

EGSPhotoAlbum

COLLABORATORS

	<i>TITLE :</i> EGSPhotoAlbum		
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WRITTEN BY		July 20, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

EGSPhotoAlbum

1.1 Index

Welcome to EGSPhotoAlbum Professional (V5.4a)

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-> Picture management incl. slideshow presentation, PhotoCD support, ... <-

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+-----+
| By the way:      +-----+-----+-----+-----+-----+-----+-----+-----+ |
|                  |         |         |         |         |         | IFX   |         | |
| Create your own  | True Color animations... |with | XiP | ... |         |         | |
|                  |         |         |         |         |         | Pgs  |         | |
|                  +-----+-----+-----+-----+-----+-----+-----+-----+ |
| with ImageFX, XiPaint or Photogenics and my universal loader |
| modules (FastIFXModules, XiPaintModule, UniversalGIO Modules) |
| which now all include TrueColor animation savers as well      |
| for the HHsYUVSg animation format... For ImageFX and XiPaint  |
| special ARexx scripts are already included which can automate the |
| creation of TrueColor animations. You can playback the HHsYUVSg |
| animations e.g. with EGSTVPlayer on your EGSDefaultScreen...   |
| The fast loading functions of all modules are the same as those |
| in EGSPhotoAlbum Professional and CyberShow (only JPeg is missing).|
| Add-on price (to EGSPhotoA., EGS-TV, CyberShow): 8US$ or 10DM each|
| Special price for registered users of those: 13US$ or 15DM for  |
| one module; additional further modules available at add-on price |
+-----+
| New: Now available *** CyberShow Professional ***             |
| the SlideShow presentation and viewer programm for all Amigas  |
| with OS3.0 and up incl. zooming functions, transition effects,...|
| and 24Bit viewing e.g. on the Workbench with CyberGraphX      |
| Registration fee: 25US$ (worldwide) or 30DM (in europe)        |
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Disclaimer

Copyright and Distribution

Features of EGSPhotoAlbum (EGSPhotoAlbum is (c) by Helmut Hoffmann 1994/95)

What is EGS? (EGS is (c) by VIONA-Development)

Important requirements for EGSPhotoAlbum

Installing EGSPhotoAlbum

The font-sensitive user interface of EGSPhotoAlbum

Information about the supported picture formats

Using DataTypes

>>> Using EGSPhotoAlbum <<<

How should I register to get the full version?

How to get updates

About the author

Hard- and Software used while developing EGSPhotoAlbum

Special Thanks

Information about other useful EGS programs

Version history

1.2 Disclaimer

I tried my best to make this program error-free. It has been checked with enforcer and mungwall and works without problems on my configuration. Nevertheless, as there are so many possible configurations of Amigas and EGS-Systems/graphic boards, I can not guarantee that this software will work on your configuration. Especially the complex EGS-System does not have the desired stability in some situations. In cases where I found problems with EGS, I tried to work around them, or explained them in this document.

This software (program and documentation) is provided "as is" and comes with no warranty, either expressed or implied. The author is in no way responsible for any damage or loss that may occur due to direct or indirect usage of this software. You use this software entirely at your own risk.

1.3 Copyright and Distribution

EGSPhotoAlbum software (program and documentation) is copyright by

Helmut Hoffmann
Rubensstrasse 4
D-41063 Mönchengladbach

Germany

The demo version of EGSPhotoAlbum may be freely distributed and used as long as the following conditions are met:

- 1) All files have to be kept together
- 2) No file may be modified or crunched/packed.

The only official way to distribute EGSPhotoAlbum demo packed is the original egsphotoalbum.lha archive.

EGSPhotoAlbum may not be disassembled or analysed. The limitations integrated in the demo version may under no circumstance be removed or bypassed.

- 3) Distributors may only charge for the duplication process (including media) and not for the software. These charges may not exceed the following limits:
- a) Demo on a PD-disk: 8\$ (US-dollar) including postage&packing (in Germany: 12DM)
 - b) Demo on a PD-CD-ROM: 50\$ (US-dollar) including postage&packing (in Germany: 75DM)
 - c) Demo on a BBS/Mailbox/ftp-site or other electronically callable system: Maximum charge 4\$ (US-dollar) (in Germany: 6DM) for downloading

Anyway, it must be made explicitly clear to the buyer, that he does not pay for the program (demo) itself but only for the duplication service.

- 4) It is not allowed to distribute EGSPhotoAlbum with any commercial product without a written permission by me. One exception is the distribution of the demo version with products not exceeding the above price limits (e.g. a cover-disk magazine for 8\$ or less).

The following companies have my explicit permission to distribute the EGSPhotoAlbum demo with their products: NOVA Design, Ingenieurbüro Helfrich.

If you want to distribute EGSPhotoAlbum demo with your commercial product (hardware or software) write to me for details.

- 5) The registered version may not be redistributed. It may only run on one machine per registration. It is allowed to make a backup copy of the original disk.

1.4 Features of EGSPhotoAlbum Professional

EGSPhotoAlbum is a Shareware picture management, PhotoCd and presentation software for EGS. To use EGSPhotoAlbum as full version you need a keyfile, which can be obtained by registering directly by me. Without keyfile EGSPhotoAlbum has some restrictions.

EGSPhotoAlbum is a pure EGS program. It offers easy access to large collections of picture and animation files e.g. on your harddrive or on CD-ROMs (incl. PhotoCDs) with very high comfort. Nearly all common picture formats are supported and with OS3.x you can read many more picture and animation formats with DataTypes.

EGSPhotoAlbum shows whole directories or even directory trees of pictures and animations with downscaled preview images automatically. Special fast loading functions for downscaled loading are used (for animations the first frame in the file is shown).

- * automatic page layout with configurable field size (incl. variable size)
 - * flexible subtitling of images with file name, file format, image size, file size, number of frames, file comment, path, ...
 - * file comment of pictures can be edited (full version)
-

- * Page turning functions to turn the page like in a real PhotoAlbum
- * Viewing of pictures in full size by mouse click or double click (full version); multiple full size picture windows can be open; fast scrolling and zooming functions
- * Slide-Show presentation function for selected pictures including spectacular transition effects (presentations can even be transferred to Video with a Video-Cruncher of Ing.büro Helfrich)
- * Comfortable delete function for pictures by visual selection (full version)
- * Pictures can be removed from the preview pages
- * intelligent caching algorithms and preloading of images during program use
- * automatic generation of small preview files (several formats supported, incl. Jpeg) to reduce waiting time for later use; a separate preview directory can be selected, e.g. for use with CD-ROMs (full version)
- * Saving of shown pictures in other file formats or direct transfer to other programs (as ImageFX, XiPaint, PicoPainter, ArtEffect or general to the Clipboard) (only in full version). This makes EGSPhotoAlbum a comfortable 24Bit picture converter or easy picture selection front end for other programs...

All this is done with a font sensitive EGS user interface which can be used even on largest Screens and in full 24Bit color quality.

The keyfile concept offers registered users the possibility to use future demo versions automatically as update for their full version.

1.5 What is EGS?

EGS is a true color user interface extension for the Amiga in conjunction with graphic boards. Without graphic board you can still use EGS, but the TrueColor displaying has then to be reduced and dithered to the Amiga displaying capabilities. A PD version of EGS is available for Amigas without graphic board.

Some graphic boards with EGS support:

- * Piccolo
- * Piccolo-SD64
- * Rainbow / Deetail
- * EGS-Spectrum
- * EGS-110

EGSPhotoalbum does not depend on special graphics hardware. It should run in conjunction with all graphic cards (or even without) which support EGS. Only the speed and the available screen resolutions and colors might differ.

1.6 Important requirements for EGSPhotoAlbum

EGSPhotoAlbum currently has the following requirements:

- * Amiga-OS 2.04 or higher

Amiga-OS 3.0 or higher is needed, if DataTypes should be used for loading of pictures and animations

- * EGS-System version 6.0 or higher for your graphics board or for Amigas without graphics board (also usable as demo version)
- * Much memory (at least 4MByte RAM; more is really recommended to use EGSPhotoAlbum comfortably; the caching algorithms can use lots of memory); low memory can lead to problems with the EGS system. Virtual memory is also usable (e.g. VMM or GigaMem).

1.7 Installing EGSPhotoAlbum

1) Demo version

Currently no installation is necessary. EGSPhotoAlbum can be started from Workbench or shell (stack size should be at least 20000 Bytes!).

2) Full version

The keyfile for the registered full version is a library called "egsphoalbum.library", which may not be distributed. This library can remain in the program directory or it can be moved to the LIBS: directory. I recommend to move it to the LIBS: directory if you are using a packing file system on your partition, as problems can show up with libraries on such file systems.

1.8 The fontsensitive user interface of EGSPhotoAlbum

EGSPhotoAlbum has a fontsensitive user interface, which means that the fonts which are used in windows and buttons can be selected with the EGS font preferences program "eFonts". You can change the size and appearance of the control windows by selecting several fonts. The EGS system distinguishes between 3 usage classes:

1) The Screen-Text-Font

This is used only for the screen title bar.

2) The Window-Text-Font

This is used for title bars, menues and user interface buttons in windows. The size of this font has great influence on the size of the control windows.

3) The System-Text-Font

This is used for all editable gadgets (e.g. number gadgets).
 The size of this font has influence on the control windows sizes too.
 This font must not be proportional. You should select a font size
 similar to the window font, so that the user interface appears
 well balanced.

Examples:

For 800x600 screens I recommend the following fonts:

```
for 1) Helvetica 15
for 2) Helvetica 13
for 3) Courier 15
```

For 640x480 screens I recommend the following fonts:

```
for 1) Helvetica 13
for 2) Helvetica 11
for 3) Courier 13
```

You can find these fonts on all original workbenches. You can certainly
 choose other fonts (and sizes), if you like.

1.9 Informations about the supported picture formats

EGSPhotoAlbum can currently read pictures/animations in the following formats:

- 1) IFF-ILBM (all standard formats 1 to 8Bit, EHB, HAM6, HAM8, 24Bit)
- 2) JPeg (color and greyscale)
- 3) PPM/PGM/PBM (P1&P4 b&w, P5 grey, P6 color)
- 4) QRT (also known as dump format by PD raytracers as POV-Ray)
- 5) Targa (RLE compr.&uncompr. 1/8/15/16/24/32Bit; incl. interleaved)
- 6) PCX (compr.&uncompr. EGA1-4Bit, VGA 8Bit grey/Colormap and 24Bit)
- 7) BMP (uncompr. 24Bit RGB, 1Bit, 4Bit or 8Bit Colormap; RLE compressed 8Bit, 1Bit)
- 8) TIF (packbit-compr.&uncompr. 24Bit, 1-8Bit grey/Color Motorola&Intel formats)
- 9) EGS7.x window icons
- 10) DEEP (compr.&uncompr. IFF-DEEP 24Bit and 32Bit formats)
- 11) YUV (color 1:1:1, 2:1:1, 4:1:1 and greyscale)
- 12) VLAB raw (color 1:1:1, 2:1:1, 4:1:1 and greyscale)
- 13) RGB (IFF-RGB: RGB8 and RGBN compressed; RGB5 uncompressed)
- 14) HHsYUVSq sequence format (sequential or random access)
- 15) IFF-PBM (DPII) format
- 16) ACBM (IFF-ACBM: 1 to 8Bit, EHB, HAM6, HAM8)
- 17) FBM (8Bit grey/Colormap and 24Bit)
- 18) Sun raster (uncompressed formats for 1Bit, 8Bit grey/ColorMap and 24Bit)
- 19) MacPaint (b&w compressed 1Bit format; datafork only)
- 20) HHsXRL formats (1-8Bit ColorMap incl. HAM6/8, 8Bit grey, 24Bit RGB compressed)
- 21) PhotoCD (Base format 768x512 or 512x768 (portrait); linear 24Bit RGB)
- 22) binary-EPS bitmaps (RGB and CMYK; this function is experimental)
- 23) TBCPlus frames & fields

and all picture DataType formats (OS3.0 and up) and animation DataType
 formats (OS3.1 and up).

-> Important! If you have any difficulties viewing certain picture types
-> (e.g. PCX, PhotoCD, DataTypes, JPeg etc.) directly from CD-ROMs (while viewing
-> the same pictures copied to disk works), you have encountered a CD-ROM file
-> system problem. I have heard of difficulties with several third party file
-> systems. I recommend to use only one of the following CD-ROM file systems:
-> 1) Original AmigaDOS OS3.1 CD-ROM file system
-> or 2) AmiCD-File System V1.15 or higher (older versions are probably NOT usable ←
)
-> see section "Important" below for more details.
-> The "BabelCDROM-File system V1.2" should also be usable.

Important note: The GIF (®) format, which could be supported in earlier
versions, can not be supported anymore since 11st jan. 1995 for legal reasons.
Due to this since V3.1a GIFs are not supported anymore (see version history).

In addition since version 3.4 DataTypes are supported (OS3.x or higher
needed) to make reading of many more formats possible, which can not be
supported directly due to technical or legal reasons. Since version 3.5
Animation DataTypes are also supported.

EGSPhotoAlbum can currently save in the following formats (full version only):

- 1) IFF-ILBM (only 24Bit) (compressed and uncompressed)
- 2) JPeg (color and greyscale pictures with variable quality/smoothing/optim.)
- 3) PPM-P6 color
- 4) QRT
- 5) Targa 24Bit (compressed and uncompressed)
- 9) EGS7.x window icons (create your own icons for iconified windows...)
- 10) IFF-DEEP (special TVPaint format; currently only uncompressed)
- 13) IFF-RGB (only RGBN compressed and RGB5 uncompressed)
- 20) HHsTRL24 format (24Bit compressed; ideal for lossless storage of
raytracing pictures; also usable for lossy storage)

For preview file generation currently PPM-P6, IFF24, JPeg, Targa24,
IFF-RGBN and the lossy HHsTRL24 format can be used.

Information about the file formats

=====

1) IFF-ILBM

The standard format on the Amiga. Pictures can be compressed or
uncompressed; the compression is normally quite bad for photorealistic
pictures; pictures with large colored areas (e.g. from raytracing)
can sometimes be compressed better. Unfortunately this format is slow
to read and write because all the bits for each pixel are scattered on
individual bitplanes.

A setting in the settings menu selects IFF compression for saving
(also used for Clipboard transfer).

Loadable: all standard formats (incl. 24Bit, HAM6, HAM8, EHB)
Saveable: only 24Bit

2) JPeg

This is a very high compressable format; the compression is not lossless, so a picture can normally be a bit different after loading, as before saving. This format is best suitable for long term archiving and not for pictures which are still to be changed or as temporary format. The compression is best for photorealistic pictures. Before saving the quality (and compression ratio) can be selected or smoothing can be applied.

This format can also be used as very disk space saving preview file format, but the loading speed will then be quite slow.

Loadable and saveable: color and greyscale formats

3) PPM/PGM/PBM

Theese uncompressed formats can be read and written very quickly on fast harddrives, but need lots of space as well. The PPM format is esp. used by the PD image processing system "PBM", which comes from workstations but has also been ported to the Amiga ("NetPBM").

This format is useful as preview file format, if fast access speed is needed, and a large amount of harddisk space is free for the preview files.

Loadable: P6 (24Bit), P5 (8Bit grey), P4 (1Bit b&w) and P1 (ASCII b&w)
Saveable: P6 (24Bit)

4) QRT

Similaire advantages as PPM-P6. Used by some PD raytracers (which call this a dump format sometimes), e.g. by the very powerful PD raytracer "Persistence of Vision" (POV), which is also available for the Amiga. EGSPhotoAlbum is an ideal converter to transform such raytracing pictures to IFF-ILBM24 or JPeg. The format is loadable and saveable.

5) Targa

Moderate compression with high speed; for even better lossless compression I recommend to use HHsTRL24 instead (see format 20). Targa is also used on other computer platforms. A setting in the settings menu selects Targa compression for saving.

Loadable: 1Bit, 8Bit (grey/Colormap), 15/16/24/32Bit; incl RLE compression, top-down or bottom-up and interlaced/interleaved
Saveable: 24Bit (uncompressed and compressed)

6) PCX

A format from the PC world with moderate compression (optional) and high speed. Can be found often on CD-ROMs.

Loadable: EGA (1-4Bit grey/color; incl. planar), VGA (8Bit grey/color and 24Bit) both compressed and uncompressed

7) BMP

A format from the PC world (sometimes compressed), also used on CD-ROMs.

Loadable: uncompressed formats 1Bit, 4Bit, 8Bit and 24Bit and
RLE compressed formats 1Bit, 8Bit

8) TIF

A very flexible format (used on many platforms), which exists in many variations and flavours; thus only a part of the variations can be supported.

Loadable: Motorola & Intel formats uncompressed and pack-bit-compressed
with 1 to 8Bit (grey/Colormap) and 24Bit for contiguous image data

9) EGS7.x window icons

This format is used by the EGS system since version 7.x for icons of iconified windows; the EGS system looks for these icons in the EGS:EGS-Icons directory. If it finds an icon with the name of the EGS program, it will use this as icon for all iconified windows of this program. With EGSPhotoAlbum you can load and save such icons now. The icons have a size of 64x64 (smaller pictures can not be saved as EGS-Icons; larger pictures will be cropped).

10) IFF-DEEP

This format has first been used by TVPaint and can be saved and loaded extremely fast (unlike the IFF-ILBM format), because all pixels are stored in chunky format.

Loadable: 24Bit and 32Bit (incl. compression)
Saveable: 24Bit uncompressed

11) YUV

This format is esp. used by applications as EGS-TV Professional; first it has been used by MacroSystems VLab framegrabbers. There are several variations, which differ in the number of pixels, which have the same color information.

Loadable: greyscale and color with Y:U:V=1:1:1, 2:1:1 and 4:1:1

12) VLab raw format

This format is esp. used by applications as EGS-TV Professional and the original VLab software; first it has been used by MacroSystems VLab framegrabbers. There are several variations, which differ in the number of pixels, which have the same color information.

Loadable: greyscale and color (1:1:1, 2:1:1 and 4:1:1)

13) IFF-RGB

These formats have first been used by programs as Imagine. They offer high speed with moderate compression and different color depths. RGBN is usable as highspeed preview format with low color quality.

Loadable: RGB8 (compressed), RGBN (compressed), RGB5 (uncompressed)
Saveable: RGBN (compressed 12Bit format), RGB5 (uncompressed 15Bit format)

14) HHsYUVSg sequence format

This sequence format is esp. used by applications as EGS-TV Professional. Sequential and random access variants exist and both are supported as loading formats; only the physically first frame will be loaded. The total number of frames can be shown (similar to animation DataType formats).

15) IFF-PBM (DPII)

This format is used by programs as DP-II as fast chunky format (8Bit with moderate compression).

Loadable: compressed and uncompressed

16) ACBM

An ancient Amiga format (developed for Amiga-Basic). IFF-ACBM stores whole Bitplanes and thus is not very suitable for graphic boards, which leads to slow loading.

Loadable: all standard formats 1 to 8Bit (incl. HAM6, HAM8, EHB)

17) FBM

An uncompressed format from the world of workstations. FBM is esp. used by the PD image processing system "FBM", which comes from workstations but has also been ported to the Amiga.

Loadable: 8Bit grey/Colormap and 24Bit

18) Sun raster

A format from the world of workstations.

Loadable: uncompressed formats for 1Bit, 8Bit grey/Colormap and 24Bit

19) MacPaint

A compressed 1Bit format from the world of Macs (fixed image size) which is also often used on ClipArt CDROMs.

Beside the pure file data (Dataforks), Macs usually have a OS specific file header. For transfer to other platforms (as Amiga) it is not clear, what happens with this header. EGSPhotoAlbum can only read the pure file without the header. Some file systems supply the header in a separate file (with other extension); as it is not needed, this additional files can be simply ignored.

Loadable: pure Datafork file data (without OS specific header)

20) HHsXRL formats

The formats of the future: lossless, fast and surprisingly good compression of raytracing pictures (HHsTRL24 format) or palette oriented pictures (2 to 256 colors); also ideal for ClipArts. Rather unsuitable for strongly dithered or photorealistic pictures. For 24Bit saving slightly lossy storage is also supported, which

leads to better compression esp. of small pictures; this is very useful for preview files. The losses are normally invisible.

Loadable: all formats defined by me (1 to 8Bit incl. HAM6/8 and 24Bit)

Saveable: only 24Bit lossless and lossy (to save other variants I recommend to use my fast ImageFX saver module)

21) PhotoCD

The format for Photos on CD-ROMs. As no free documentation for this is available, this loader is a bit experimental... Only pictures with the extension .PCD are accepted, and they must contain at least all resolutions upto Base size. Pictures are usually loaded in correct orientation. The loading function is more designed for high speed than for highest possible quality. For PhotoCDs you need a suitable CD-ROM drive and a suitable file system (e.g. AmigaOS3.1).

Loadable: upto Base format 768x512 or 512x768 in 24Bit (RGB linear)

22) binary-EPS-Bitmaps

Loadable: only binary-Bitmaps in RGB or CMYK format

23) TBCPlus-Frames

Format of TBCPlus framegrabber/Video-Hardware

Loadable: frames and fields

1.10 Using DataTypes

Since version 3.4 EGSPhotoAlbum supports the DataType system (OS3.x or higher) for loading. On default, DataTypes will be used as a last option, if no internal format can be used for loading. You can also switch off the DataType support, which might make reading of large directories with unreadable files faster. If DataTypes should be used instead of internal loaders, you can also select this with a menu setting. For loading of preview files this has no influence, because DataTypes can not be used to load such files.

Since version 3.5 animation DataTypes are also supported; for animations the first frame in the file will be loaded.

Trouble with DataTypes (or other picture formats) and CD-ROMs:

Unfortunately some CD-ROM filesystems have bugs in rarely used DOS functions. Such bugs can lead to trouble e.g. with DataType loading. If you have trouble with CD-ROM pictures, please copy them to harddrive and try to load them from there; if this is possible, you know where the problem is: you should then try another CD-ROM filesystem... (see formats for usable file systems).

Some of the widespread PD-DataTypes are unfortunately a bit unstable; problems during loading of certain pictures with DataTypes can not be excluded. Please check loading such pictures with other DataType-supporting programs

(e.g. MultiView) if you experience any trouble, to see, if the DataType is erroneous.

New: As default for datatypes now the internal DT-ID will be shown as filetype. If you instead prefer a general ID for all Datatypes (as used in earlier versions of EGSPhotoAlbum) you can change this with a menu entry. The general ID shows information about the color depths:

DT0# with #=1..8 for pictures with # Bitplanes ($2^{\#}$ colors) by DataTypes
DTH# with #=6,8 for pictures in HAM# format by DataTypes
DTE# with #=6 for pictures in EHB# format by DataTypes

For animations loaded by DataTypes the string begins with DA instead of DT.

Changing the Datatype ID type will only be effective after reloading the pictures ("Rescan"). Only the currently shown IDs will be saved for preview files.

1.11 Using EGSPhotoAlbum

EGSPhotoAlbum currently always runs on the EGSDefaultScreen. For highest quality and speed this should be selected to 24Bit.

If you start EGSPhotoAlbum from CLI, you can now specify a parameter with a directory path incl. an optional pattern or picture name (a picture name will just be interpreted as pattern for a single picture). In this case, the path requester will not appear on program start, but instead the selected directory will be shown immediately according to the optional pattern. Example: "EGSPhotoAlbum RAM:#?.pcx" starts EGSPhotoAlbum and shows all pictures with the ".pcx" extension in the RAM disk. To select the current directory, just pass "" as argument. In the registered version the specified pictures are presented as slideshow automatically after program start (optional).

After start from Workbench (or with missing or invalid CLI parameter) a file requester will appear. With this you should select a Path for your pictures (->formats) and optionally a search pattern if you want to restrict the search to some files. It won't be a problem if you select unsuitable files; these are quietly ignored.

Please note: Files with the extension ".pre" are always ignored, as such names are reserved for preview files.

The Professional version can automatically search subdirectories too. Please note, that patterns have to match the directory names as well (this is a restriction in AmigaDOS). If you select a pattern "#?.jpg" for recursive search, only files from the main directory, ending with ".jpg" are accepted, and files from subdirectories, if the subdirectory name ends with ".jpg". If you instead want to read all files with the ending ".jpg" from all subdirectories, the pattern should be "#?/#?.jpg", but would then only match files in the first level of subdirectories.

After the path selection EGSPhotoAlbum starts to load little previews of all pictures asynchronously and shows them in an overview page.

During the loading you can still control EGSPhotoAlbum as normal. To control EGSPhotoAlbum a control window exists with many functions. The overview window can be resized at any time; the pictures will then automatically rearranged. Picture previews need not to be reloaded (if enough memory exists) once they have been loaded.

You can exit/quit EGSPhotoAlbum with the "Quit" button or by closing the preview or control window. All open full picture windows will be closed automatically.

Functions of the control window:

1) Field layout (variable or fixed)

If fixed layout is selected a rectangular area of fixed size will be reserved for all preview pictures. The actual preview pictures will then be scaled down by whole amounts into this area. The area size can be selected upto 200x200.

At variable layout the pictures will also be downscaled, but only the actually needed place of the picture will be reserved. This normally allows more pictures to be shown on one page, but it might look slightly untidy.

2) max. field size

These gadgets specify the maximum size of a preview field. It can be selected as upto 200x200. The change of this size gadgets will result in a reloading of the preview pictures (as they might have to be scaled in another ratio). Some standard field sizes can easily be selected by menu entries.

3) Page changing buttons

If more pictures are found in a directory than can be shown on the actual page, you can "turn the pages" with these buttons. Such functions are also available as menu entries with shortcuts in the preview window.

4) New directory button

This button opens the file requester again, so you can select a new path and pattern for your pictures. If you cancel this requester, no change will be done. A change of the directory will also close all full picture windows.

5) Configuration switches

Auto View: Full size picture viewing by simple mouse selection; if this is turned off, you can view pictures in full size by double clicking
Preload: pictures not yet visible will be preloaded
Recursive: subdirectories will also be searched for pictures/animations

6) Info lines / editable file comment

During loading of the preview images (and of full images) an info field shows how much (in percent) of the image is already loaded.

Below that there are field for information about the currently selected image. You can select a picture by a mouse click in it's preview image. Multiple pictures can be selected by multi select (with pressing the shift button during the mouse click). If the "Auto View" feature is selected, a selected picture will be shown in full size directly (only in full version).

The information currently includes the file type, path/file name, picture size, file size and file comment. For animation files, the total number of frames in the animation is also shown. If a separate preview file exists for the selected picture, the information about the picture will partially be read from the preview file. This can lead to wrong information, if the preview file does not belong to the corresponding full picture file.

In the full version you can edit the file comment, which will then be saved to the original picture file as well as to the preview file.

7) Picture subtitles

You can select different informations for subtitling of the pictures. Currently you have the choice of "None", filename, file type, picture size, file site, path name, file comment and number of frames (for animations/sequences).

8) Menues

Some configurations (e.g. about file formats) can be done with menues in the control window. You can also select some predefined field sizes by menu entries. In addition menu entries for directory change or directory rescan are available.

9) Slide show delay

In this field you can specify the displaying time (in seconds) for pictures in the slide show presentation mode. If 0 is specified, a key or mouse button press is awaited.

10) Control field

View pictures: Opens a full picture window for all selected pictures (full version ↔)

Close pictures: Closes all open full picture windows

Delete pictures: Deletes all selected pictures after confirmation (full version)

Remove pictures: Removes all selected pictures without deleting

Slide show: Slideshow presentation of all selected pictures with automatic preloading and precise timer control; if the delay time is specified as 0, it waits for a key or mouse press. Otherwise the picture will also be changed after the specified number of seconds. The presentation can be aborted by ESC or the right mouse button.

Several options are selectable in menu settings in the control window: endless loop mode, automatic presentation on program start (if CLI parameter is specified), downscaling, transition effects and Video-Cruncher output. The spectacular transition effects change after each picture. If you have a Video-Cruncher of Ing.büro Helfrich, you can additionally output slideshow

presentations directly to Video (including transition effects).
You need the "cruncher.device" for this, and it must be free
for use (no other program should be using the Cruncher).

Info: Shows information about EGSPhotoAlbum, which includes the user
data/registration number in the full version

Select all: Selects all pictures (on all pages) incl. yet unloaded pictures!
This is useful for preview file creation, as you do not have to
wait until all pictures are loaded to select them.

Deselect all: Deselects all pictures (on all pages)

Select previews: selects all loaded pictures with preview file

Select without previews: selects all loaded pictures without preview file

Generate previews: In the full version you can create preview files for all
selected pictures with this button, which will strongly accelerate
later access to them. The preview files get the additional
extension ".pre" and are normally created in the same
directory as the original picture. Alternatively you
can select a separate path (useful for pictures from
CD-ROMs). Besides the image the preview files contain
some information about the picture.

For the preview file creation the current field size
is used. A small field size will take less space on disk
but also makes it impossible, to watch the previews in
a bigger size later. You can certainly create new preview
files at any time, for which the original image will be
used, so that you can select a bigger field size at some
later time.

A requester allows the selection of various file formats
for the previews. The formats differ in disk space usage,
access speed and picture/color quality. Depending on the
situation, you can select one of this formats.

JPeg preview file generation can be stopped at any time
with the Cancel button in the JPeg parameter window.

Preview directory: With this button you can select a directory for the
preview files. If you want to return to the default behaviour
(preview files in original picture directory), you should
select this function and then CANCEL the requester.

For saving of preview files from subdirectories, such
subdirectories will automatically created in the slected
preview directory.

The preview directory path is also saved in the configuration
file.

Since V5.0c for loading of previews the current image
directory will always be searched before the preview path.

Free cache memory: This button releases all memory which is occupied by
preview images. After this the images have to be reloaded,
if you turn the page. If memory is low, the cache memory
will be freed automatically from time to time. Manual

release of memory is not possible during picture or preview loading (deselect preloading first).

Save configuration: In the full version you can save the current settings (e.g. window size and position, field size and type, switches, menu settings, file format parameters and the preview directory path) with this button. The name of the configuration file is "default.cnf" and it is saved and automatically loaded on program start from the program directory. The format will be upward compatible to formats of future versions.

Please note
=====

Some functions (as Delete Pictures and Generate Previews) can only be used, if no picture or preview loading is in progress, as the whole picture list is effected by those operations. To abort the preview loading (of not visible pictures) you can deselect the preload setting button.

Some functions try to open requesters (e.g. the delete function). If not enough memory is left to open such a requester, nothing will happen (as the memory will then usually not be enough for an "out of memory" requester as well!).

Full picture viewing windows in the registered version
=====

Pictures can be shown in full size by a simple mouse click (if automatic view is selected), by a double click or after selection with the "View picture" button. The picture will be shown in a separate window, which offers (in the Professional version) fast scrolling and zooming functions. You can have multiple picture windows open at the same time, if enough memory is available.

If there is not enough memory, full picture viewing can fail. If memory is very low (less than a 1MByte block free), even a memory failure requester can not appear, and thus nothing will happen. You can save lots of memory, if you have your workbench on a normal Amiga screen instead of an EGS screen. You could also install some virtual memory (e.g. VMM or GigaMem).

Scrolling: with the scroll bars or with the 4 cursor keys

Zooming: on default pictures are shown 1:1

Enlargement upto 1:8 (menu entries or + key on numeric keypad)

Downscaling upto 8:1 (menu entries or - key on numeric keypad)

The full picture windows have a local menu, which allows saving of the picture in different formats or fast transfers to other programs or to the Clipboard, as well as a menu for zooming. There is also a menu entry for closing of the window, which is useful if the close gadget is not reachable in a very small window.

Fast direct transfers: to PicoPainter & ArtEffect (as picture or brush), (EGS-) ImageFX and XiPaint.

Transfers to other programs could be possible, if the developers of those programs would be willing to cooperate with me.

Save functions are available (esp. for 24Bit pictures) in several file formats. For some formats you can specify settings or parameters with menus or requesters.

1.12 How should I register to get the full version?

The registration fee for EGSPhotoAlbum Professional is currently 25US\$ for users outside of europe (see registration form for other possible currencies). Inside europe the registration fee is 30DM (see registration form for other possible currencies).

English and german versions are available.

Free updates are normally available due to the keyfile concept.

A registration form is supplied in this archiv. Please send the filled in registration form to:

Helmut Hoffmann
Rubensstrasse 4
D-41063 Moenchengladbach

Germany

The delivery of the full version with the keyfile for future updates will normally not take very long, but under some circumstances (esp. from non european countries) it can take some weeks.

1.13 How to get updates

The keyfile concept allows the usage of new demo versions as full version. Here are some hints, where you might be able to get new versions (no guaranty):

- 1) by FTP (e.g. AmiNet sites in gfx/board)
- 2) on CD-ROM (e.g. AmiNet-CD-ROMs in aminet/gfx/board or "Actual Tools and Demos" from ADX-Datentechnik)
- 3) on BBSs (Many mail boxes get new versions from AmiNet)
- 4) on disk (e.g. SaarPD series)

1.14 About the author

I am currently a student of computer science at the

Rheinisch Westfälische Technische Hochschule Aachen

in germany.

I am using and programming Amiga computers since more than six years now.

I wrote this program to get comfortable access to my large picture collections, which have been grabbed with VLab, scanned or rendered with raytracing programs...

You can reach me by EMail via Internet while I study in Aachen:

hhoff@pool.informatik.rwth-aachen.de

(no registrations by EMail!)

My postal address is

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D-41063 Mönchengladbach

Germany

1.15 Hard- and Software used while developing EGSPhotoAlbum

Most parts of this program are written in pure Assembler (using the german assembler O.M.A. 2.0). Only the lowlevel JPeg functions have been implemented in C (based on the portable C source of the Independent JPeg Group; This software is based in part on the work of the independent JPeg Group) and compiled with the german MaxonC++ system.

My development system is:

Amiga 3000/030/25MHz / 18 Megabytes RAM

OS version 3.1
EGS System 7.1

4MByte Piccolo SD64 (64Bit) graphics board (running in Zorro III-mode).

To create picture files I used (beside others):

Classical VLab with vlab.library version 8.2
under control of EGS-TV Professional (my own Shareware video software for EGS)

Reisware scanner interface and Cameron Type 14 handy scanner
(used with EGS-TV Professional; this program also has some scanner support)

This program was tested with enforcer and mungwall running.
Transfer functions and file formats have been tested with PicoPainter, ArtEffect, EGS-ImageFX, ImageFX 2.1, XiPaint, Photogenics and others.

1.16 Special Thanks

I want to thank all registered EGSPhotoAlbum users, esp. those who made useful suggestions for improvements.

I want to thank Alexander Pratsch for providing me with ArtEffect, the successor of PicoPainter.

I also want to thank Mr. Woodall from NOVA-Design for his support at the implementation of the direct transfer interface to ImageFX (EGS) by providing me with EGS-ImageFX and ImageFX.

I want to thank Mr. Thomas Dorn for providing me with "XiPaint".

I want to thank Almathera for providing me with "Photogenics".

My special thanks go to the Ingenieurbüro Helfrich and Jan-Claas Dirks for their great support.

I also want to thank the "Independent JPEG Group" for providing the portable C source code for Jpeg compression. The Jpeg functions are based on this code (This software is based in part on the work of the independent Jpeg Group).

1.17 Information about other useful EGS programs

Are you looking for an animation, video sequence editing, framegrabbing program for EGS or do you have a Cameron/Reisware/ScanKing handscanner? Then you should take a look at EGS-TV Professional 5.0!

This shareware program (which is also developed by me) offers a comfortable usage and special effects (e.g. Blue Screen Keying) as well as harddisk recording and sequence editing functions. Esp. VLab, IV24 and VideoCruncher users can experience new dimensions with EGS-TV.

EGS-TV Professional can also be used to create animations very comfortably as it can read all formats (except PhotoCD), which EGSPhotoAlbum supports. All pictures of a directory (independent of their format) can e.g. be imported in one go and converted to an animation. The fast scaling functions (known from EGSPhotoAlbum Professional) can also be applied.

As special function, black&white and greyscale handscanners of Cameron/Reisware/ScanKing can be controlled by EGS-TV.

EGS-TV Professional demos should be available on places where you found EGSPhotoAlbum.

1.18 Version history

[Version history between V1.0 (31.10.94) and V2.0 (23.12.94) deleted]

* Pro-Version 3.0 (07.01.95)

Recursive searching of subdirectories for pictures now possible

Extension of the picture information display by path, file length and comment

Optional picture subtitle can now also be path, file length and comment

Acceleration and extension of load functions:

- + downscaling now often possible with other factors than 1:1, 1:2, 1:4 and 1:8
- + all standard IFF-ILBM formats (1 to 8Bit, EHB, HAM6, HAM8, 8Bit grey, 24Bit)
- + Interleaved GIF (support not possible anymore since version 3.1a!)
- + many new Targa formats (palette oriented, 8Bit grey)
- + PCX load functions (compressed; EGA 1,2&4 Bit; VGA 4,8&24Bit; 8Bit grey)
- + BMP load functions (only uncompressed 24Bit RGB und 8Bit palette oriented)
- + TIF load functions (only uncompressed 24Bit RGB and 8Bit grey)
- + PPM-P5 greyscale format

Please note: Since version 3.1a the GIF format is not supported anymore for legal reasons.

The file comment of pictures can be edited

Extended full size picture viewing capabilities:

- + fast scrolling functions
- + fast zoom functions (magnification and downscaling possible)

Introduction of fast direct transfer function to XiPaint

Saveable default configuration (preferences; loaded automatically on program start)

Automatic creation of subdirectories for preview files, if a separate preview path has been selected and picture files have been loaded recursively from subdirectories

* Pro-Version 3.1 (09.01.95)

Acceleration and extension of load functions:

- + DEEP (24Bit and 32Bit; compressed and uncompressed)
- + YUV (color 1:1:1, 2:1:1, 4:1:1 and greyscale)

* Pro-Version 3.1a (11.01.95)

Since version 3.1a the GIF format can not be supported as loading format anymore for legal reasons. This applies to all type of software (PD/ Shareware or commercial,...), which can deal with this format.

Although the GIF format could be used for free since about 7 years, and became a quasi standard for 256 color pictures (esp. on PCs) all over the world, the legal situation has changed in the USA, so that the free using possibility ended on 10th jan. 1995.

* Pro-Version 3.2 (16.01.95)

Extension and correction of the PCX load function:

- + new EGA formats (2,3,4 Bitplanes)
- + Loading possibility for pictures which have not the full specified size
- + Correction for pictures with a wide beeing not a multiple of 4
- + Work around a CD-ROM file system bug, which could prevent 256 color PCX pictures from beeing loaded from a CD-ROM

Extension of the BMP load function to load the uncompressed 1Bit format

Optional parameter for CLI start:

A directory/path incl. optional pattern can be specified as parameter, to have the specified directory shown (with the selected pictures) direct after program start

Reservation of memory areas as security buffer for EGS operations; this should improve stability, as many EGS operations depend on free memory and can block the system or even crash, if memory is missing

Introduction of a button for manual cache memory release

Possibility to abort preview file generation in JPeg format

- * Pro-Version 3.2a (16.01.95)
 - Change of maximal preview window size from 1024x768 to 4000x4000
 - * Pro-Version 3.3 (31.01.95)
 - Extension of the TIF load function for color mapped pictures (1 to 8Bit)
 - Introduction of menu leave out bars in some menues
 - * Pro-Version 3.4 (06.02.95)
 - Introduction of DataType support for loading functions:
Finally it happened: OS3.x users now have access to the large world of
DataType picture formats. Thanks to very fast Planar->Chunky-Conversion
the speed is surprisingly high. Picture formats which I could not include
directly due to technical or legal reasons, can now be used in the
Amiga-like way by DataTypes...
 - Settings menu for DataType support and DataType priority (to let DataTypes
be used before the internal formats)
 - Introduction of VLab raw file format for loading functions
 - Better size selection for full size picture windows under EGS7.x
 - Automatic activation of full size windows
 - Menu entry (incl. shortcut) in full size windows for comfortable closing
 - * Pro-Version 3.4a (09.02.95)
 - Correction/Extension of the PCX loading function for further VGA formats
 - * Pro-Version 3.5 (15.02.95)
 - Introduction of Animation support (extension of DataType support for
animation formats): OS3.x users now have access to the large world of
DataType animation formats.
 - Introduction of HHsYUVSg sequence loading function
 - Introduction of IFF-RGB loading function (RGB8, RGBN, RGB5)
 - Change of IFF-ILBM file type output to include Bitplane depths
 - Comfortable double click function for full picture viewing
 - Extension of picture informations with number of frames for animations
and sequences (also selectable as picture subtitle)
 - Saving functions for IFF-RGB5 and IFF-RGBN formats; IFF-RGBN can also be
used for preview file creation
 - File comment changes now immediately effect comments as picture subtitles
 - * Pro-Version 3.6 (25.02.95)
 - Introduction of the ACBM, IFF-PBM(DPII), Sun raster and FBM loading functions
 - Extension of loading functions for BMP-4Bit, PBM-P1 and Targa interleaved
 - Slight acceleration of some loading functions
 - Strongly improved DataType handling (compared to V3.5)
 - Rework of the documentation
 - * Pro-Version 3.6a (01.03.95)
 - Introduction of new loading functions: MacPaint (1Bit compr.; datafork only),
PCX uncompressed and EGA-grey, TIF packbit compressed and grey 1-4Bit,
Targa 1Bit, PBM-P4 (black and white binary)
 - Many enhancements on various formats for more compatibility (esp. for TIF)
 - * Pro-Version 3.7 (14.03.95)
 - Faster JPeg loading (about 5% to 10%)
 - Acceleration of some planar loading functions (e.g. IFF-ILBM, DataTypes, ...)
 - Improved HAM6 loading quality
 - Correction of Targa 1Bit loading function for compressed pictures
 - Introduction of new loading functions: HHsTRL24, HHsGRL08, HHsMRLxx (incl. HAM)
-

Introduction of HHsTRL24 saving function for good lossless 24Bit compression and also for lossy 24Bit compression (also usable as preview format)

- * Pro-Version 4.0 (27.03.95)
Introduction of the slide show presentation function with automatic preloading and precise timer control (alternatively picture changing by mouse or keyboard)
 - * Pro-Version 4.1 (07.04.95)
Acceleration of RGB8, RGB5 and other loading functions
Extension of Slide show presentation by 5 optional transition effects (diagonal blocks, middle->top/bottom, left->right, spiral, middle->left/right) and loop mode, automatic presentation on start, scaling
Support of Video-Cruncher (Ing.büro Helfrich) for additional video output of slide show presentations incl. transition effects
 - * Pro-Version 5.0 (30.04.95)
Introduction of PhotoCD support (Base size 768x512 or 512x768; linear RGB 24Bit ↔)
 - * Pro-Version 5.0a (05.05.95)
Correction of downscaled vertical PCD loading for some scaling factors
Filtering out of PCD overview files
 - * Pro-Version 5.0b (09.05.95)
Removed inconsistency in DataType-HAM8 handling for more compatibility
 - * Pro-Version 5.0c (31.05.95)
Menu functions for rescanning or changing of directory
Preview file search now always also in current image path
Increase of slide show effect speed for small images
 - * Pro-Version 5.0d (07.07.95)
Correction of Sun raster 24Bit loading (wrong colors, problems with odd sized images)
 - * Pro-Version 5.1 (21.07.95)
Support for RLE compressed 8Bit and 1Bit BMP files
Bug fix for loading function which could lead to crashes if certain non-picture files were detected as a picture
 - * Pro-Version 5.2 (06.08.95)
Changed TIF loader for better compatibility with certain pics
Extended Targa loader by 15Bit and 16Bit HiColor loading
 - * Pro-Version 5.3 (29.08.95)
Correction of bug in datatype.library usage (which could lead to a crash under OS2.x when no datatype.library was present)
Support new file formats: binary-EPS bitmaps (RGB,CMYK) and TBCPlus frames
 - * Pro-Version 5.3a (17.09.95)
Datatype internal ID can now be shown as file type for Datatype pictures (used by default; old method selectable with menu entry)
 - * Pro-Version 5.4 (09.10.95)
Extended TIF loader to support "Intel" byte order files and more variants
-

* Pro-Version 5.4a (11.12.95)
Extended IFF loader to accept 0-sized chunks