

SuperView

COLLABORATORS

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

SuperView

1.1 SuperView_Documentation

SuperView V5.40 (10.2.1996)

- SHAREWARE -

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

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

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

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

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

1.2 purpose

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

Fast means not only fast in reading and displaying but also in calling and using the program.

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

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

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

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

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

Many formats with 24 Bit-Support.

Reads XPK- and PP20-packed data via Unpack.svobject.

- support of external GraphicCard-Drivers (SVDrivers):

- | | | |
|--------------|----------|-----------------|
| - ECS | - AGA | - EGS7 |
| - OpalVision | - Retina | - CyberGraphics |
| - PicassoII | - Merlin | |

- Support of external operators (SVOperators):

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

plus the following from Steve Quartly:

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

- SQSharpen
- SQBlur
- SQDeep_Press
- SQMotion_Blur
- SQHighPass
- "Screen-Grabbing"
- Commodity (optional)
- ARexx-Ports (optional)
- AppIcon (optional)
- AppMenu (optional)
- AppWindow (optional)
- Clipboard reading and writing
- Localization for OS V2.1+
- AmigaGuide OnLine-Help for OS V2.04+ (asynchronous & localized with 2.1+)
- detailed configuration via Config-File, Cli-Options and Workbench-Tooltypes
- Graphical User Interface (GUI) for Workbench-Users (optional)
- conversion of the supported File-Formats
- information about the displayed graphics via Requester, selectable via GUI-Menu
- and more

And via ILBM.svobject and ACBM.svobject:

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

1.3 ps

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

The idea:

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

And why is it written "persistant", not "persistent" ?

Well, to be resistAnt and to be PERSISTeNT are quite related.

1.4 installation

Even if you use the supplied Installer-Script, you should read the following notes. If you do not own the standard Installer-Program you should read them even more carefully and follow the instructions given.

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

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

Needed Workbench Resources

HardDisk-Users won't perhaps have to install any additional Workbench Resources to their HardDisk.

Disk-Users will have to copy the following libraries into their "LIBS:"-Directory:

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

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

- amigaguide.library V34+

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

- locale.library V38+

Other needed Resources

You will also have to copy the following libraries to your

"LIBS:"-Directory (plus SVOjects, SVDdrivers and SVOperators):

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

Installing the Main Program

Copying SuperView to your "WBStartup"-Drawer is perhaps one possible solution, but installing it in any other directory will suffice anyway. You should also install an appropriate Config-File in one of the supported paths (e.g. "ENV:" or "S:").

1.5 updatenote

General

~~~~~

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

| Naming scheme | Example      | Content                | Location        |
|---------------|--------------|------------------------|-----------------|
| SViewXXX.LHA  | SView532.LHA | Main Program + Library | AmiNet/gfx/show |

Also, there may occur several additional archives, containing more optional SVOjects/SVDdrivers or SVOperators (usually named this way: "sv\*\*\*\*\*.LHA").

FTP

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

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

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

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

Official SuperView Support BBSs

~~~~~

\*\*\* GM-Box \*\*\*

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

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

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

\*\*\* SkyNet BBS \*\*\*

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

Sysop: Armin Metz  
Online: 00.00h - 24.00h  
Data: +49-2735-6699 V34  
+49-2735-6696 Zyxel  
UseNet: SKYNET.WWB.SUB.DE

This Box is Prometheus-based, so you should easily find your way through the BBS areas.

SuperView and Tools are stored at: "A06-SUPPORT/SUPERVIEW".

## 1.6 usage

How To Use SuperView: An Introduction

1.0 SuperView's Construction

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- 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-Ports
- 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

## 1.7 evaluationrestr

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

To remember you register, every time you start or leave the program, an appropriate Requester will appear.

Also, ARexx-Ports are no longer available in the evaluation version and only saving of ILBM CmpByteRun1 is possible.

All in all:

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

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

## 1.8 construction

### 1.0 SuperView's Construction

SuperView bases on several interfaces, of which almost any can be activated/deactivated and accessed separately.

These are:

- The Workbench Interface
  - The Graphical User Interface (GUI)
  - The CLI Interface
  - The Commodity Support
  - The ARexx-Port
  - The App-Features
-

## - Configuration Commands

### 1.0.1 The Workbench Interface

The Workbench interface is just a standard WB-Interface, which means that it supports 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.

### 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 2.0.1).

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

Only one SuperView Process will allow such a port at a time, but by specifying different names (see configuration section), more ARexx-ported tasks are possible.

#### 1.0.6 The App-Features

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

All these are each optionally.

The AppIcon is placed on the Workbench and allows direct activation of SuperView, as via ARexx or "Commodity Exchange" (Requester).

The AppMenu just works like the AppIcon.

The AppWindow only takes place, when the GUI is opened, so that any pictures of which you drop an Icon into the GUI Window will be displayed immediately.

#### 1.0.7 Configuration Commands

Because of those many options and features is has perhaps to be explained which order takes place when configuring the program at startup time or later. Here's a table:

- Default Options (integrated in SuperView)
- ConfigFile (read from Disk, if available)
- a) Tooltypes (read from Icon(s) at WB-Start)
- b) CLI-Options (supplied via CommandLine at CLI-Start)
- ARexx-Command (received while the program is running)

## 1.9 control

### 2.0 Controlling And Using SuperView

As described before, SuperView can either be controlled via Workbench, CLI, "Commodity Exchange", ARexx or its GUI.

The Commands, which are available for configuration and interactive ARexx use follow (2.0.1).

After that the handling of the GUI is described more detailed (2.0.2).

#### 2.0.1 Options for Configuration and ARexx

The letter after the specific command tells you from where it can be reached:

---

```

C      [ Config-File                ]
T      [ Workbench-Tooltypes, CLI-CommandLine]
A      [ ARexx                      ]

```

Command	Function	Usage
QUIT	Leave SuperView	[ A ]
HELP	Load AmigaGuide DataBase	[ C T A ]
REQUEST	Request for displaying a Gfx	[ C T A ]
SHOW=<FileName>	Display a specific Gfx	[ C T A ]
LOAD=<FileName>	Load a specific Gfx	[ C T A ]
UNSHOW	End Displaying / Close Display	[ A ]
SAVE_TYPE=<SVObject-ID>	Set new Save-Type for "SAVE" (does not affect GUI settings)	[ C T A ]
SAVE=<FileName>	Save current Gfx as SAVE_TYPE	[ A ]
SVDRIVER=<SVDriver-ID>	Set Default-SVDriver by ID	[ C T A ]
SVOOPERATOR=<SVOperator-ID>	Set Default-SVOperator by ID	[ C T A ]
ACTION	Do SVOperator action	[ A ]
OPTION_LOAD=<DISK CLIP>	Disk or ClipBoard loading ?	[ C T A ]
OPTION_SAVE=<DISK CLIP>	Disk or ClipBoard saving ?	[ C T A ]
ICONPATH=<DosPath>	Location of DefaultIcons	[ C T A ]
ASLFR_WIDTH=<value>	FileRequester Initial Width	[ C T A ]
ASLFR_HEIGHT=<value>	FileRequester Initial Height	[ C T A ]
ERROR_REPORT=<YES NO>	"NO" Will e.g. suppress any Requesters, which may cause ARexx-Scripts to wait for user activity. Supresses them also when working with the GUI, so use it carefully.	[ C T A ]
LOGFILE=<CON/FileDesc>	Where to put a logfile ?	[ C T A ]
REJECT_ICONS=<YES NO>	Reject Icons in FileRequester?	[ C T A ]
PUT_ICONS=<YES NO>	Put Icons when writing Files ?	[ C T A ]
INSTALL_CX=<YES NO>	Install as a Commodity ?	[ C T ]
INSTALL_AREXX=<YES NO>	Provide an ARexx-Port ?	[ C T ]
AREXXPORTNAME=<Name>	Name of ARexxport (<=63 chars)	[ C T ]
INSTALL_APPWINDOW=<YES NO>	Provide an AppWindow ? (only together with OPEN_GUI or CX_POPUP=YES)	[ C T A ]
INSTALL_APPICON=<YES NO>	Provide an AppIcon ?	[ C T ]
INSTALL_APPMENU=<YES NO>	Provide an AppMenu ?	[ C T ]
OPEN_GUI	Open the GUI immediately	[ C T A ]
CLOSE_GUI	Close the GUI immediately	[ A ]
CX_POPKEY=<key key ...>	Standard CX_POPKEY command	[ C T ]
CX_POPUP=<YES NO>	Standard CX_POPUP command. CX_POPUP=YES is equivalent to OPEN_GUI.	[ C T ]
CX_PRIORITY=<-128..127>	Set Priority of SuperView Process and the Commodity Broker. If called via ARexx only the process priority is set new.	[ C T A ]

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

### 2.0.2 GUI and WB-App Handling

The GUI mainly consists of three regions which are marked by the specific gadgets with the same name:

Picture Gadgets

Slide View

Load

Save

ViewBuffer

Action

ViewMode

Medium

SVObject / SVDriver Gadgets

SV-Switch

SV-ListView

SVInfo

Remove

Screen Gadgets

Screen-ListView

Update

Save

Info

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

FileInfo

Help

About

Hide

Quit

By pressing HELP while selecting a Menu, or by selecting a Gadget after turning on the Gadget-Help via pressing HELP you may enter the context-sensitive documentation.

### 2.0.3 Controlling the Display-Screen

SuperView opens for each graphic, which has to be displayed, a suitable Screen.

This Screen and the attached Window are usually pushed to the Foreground automatically und become activated, just right after the graphic has been loaded.

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

Mouse control:

- left Button quits the display

When displaying OS3-Datatypes via "Slide View":

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

Keypad control:

- Key "L" : Load new graphic
- Key "Q" : Quit display
- Key "X" : Quit display and leave program
- Key "H" : Open GUI (GUI-Screen still in Background)
- HELP-Key : Open GUI (GUI-Screen still in Background)
- ESC-Key : Quit display and leave program  
(keep it pressed about 1-2 seconds)
- F1..7 : HardCopy with density 1..7

## 1.10 gfx-formats

### 3.0 Information about the supported Gfx Formats

#### 3.0.1 IFF-ILBM

IFF-ILBM is the standard Gfx FileFormat for the Amiga.  
Currently there do exist two versions of this Format:

- IFF-ILBM, unpacked
- IFF-ILBM, CmpByteRun1 encoded

The difference is, that the second one contains data, which is encoded with the CmpByteRun method, while the data of the first is unencoded.

The reason, why both methods are included, is that sometimes it may be more efficient to let the IFF-ILBM file unpacked and then pack it with an other packer instead encoding it with CmpByteRun. Also there may exist some older - actually VERY old - programs, which do not support the packed format.

IFF-ILBM graphics may contain Amiga-specific color cycling (CRNG) and ViewMode (CAMG) information.

#### 3.0.2 IFF-ACBM

IFF-ACBM is the standard Gfx FileFormat for AmigaBASIC.  
Currently there only does exist one version of this Format:

- IFF-ACBM, unpacked

The reason, why the data is unpacked is nearly the same, why IFF-ILBM is not used here:

---

From Basic programmes it is not easy to read packed data anyway and it would slow down the program enormously.  
Data in an IFF-ACBM is saved BitPlane for BitPlane, to increase the speed of reading.

If you use an automatically packing FileSystem or a patched DOS it might be useful to use IFF-ACBM, because the speed of displaying pictures dos not increase only with AmigaBASIC programs, but also with SuperView.  
And if you use such a method of background packing you will not even need more HardDisk space, which is in fact needed if converting from IFF-ILBM (CmpByteRun) to IFF-ACBM.  
On the other hand needed space is nearly the same as for unpacked IFF-ILBM graphics - but the speed is higher.

### 3.0.3 Other File Formats

Superview-library supports many different graphics file formats, of which some can be both, read and written, some only read or maybe some only written.  
It also does support reading of all OS3-Datatypes.

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

See also paragraph: About the program's abilities.

## 1.11 menu\_fileinfo

- FileInfo

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

## 1.12 menu\_help

- Help

Starts this Online-Help.

## 1.13 menu\_about

- About

Informs about SuperView.

---

## 1.14 menu\_hide

- Hide

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

## 1.15 menu\_quit

- Quit

Closes the GUI of SuperView and exits the program.

## 1.16 gadget\_view

- View

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

## 1.17 gadget\_load

- Load

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

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

## 1.18 gadget\_save

- Save

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

---

## 1.19 gadget\_viewbuf

### - ViewBuffer

Allows to take a quick view on the currently loaded buffer.  
Functionality is not the same as with "View".

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

## 1.20 gadget\_action

### - Action

Modifies the currently loaded SV\_GfxBuffer in a way, which depends on the currently selected SVOperator.

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

## 1.21 gadget\_screenmode

### - ViewMode / ScreenMode

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

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

## 1.22 gadget\_medium

### - Medium

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

If disk access is selected, a FileRequester will appear before loading and saving anything, otherwise just the first clipboard unit will be used.

More about clipboard use perhaps can be found in your computer's manual.

---

### 1.23 gadget\_svgad

- SVOBJECT/SVDRIVER switch Gadget

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

### 1.24 gadget\_svlist

- SVOBJECT/SVDRIVER ListView Gadget

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

### 1.25 gadget\_svinfo

- SVOBJECT/SVDRIVER/SVOPERATOR Information Gadget

This gadget displays more detailed information on SVOBJECTS/SVDRIVERS/SVOPERATORS.

### 1.26 gadget\_svadd

- SVOBJECT/SVDRIVER/SVOPERATOR Add Gadget

This Gadget adds new SVOBJECTS/SVDRIVERS/SVOPERATORS to the system, which can be selected via FileRequester.

Don't try to selecting other libraries than those, which have a name ending with ".svobject", ".svdriver" or ".svoperator" !

Removing is possible via Remove.

### 1.27 gadget\_svremove

- SVOBJECT/SVDRIVER/SVOPERATOR Remove Gadget

This Gadget removes unusede SVOBJECTS/SVDRIVERS/SVOPERATORS from the system.

This is only possible, if the current SuperView-Task is the only program, which accesses superview-Library at the time.

Otherwise the action will result in nothing.

Adding is possible via Add.

---

## 1.28 gadget\_screenlist

- ScreenListView Gadget

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

## 1.29 gadget\_scrupdate

- Update

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

## 1.30 gadget\_scrcsave

- 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).

## 1.31 gadget\_scrinfo

- Info

This Gadget presents various information on the currently selected Screen.

## 1.32 bugs

Known Bugs and program limits:

### Limits

-----

- When trying to create some kind of a "slide show", you have to decide how long the user should see a picture displayed, because a mouse click by the user will end displaying as well as sending an ARexx/Commodity/Tooltype command to SuperView, which immediately will cause it to display the new picture. This is not a real bug, this is just because of interactive message receiving while a picture is displayed. Multiple picture displaying is only possible when starting different SuperView Tasks, which then all have to be "quit"ted by a mouse click.

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

---

## 1.33 history

SuperView is not related to the program with the same name from AmigaLib Disk 367, about which I read late after I began programming it.

- V5.40: - joined "purpose" and "abilities" section in docs
    - rewrote docs
    - included superview.library V12.8 - with many changes (supports CyberGraphX Datatypes via picture.datatype V43 now and also fixes a lot of small problems)
  
  - V5.33: - now GUI is also fully localized: had to use a second catalog for the GUI - named "superview\_gui.catalog" - which is yet only available in ENGLISH (default) and GERMAN
    - removed english catalog/ct since it is default (english texts are available for translation as comments within the german ct files)
    - redesigned GUI slightly
    - searched for EHits in configuration and file requester routines (-> Andy Philpotts)
    - with the GUI still closed and no public screen present called "Workbench", the Filerequester would have produced an Enforcer Hit
    - there was a wrong reference to "DefaultIcons/". Changed to "PROGDIR:Bonus/DefaultIcons/" now (would have been used with no "ICONPATH" defined)
    - included superview.library V12.7, which fixes some important bugs - mainly in the same context as with V5.31 and V5.32
  
  - V5.32: - rewrote docs
    - sample config file now refers to PROGDIR: so that no longer default-like "Work:" will be requested for Icons when saving (-> Sven Drieling)
    - new superview.library V12.6 (IMPORTANT FIXES -> SEE LIBRARY-DOCS)
  
  - V5.31: - MAJOR RELEASE
    - Fixed bugs occurring when starting on various 68K-machines (68060, some 68040, JPEG with 68000)
    - new superview.library V12.5 (SEE LIBRARY-DOCS)
  
  - V5.30: - took preventions against nasty keyfile fakers
    - changed way of CASE'd GUI creation (especially Menus), which perhaps also should fix some Enforcer Hits (-> Simon Edwards)
    - changed several parts of initialization procedure in order and function to prevent enforcer hits (-> Simon Edwards)
    - fixed possible hit in locale code (closing twice or more)
    - changed way of screenlist administration (EHits)
    - when starting two SuperView tasks, the second one would have tried to close a port allocated by the first one (with weird effects)
    - if the first started (still running) SuperView task did not
-

install itself as a commodity, the second one wouldn't have been able to do so, either. Fixed.

(also ARexx wasn't possible, then)

- the Commodity SuperView server and the ARexx server need no longer be identical
- specifying of the ARexxPort's name now is possible - thus also more than one SuperView task with ARexx port (specify different names, then)
- removed an unused port
- redesigned about requester
- included superview.library V12.4

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

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

- V5.00:
- Beta-Versions: V4.71 (various)
  - revised Installer-Script;  
now also with italian option (Alessandro Basso)
  - added progress indicator support
  - completely redesigned GUI (larger, wider, rearranged);  
ListViews now scrollable in realtime  
(-> Simon Edwards, Martin Steigerwald)
  - content of ListViews now alphabetically sorted  
(also change way of setting default svobject on startup  
and inbetween)
  - added italian catalogue by Alessandro Basso (thanks)  
and reworked francais catalogue (also added as ct-file)
  - did show evaluation message when called from CLI as "SuperView ?",  
even if registered. Now will never display that, when called so.
  - added menus for accessing GUI prefs of read-only SVOBJECTS (all)  
and superviewsupport-Library also.
  - ScreenInfo-Requester now is a Window with Text-Gadgets.  
Should fix fontsize problems. ModuleInfo as well. (-> Gerd Frank)  
Oversized screen titles or mode names will be cut off, then.  
Produces LogEntry now.
  - error return codes of preferences GUI will now be examined.
  - SuperSlide now will not `_fail_` on an error, when more than one  
graphics has been selected to be displayed.
  - changed evaluation restrictions
  - MY SNAIL MAIL ADDRESS CHANGED.
  - AND MORE
-

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

## 1.34 future

Possible future enhancements might be:

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

## 1.35 correspondence

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

EMail:

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

```
- Fido      Andreas Kleinert 2:2457/435.10
- Usenet
  Andreas_Kleinert@superview.ftn.sub.org      B
  Andreas_Kleinert@t-online.de               A
  Andreas.Kleinert@gm-box.mediaserve.de      B
  Andreaskleinert@n2usx.sauerland.de        C
```

(Z-Netz) AK@SNOWBALL.commo.mcnet.de D  
(Z-Netz) AK@SKYNET.WWB.SUB.DE D

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

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

In Germany:  
Andreas\_Kleinert@p10.f435.n2457.z2.fido.sub.org

From USA or elsewhere:  
Andreas\_Kleinert@p10.f435.n2457.z2.fidonet.org

When reporting any bugs, please don't forget to include a detailed description of the bug and tell me, if it is reproduceable or not. Please also mention the version number of SuperView you used and describe your system configuration (Amiga model 500/.../4000T-060, Kickstart/OS, RAM, HardDisk, special configurations).

If you want to get a newer - and maybe debugged - version of SuperView do not forget to register as an user of SuperView with the included registration form. Nevertheless unregistered users are as welcome to report bugs as users who decide(d) to register.

## 1.36 credits\_and\_support

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

Thanks go to (in alphabetical order):

- Jan van den Baard

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

- Alessandro Basso

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

- Ian O'Connor

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

- Gerd Frank

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

- Roman Patzner

... for the nice icons he designed for use with Martin Huttenloher's MagicWB (8 Colors minimum) and sent to me for inclusion with SuperView. Many thanks for the work he has done on them and for related ideas and suggestions.

Since many people use MagicWB, Roman's Icons are now included as the standard set, but please note that these are especially designed for an appropriate Workbench environment (take a look at "RomIcons" on AmiNet).

- Emmanuel REY

...for the francais catalog file.

- Martin Schulze

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

- Detlef Winkler

...credits and many thanks go to him for the new icon set introduced between V4.2 and V4.42, which had been included upto V4.61 as an alternative set.

He has also designed the new SuperView Logo and many Default Icons for the various File Formats (see DocFile "Bonus/ReadMe").

- and last NOT LEAST

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

## 1.37 distribution

Copyright

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

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

Together with the registration you also receive your personal KEYFILE.

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

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This software is provided "AS IS" and there is no warranty of any kind, so that you use this software at your own risk.

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The Distribution of Keyfiles is FORBIDDEN.

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This program may also be distributed via electronic mail and may be put into mailboxes as long as the redistribution conditions are respected in all points.

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