDRIVERS.

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## 1.20 gadget\_svremove

- SVOBJECT/SVDriver Remove Gadget

This gadget removes unused SVOBJECTS / SVDRIVERS.  
You either have to reboot your System or close all SuperView-Tasks  
and then call "flushlibs" to get them back.

## 1.21 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.

## 1.22 gadget\_scrupdate

- Update

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

## 1.23 gadget\_scrsave

- Save

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

## 1.24 gadget\_scrinfo

- Info

This Gadget presents various information on the currently  
selected Screen.

## 1.25 bugs

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Known Bugs and program 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.
- Another point is, that only one currently running SuperView Task can be reached interactively via ARexxPort and Commodity Exchange. This lies in the nature of SuperView and Commodity Exchange. Nevertheless multiple AppIcons and AppMenus - as well as their corresponding tasks - are possible, so do not forget to disable this feature if you don't want to get a Workbench full of SuperView-Icons ...

## 1.26 history

The SuperView ILBM-Viewer bases on my older program project "KILBM", which has been designed for usage under older versions of the Amiga OS. SuperView is not related to the program with the same name from AmigaLib Disk 367, about which I read after programming it.

V3.1 : - major revision  
 - now requires superview.library V6+  
 (to prevent us to share the bugs of the previous versions)  
 - new GUI, with more and better features (special thanks to Gerd Frank for his many ideas and suggestions concerning a new GUI)  
 - GUI is font-sensitive now and appears on Public Screen  
 - improved AmigaGuide Online-Help  
 - now the favorite SVDriver can be selected inside SuperView, and also SVOjects can be removed there. SuperViewPrefs now is only needed for default settings so far.  
 - information on SVOjects and SVDrivers can be found here  
 - splittet and re-organized Gadgets for viewing, loading and saving  
 - removed Medium selection from Menus and added specific Gadgets :  
 internally there are still two variables, but on the GUI those are set together for loading and saving. You may use ARexx commands to set them different, but when working on the GUI you'd just read a file into the buffer and then switch the settings.  
 - fixed bug, which might have kept SuperView in memory, although it was no longer active  
 - changed way of loading and saving ConfigFile, in parts now using superviewsupport.library's functions for that (loading).  
 Now no longer "+" in hot-key descriptions are needed to separate single key, but old way still supported (thus don't use "+" as a key)  
 - added new "LOAD" command, which allows simple conversion of graphics (to ILBM) via ARexx-Scripts (see Example-Script)  
 - and more



- V2.5 : - we no longer use fscanf/fprintf for ConfigFile reading, but FGets/VFPrintf of Dos V37+ instead now : this saves about 6900 Bytes Codesize and is as effective as before !
- fixed History : superview.library V3.9 was released as V4.1
  - supports direct writing of GfxBuffers with superview.library V6+ (a buffer-Screen is no longer needed). Includes fall-back option for versions below V6 or SVOobjects without GfxBuffer-Support. Conversion of large pictures will now be possible with less memory usage in most cases.
- V2.4 : - use of SAS/C V6.51
- now again supporting amigaguide.library V38 (own risk)
  - changed/updated documentation
  - AmigaGuide stuff might not have been closed/removed
  - removed memory management routines : if needed, we will take them from superviewsupport.library (introduced with superview.library V3.8)
  - OS version is checked earlier now (>= V37)
  - the AppIcon now also accepts dropping Icons of Pictures on it, as one would expect (mentioned by Gerd Frank)
  - SuperView no longer crashes, when started with question mark ("?") from CLI/Shell
  - removed "anchor window" for the FileRequester
  - Clipboard feature did not work with superview.library releases V2.4 to V3.8. You must use V4+ (and the bug-fixed SVOobjects) for enabling this again. This was not a bug of SuperView.
- V2.3 : - SuperView crashed without locale.library, although it shouldn't have been able to do so. (fixed as a result of former bug-reports by Gerd Frank, see amigaguide-fixed in V2.1 and V2.2)
- fixed bug in handling underscored Gadgets
  - added Underscore to "\*" -Gadget
  - added possibility to get information on Screens ("i" -Gadget) (mentioned by Gerd Frank)
  - completely reworked internal ScreenList creation and handling (also reported by Gerd Frank). Besides, this saves some memory and disk space.
- V2.2 : - fixed bug (Guru), which occurred, when selecting Help-Menu, while amigaguide-Library V39+ was not available. (mentioned by Gerd Frank)
- new "Exit"-Menu, which leaves the program - other than "Quit" completely (mentioned by Gerd Frank)
- V2.1 : - now under OS V3.00+ the Busy-Pointer is set while calling superview.library
- fixed bug (Guru), which occurred when calling HELP while amigaguide-Library V39+ was not available (mentioned by Gerd Frank)
  - accidentally asked for amigaguide.library V38+ instead V39+
  - added support for "ESC"aping and "HELP"ing while displaying
- V2.0 : - needs superview.library V3+ with SVDriver-Support
- fixed small bug in memory management routines
-

- localization of program texts (except GUI) for OS V2.1+
- now uppercase (shifted) keys accepted on the Display-Screen
- each written PicFile now becomes its own Icon
- fixed possible ChipMem-problem with AppIcon-Data

V1.4 : - complete recompilation under use of SAS/C V6.5  
- fixed bug with wrong SaveType (ILBM1 instead of ILBM0, or totally wrong, if ILBM not installed)  
- fixed bug in memory usage (not freed)  
- some improvements and bug-fixes

V1.3: - new Library with DataTypes-Support  
- make use of the new concept of external Viewer-Libraries (svobjects) of superview.library V2+

V1.01 : - forgot to mask BADFLAGS out in CAMG-Write-Routine  
- BitMap-Height and -Depth is under V39+ now checked via GetBitMapAttr()  
- improved BODY and ABIT size calculation  
- own "superview.library" V1+  
- and many more improvements  
- forgot GadToolsBox-Note (Sorry, Jan van den Baard !)

V1.00 : first version.

## 1.27 future

Possible future enhancements might be :

- a better and more ergonomic GUI
- an improved ARexx-Port
- better AppIcon-Handling
- and more

## 1.28 correspondence

Send donations, bug reports, ideas, etc. to the following address :

Andreas R. Kleinert  
Grube Hohe Grethe 23  
D-57074 Siegen  
Germany

For `_urgent_` calls :

Phone : +49/271/332147 (weekdays later than 18.00h)

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. Also mention the version number of SuperView you used and describe your system configuration (Amiga model 500/1000/.../4000-040, Kickstart/OS, RAM, HardDisk, special configurations).

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If you want to get a newer - and maybe debugged - version of SuperView do not forget to register as an authorized user of SuperView with the included registration form.

Nevertheless unregistered users are as welcome to report bugs as users who decide(d) to register.

## 1.29 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 used to design the GUI of SuperView.

- Gerd Frank

- ... for Beta-Testing, Bug-Reports and last not least for his many ideas and suggestions, especially concerning the re-design of SuperView's GUI in V3.x !

- Martin Schulze

- ... for uploading SuperView onto the AmiNet and including it into the SaarAG series, so that it reached more people out there.

- and last NOT LEAST

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

## 1.30 distribution

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