FastView

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COLLABORATORS

	TITLE : FastView		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	John Hendrikx	December 12, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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FastView

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```
                FastView 2.0

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           Release date 24 October 1995


                    SHAREWARE


                    User Manual

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1.2 FastView: Introduction

FastView is a program which shows IFF, GIF, BMP, PCX and JPEG (*)
pictures on your screen. Of course many programs exist for this
task, but this one is special because it is very fast and was

designed with both OCS/ECS and AGA users in mind. For example:
FastView can show HAM8 and IFF 24-bit pictures on OCS/ECS machines
in HAM which was one of the things I missed in all the other
viewing programs I've seen.

This is also the ideal viewer when you've got large collections
of pictures which need to be sorted out. FastView allows you to
delete pictures while viewing them and you can even define your
own command to for example copy a picture to your RAM disk at
the touch of a button.

(*) JPEG pictures are shown using the Tower JPEG Codec Class by
    Christoph Feck.

COPYRIGHT NOTICE

FastView software and documentation are Copyright (C) 1995 by John
Hendrikx. All rights reserved.

The JPEG codec is Copyright (C) 1994 Christoph Feck,
TowerSystems. All Rights Reserved. It is based in part on the
work of the Independent JPEG Group.

DISCLAIMER

FastView has proven to be stable in everyday use. The author
is not responsible for any loss of data, damages to software or
hardware that may result directly or indirectly from the use of this
program. The author reserves the right to make changes to the
software or documentation without notice.

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

PREFACE

This program is shareware, it is *not* public domain. This means
that if you use this program longer than a period of two weeks
you'll have to send The author 20 DM, HFL 20, 10 UK Pounds
or 15 US Dollars to become a registered user. See Registration for more
details.

None of the files of the FastView package may be modified or left
out without permission of the author. Crunching or archiving is
allowed only if none of the FastView files get modified by it.

FastView may be distributed freely in public domain collections
such as Fred Fish's Amiga Library. You may charge a fee to
recover distribution costs. The fee for diskette distribution
may not be more than the cost to obtain a public domain diskette
from Fred Fish.

1.3 FastView: Features

– FastView can display most types of IFF ILBM, GIF, PCX, JPEG and BMP
  pictures. Pictures which normally can't directly be displayed on
  your Amiga will be converted to HAM or optionally to a Gray-scale
  picture.

– AmigaDOS patterns (wildcards) fully supported.

– Runs from the Shell and Workbench.

– FastView can optionally dither your pictures to improve their quality.

– If multiple pictures were selected FastView will optionally load
  and decode the next picture(s) while you're still viewing the first
  one. The number of pictures which FastView can pre-load and decode is
  only limited by available memory (this also works with Virtual memory
  programs like VMM and GigaMem).

– Optional (down) scaling of pictures to fit screen. This works for
  all types of pictures, but it may produce ugly results when applied
  to HAM pictures.

– On OCS/ECS machines FastView tries to recognize pictures with a
  Black & White palette and will display these in a normal mode instead
  of using HAM.

– FastView has the ability to pick an ideal set of colors for pictures
  rendered to HAM6 or HAM8. It can store these colors in the picture's
  comment so they can be used next time you view the same picture to get
  very high quality pictures (especially when used in conjunction with the
  DITHER option).

– Fast conversion to HAM/HAM8.

– FastView can save your pictures as IFF files (press 'S' while viewing
  a picture).

– Uses its own BestModeID code which tries to pick the best mode for
  each picture. The behaviour of this function can be fully controlled
  using the SCREENMODE option.

– Can be used for a simple slideshow.

– Keyboard can be used to scroll picture (or the mouse of course).

– Programmed in highly optimized Assembler (less than 25K in size!).

1.4 FastView: System requirements

FastView should run on any Amiga system with at least 512K RAM
and Kickstart 2.04 or higher.

FastView is Kickstart 3.0 compatible and aware. It will use some

V39 functions when available.

Should you have any trouble running FastView on your machine, please
contact me with the full specifications of your machine,
that is Kickstart version, model, expansion boards etc... Don't
forget to mention which version of FastView you were using at the
time.

1.5   Registration: How to register FastView

This program is shareware, it is *not* public domain. This means
that if you use this program longer than a period of two weeks
you'll have to send The author 20 DM, HFL 20, 10 UK Pounds
or 15 US Dollars to become a registered user.

Please only send cash, eurocheques or postal money orders.

When sending cash only use bank-notes (no coins!) and put it
between two blank pieces of paper to avoid it from being detected
on the way. This is probably the easiest and cheapest way.

Eurocheques and postal money orders should be in Dutch Guilders
(HFL) only, since otherwise I won't be able to cash them without
paying a considerable fee to the bank (and that is the last thing
we'd want).

You can send the registration fee to the following address:

        Until 31 April 1996:

            John Hendrikx
            Figarostraat 36
            3208 PD Spijkenisse
            The Netherlands

        After 31 April 1996:

            John Hendrikx
            Maasboulevard 74
            3207 RC Spijkenisse
            The Netherlands

1.6   FastView: About the author and the program

FastView has been created using the Devpac Assembler and CygnusED
on an Amiga 2000 with a 68030/22 and 7 MB of memory. The source
code (in 100% Assembler) for FastView is now over 150K in size.

If you have suggestions or remarks about this program, or if you find
any bugs, please let me know.

When sending in bug reports, please state exactly under what

circumstances the bug occurred, what equipment was used and what
happened. If possible also try to give me enough information to
reproduce the bug (like the picture file which caused the bug).
It is very difficult to find bugs when you don't know exactly
what happened. Don't forget to mention which version of FastView
you were using at the time.

Write to one of the following addresses:

        UUCP   : john.hendrikx@grafix.xs4all.nl

        Fido   : 2:286/407.8
        AmigaNet : 39:153/201.8
        NLA Net   : 14:101/200.8

    Snail Mail until 31 April 1996:

            John Hendrikx
            Figarostraat 36
            3208 PD Spijkenisse
            The Netherlands

    Snail Mail after 31 April 1996:

            John Hendrikx
            Maasboulevard 74
            3207 RC Spijkenisse
            The Netherlands

I will also try to put the latest available version of FastView on
the following BBS (this may change without further notice):

        Grafix Attack (Kees Huizer, Vlaardingen)
        Tel. +31104745816 (MT 14K4)
             +31104741062 (ZyXEL 19K2)
             +31104744682 (Tron 28K8)

        Fido Node 2:286/407
        AmyNet   39:153/201
        NLA Node 14:101/200

1.7 FastView: Usage from Workbench

There are 3 ways to use FastView from the Workbench:

1) Simply double-click on the FastView icon and it will come up with a
   File requester which allows you to select the pictures you want to
   view. You may select multiple pictures by holding down shift during
   selection. If you don't select any pictures then FastView will
   assume you want to view the entire dir.

2) You can view pictures by using extended selection: Select the
   FastView icon and select, while holding down the shift key, the
   pictures you want to view. Double-click (while still holding down
   shift) on the last picture you want to view to start FastView.

3) You may use FastView as the Default Tool for your pictures. To set
   the Default Tool to FastView for a picture, simply select the
   picture's icon and choose Information from the Icons menu in Workbench.
   Set the Default Tool field to 'FastView' (make sure it is located in
   your search path!) and save this setting. Now you can simply
   double-click on the picture to view it with FastView. Selecting
   multiple pictures is also possible, as long as the last picture
   you've selected has the Default Tool set to FastView.

The FastView icon can have several Tool Types which control the
way FastView operates. Most of these Tool Types work similar
compared with their Shell counterparts. Here are the available
Tool Types which also are available in the Shell plus a short
description:

```
 COMMAND       The command FastView will execute when the Tab key is pressed
 DITHER        Uses dithering to increase the picture quality
 FORCEAGA      Makes FastView think you have AGA (handy for Retina)
 INFO          Line with name and size of the picture at top of screen
 LEAVEMEM      The number of kilobytes of memory FastView should leave free
 MAKECOMMENT   Creates a special comment to enhance picture quality
 NOLACE        Avoids interlaced screens
 POINTER       Pointer won't be blanked when picture is complete
 PUBSCREEN     Specifies on which Public Screen file requesters appear
 ROM           Uses WritePixelLine8() in ROM for graphics card support
 SCALE         Scales the picture down to fit it on the screen
 SCREENMODE    Allows accurate control of what screen modes to use
 SLOWSWITCH    Smoother transitions for slideshows
 USECHIP       Allows FastView to use Chip RAM for pre-loading pictures
 WAITFORPIC    Waits until a picture is fully decoded
```

There is also one Workbench specific Tool Type:

```
 DEFAULTDIR
```

This Tool Type allows you to set the directory which FastView will
list in the File Requester when you start FastView by simply
double-clicking on it (Method 1, see above).

1.8 FastView: Usage from the Shell

There is nothing to it really. Just start it from the Shell or install
it in your favourite directory utility.

The command line looks like this:

```
 FILES/M,DITHER/S,NOLACE/S,SCALE/S,DELAY/K/N,INFO/S,WAITFORPIC/S,
 ROM/S,MAKECOMMENT/S,POINTER/S,DEBUG/S,SM=SCREENMODE/K,
 LEAVEMEM/K/N,USECHIP/S,PUBSCREEN/K,FORCEAGA/S,GRAY=GREY/S,
 COMMAND/K,SLOWSWITCH/S
```

or alternatively:

```
 [[FILES[=]]<string(s)>] [DITHER] [NOLACE] [SCALE] [DELAY[=]<number>]
```

```
[INFO] [WAITFORPIC] [ROM] [MAKECOMMENT] [POINTER] [DEBUG]
[(SM/SCREENMODE)[=]<string>] [LEAVEMEM[=]<number>] [USECHIP]
[PUBSCREEN[=]<string>] [FORCEAGA] [(GRAY/GREY)] [COMMAND[=]<string>]
[SLOWSWITCH]
```

1.9 FILES/M

```
FILES/M
```

This argument is not required. If you don't specify any files FastView
will pop up a file requester where you can select which pictures you want
to view. You can use AmigaDOS patterns (wildcards) to make viewing
multiple pictures easier. You can add as many names/patterns on the
command line as you want, and all pictures will be viewed in the order you
specified. (Note: Patterns matching multiple pictures will be shown in a
somewhat random order). In case you're viewing multiple pictures the
right mouse button will act as an abort function, thus it will enable you
to exit FastView completely at any time. Left mouse button will continue
to the next picture.

1.10 DITHER/S

```
DITHER/S
```

Specify this on the command line if you want to add a simple form of
dithering to the (rerendered) pictures. This will slow down FastView by
about 50%.

1.11 NOLACE/S

```
NOLACE/S
```

Specify this to make sure FastView doesn't use interlaced displays.

1.12 SCALE/S

```
SCALE/S
```

When you specify this on the command line FastView will scale down
pictures so they will fit on your screen, while keeping the aspect ratio
intact. This works for all kinds of pictures, but may produce ugly
results when used on HAM pictures.

1.13 DELAY/K/N

```
DELAY/K/N
```

Using this option you can turn FastView into a slideshow. It allows you to set the number of seconds each picture will be displayed. Note that FastView will automatically load the next picture in the background while you're still viewing the current picture, which makes slideshows look much better.

1.14 INFO/S

```
INFO/S
```

Add this to the command line if you want the filename, size and depth of the picture you're viewing to be displayed at the top of the display.

1.15 WAITFORPIC/S

```
WAITFORPIC/S
```

When used in conjunction with the DELAY keyword WAITFORPIC will ensure that the picture being decoded in the background is fully decoded before FastView switches to the next picture. This should make slideshows look a bit better.

1.16 ROM/S

```
ROM/S
```

This will make FastView use ROM functions (WritePixelLine8) to draw the pictures instead of poking directly into the screen's bitmap. Comments from graphics card users on this function are welcomed! In the future I will probably use the RtgMaster.library system to provide support for a large amount of graphics cards.

1.17 MAKECOMMENT/S

```
MAKECOMMENT/S
```

If you specify this keyword FastView will automatically calculate the optimal palette for the pictures you're viewing and store this palette in the comment of those pictures. Next time you view the picture FastView will use the palette stored in the comment which should ensure you get a bit higher quality pictures. This only works for pictures which are displayed in either HAM6 or HAM8.

1.18 POINTER/S

POINTER/S

Specify this on the command line if you don't want FastView to blank the
mouse pointer after decoding the pictures.

1.19 DEBUG/S

DEBUG/S

If you have problems with FastView picking the wrong screen mode you might
want to set this option and post me the results. Using this option you get
a list of all screen modes FastView considers to be good enough to display
your picture. The final line contains the screen mode FastView found to
be the best available.

1.20 SM=SCREENMODE/K

SCREENMODE/K or SM/K

People owning VGA monitors or owners of graphics cards may want
to tell FastView which screen modes it is allowed to choose from
when looking for the best screen mode to display a certain
picture. You can do this with the SCREENMODE option. It accepts
a string which specifies which screen mode(s) FastView may choose
from. This string may contain AmigaDOS patterns (wildcards) for
maximum flexibility. Examples:

  SCREENMODE=DBL#?

This will allow FastView only to pick DBLPAL or DBLNTSC modes (in
other words screen modes that start with 'DBL'.)

  SCREENMODE=~(#?low#?)

Using this screen mode string FastView will never select any screen modes
that contain the word 'low'. This means modes like "PAL:Low Res"
and "MULTISCAN:Extra-Low Res" won't be picked.

  SCREENMODE=(PAL:|SUPER72:|DBLPAL:)#?

This screen mode string will make sure FastView only selects PAL, DBLPAL
or SUPER72 screen modes.

1.21 PUBSCREEN/K

PUBSCREEN/K

Using this you can tell FastView on which Public Screen it should open
its file requesters. For example, if you want FastView to open its
file requesters on Directory Opus you can specify PUBSCREEN=DOPUS.1

1.22 LEAVEMEM/K/N

LEAVEMEM/K/N

This allows you to tell FastView how much RAM it is NOT allowed to
use for storing pictures which are being decoded while another
picture is being displayed. Specifying LEAVEMEM=1000 will ensure
that there is always 1000K of RAM left. The USECHIP option
determines if this 1000K also includes Chip RAM.

If you want to disable FastView's ability to preload and decode pictures
just set this value to a value higher then the total amount of RAM in your
system.

1.23 USECHIP/S

USECHIP/S

Using this keyword you can tell FastView that it is okay to use
Chip RAM for storing pictures which are being decoded while another
picture is being displayed. Since Chip RAM is essential for displaying
pictures it is not wise to allow FastView to eat up available Chip RAM,
but it might come in handy on machines with little or no Fast RAM. If
you intend to use this option be sure to take a look at the LEAVEMEM
option as well.

1.24 COMMAND/K

COMMAND/K

This allows you to control exactly what FastView will do when the Tab
key is pressed. If for example you want FastView to make a copy of
the picture you are currently viewing to your RAM disk each time the
Tab key is pressed then you could tell FastView this like this:

 COMMAND="Copy %s to RAM:"

%s will automatically get replaced by the filename of the picture
you are currently viewing. Now each time you press the Tab key
FastView will copy the picture to your Ram Disk. This could for
example come in handy when you want to select a view pictures
from a CD-ROM.

1.25 FORCEAGA/S

FORCEAGA/S

This is a special keyword most people will never need. It makes
FastView think that the machine it is running on is an AGA machine
without checking to see if that actually is true. This can come
in handy for people who own a graphics card (Retina for example)
which are able to display the HAM8 mode found in AGA.

Note: This keyword has not yet been properly implemented yet, use
      at your own risk!

1.26 GRAY=GREY/S

GRAY=GREY/S

Using this you can force FastView to render pictures normally
rendered in HAM or HAM8 to be rendered in gray-scales. This can
result in more detailed pictures and a lot faster rendering.
This option can also be used in conjunction with the DITHER option
to increase the quality of the gray-scale rendering.

Note: Only pictures which normally cannot be displayed directly
      on your system will be converted to grayscale pictures,
      all other pictures will still be in color.

1.27 SLOWSWITCH/S

SLOWSWITCH/S

This option is handy for slideshows. It will tell FastView to first
decode the next picture on a screen in the background before displaying
it. This gives smoother transistions between pictures.

1.28 FastView: How to configure it

From version 2.0 FastView allows you to specify default options
in a config file. The structure of such a config file is the
same as what you normally would enter on the commandline in the
Shell. If for example you would like FastView to always dither and
scale your pictures then your configfile could look like this:
"DITHER SCALE".

There are three places where FastView looks for a config file.
First it checks for and environment variable called FastView (in
other words FastView looks into the "ENV:" directory for the file
"FastView"), if that fails it checks the directory FastView is
located in for the file "FastView.prefs" and if that fails as

well it will check "S:FastView.prefs".

To set or change the environment variable FastView you can use
the SetEnv command in the Shell. For example to set the FastView
environment variable to dithering and scaling you should enter:

  SetEnv FastView "CONFIG SCALE"

and to make the change permanent you then should type:

  Copy ENV:FastView ENVARC:

If you don't want to use an environment variable then you can create
a file called "FastView.prefs" similar to the environment variable.
You should put this file either in the directory FastView is located
in (PROGDIR:) or in the S: directory.

1.29 FastView: Keyboard control while viewing pictures

FastView provides some simple keyboard shortcuts while viewing
pictures so you are able to scroll the screen and skip to the
next picture without using the mouse.

You can use the cursor keys or the numeric keypad to scroll the picture.
FastView normally uses steps of 16 pixels to scroll the picture, but
by holding down the Alt key or the Shift key will cause FastView to
use four times as small or as large steps respectively.

The other keys are:

 Space, Return or Enter – Proceed to next picture.

                    Esc – Exit FastView completely.

                      S – Pops up a Save requester which allows you to
                          save the screen as an IFF file.

              Shift-Del – Deletes the picture you are viewing and
                          proceeds to the next picture.

                    Tab – Execute the command which you can specify
                          with the COMMAND option.

1.30 FastView: Future

Here is a list of things I want to add to FastView later:

 – Support for the IFF PBM format produced by DPaint 2 enhanced
   (pc version)

 – Support for the new PNG format

 – Using a file with a list of pictures as input

If you have suggestions for new features which you think would be
nice to have in FastView, don't hesitate to contact me.

1.31   FastView: Known bugs

While you're viewing a picture and you switch back to another screen the
FastView screen/window will get deactivated which will break the Delay
function. This is because FastView won't receive IntuiTicks messages
from Intuition while its window is deactivated, and so can't tell when
the Delay time is over.

1.32   FastView: History


```
Aug 20 1994 – V0.90 – Added GIF decoding
Aug 24 1994 – V0.91 – Speeded up HAM conversion routine by almost 20%;
                      Speeded GIF conversion by about 5%; LMB now also
                      exits the viewer when displaying a GIF
Aug 25 1994 – V0.92 – Handles interlaced GIFs; Uses LoRes HAM if picture
                      is smaller than 320x256; Displays B&W pictures in
                      Hires 16 colors instead of HAM
Aug 26 1994 – V0.93 – Almost doubled IFF displaying speed thanks to the
                      BackFill-Hooks (Other picture types will also
                      benefit from this)
Aug 27 1994 – V0.94 – Displays uncompressed IFFs
Aug 31 1994 – V0.95 – Finally figured out how to convert HAM8 to 24Bit
                      (it turned out IFF-HAM8 has its control-bits as
                      bit 6 and 7...); Added Dithering for pictures
                      which are converted to HAM or B&W
              V0.96 – Now outputs info about the picture; Possible to
                      specify multiple pictures on command line and RMB
                      now exits completely when viewing multiple
                      pictures; Uses BusyPtr while decoding; Blanks
                      mouse after decoding
              V0.97 – Added IFF 24bit decoding using fixed HAM palette;
                      Also added NOINTERLACE command line option
Sep  5 1994 – V0.98 – Added variable (down) scaling; Now centers picture
                      if it is too small (this avoids the trash at the
                      right-edge due to Hardware limitations)
Sep  8 1994 – V0.99 – No longer crashes when a BadCode is encountered
                      in a GIF file
Sep 16 1994 – V0.99 – Fixed color-selecting algorithm -- it now does
                      very good color-selecting
Sep 17 1994 – V1.00 – Added AGA support (hopefully) and made it Kick2.04
                      compatible
Sep 18 1994 – V1.01 – Added intelligent ViewMode selection if CAMG chunk
                      is missing from an IFF file
Sep 19 1994 – V1.02 – Fixed small bug which caused uncompressed HAM8
                      pictures not to be displayed
Sep 20 1994 – V1.03 – Fixed problem with IFF pictures which weren't
                      exactly the same width as the screen; Added
```

```
                                rendering to HAM8 for AGA machines
Sep 25 1994 - V1.04 - Fixed Enforcer hit when no palette was found in
                                picture; Added Wildcard support
Sep 29 1994 - V1.05 - Fixed LoadRGB4 code; Fixed bugs in Wildcard
                                support which caused memory freed twice errors;
                                Fixed HAM8 support
Oct  3 1994 - V1.06 - Added simple local-colormap handling code to GIF
                                decoder; When initial codesize was too small or
                                too big GIF decoder crashed, bug fixed
Oct  4 1994 - V1.07 - Added Delay keyword; Added keyboard support while
                                viewing/decoding picture
Oct 12 1994 - V1.08 - FastView now automatically loads and decodes the next
                                picture in the background for nicer slideshows and
                                faster viewing; Fixed small bugs which caused
                                small uncompressed IFF files to be displayed
                                incorrectly
Oct 14 1994 - V1.09 - Finally IFF24->HAM8 works; Removed some more bugs
Oct 20 1994 - V1.10 - Added file requester
Nov 14 1994 - V1.11 - Fixed enforcer hit (reported by: Richard Hartmann)

Nov 24 1994 - V1.13 - RGB to HAM/HAM8 conversion now 10% faster
Nov 25 1994 - V1.14 - Sometimes crashed when running low on Chip RAM when
                                viewing large pictures -- fixed
              V1.15 - Uses BestModeID under V39+ to pick the best display
                                type; Added INFO switch on command line which will
                                print the name of the picture at the top of screen
              V1.16 - Separate 68000 and 68020 versions available
Nov 28 1994 - V1.17 - Fixed bug causing excessive HAM-fringing effects
                                while viewing HAM8 pictures (reported by: Edmund
                                Vermeulen)
Dec  1 1994 - V1.18 - Fixed bug causing excessive HAM-fringing effects
                                on Kickstart 2.0 (reported by: Remco van Hooff);
                                Fixed bug with ASL requester causing the CurrentDir
                                of the Shell it was started from to be modified
                                (reported by: Jan van den Baard); Fixed bug
                                causing interlaced-GIF's to be screwed up while
                                using the INFO switch (reported by: Martijn
                                Hoogesteger); Fixed INFO-text color-pick bug
              V1.19 - DELAY was ignored when there was no memory for
                                the 2nd screen -- fixed (reported by: Arthur
                                Pijpers)
Dec  6 1994 - V1.20 - Fixed bug in IFF decoder when multiple FORM's are
                                encountered in an IFF file (reported by: Jan van
                                den Baard)
              V1.21 - Added 'WaitForPic' option.  When using the delay
                                option to create a slideshow, WaitForPic will make
                                sure the picture in the background is ready before
                                switching to that picture (requested by: Arthur
                                Pijpers)
Dec  8 1994 - V1.22 - Fixed bug with GIF's containing a local colormap.
                                This bug crept in in V1.13 (reported by: Arthur
                                Pijpers)
Dec 22 1994 - V1.23 - Fixed bug which a division by zero by BestModeIDA().
              V1.24 - FastView now correctly skips the masking bitplane
                                sometimes found in IFF files.
Dec 31 1994 - V1.25 - Small bug fixed created by 1.24, FastView
                                accidentaly treated pictures with a transparent
```

```
                              color as pictures with a mask.
Jan  4 1995 - V1.26 - Fixed aspect ratio when using BestModeID().
Jan  9 1995 - V1.27 - Added JPEG support using the Tower JPEG Codec Class
                              by Christoph Feck.
Jan 22 1995 - V1.28 - Added a command line switch to disable BestModeID.
                              Also fixed a problem with WShell.  Names which are
                              too long to display above the picture are shortened.
            V1.29 - Significantly improved quality of pictures rendered
                              in HAM6 and HAM8.
Jan 23 1995 - V1.30 - Added GrayScale support for JPEG pictures.
Feb 28 1995 - V1.31 - FastView can now store color information of the
                              picture in the comment.  The 2nd time the same
                              picture is viewed it will look better due to the
                              precalculated colors
Mar  2 1995 - V1.32 - ASL requester now uses a bit more normal values
                              for its initial window-size (requested by: Edmund
                              Vermeulen); FastView now checks if the user
                              specified a path, and copies this in the path field
                              of the requester (requested by: Edmund Vermeulen);
                              Added an option to not blank the mouse
Mar  5 1995 - V1.33 - Hopefully improved BestModeID code a bit; Added a
                              IFF saving routine (requested by: Benbuck Nason)
Mar 16 1995 - V1.34 - FastView now has an icon (thanks to Edmund
                              Vermeulen) and can be started from Workbench.
                              Several Tool Types are supported to help control
                              FastView from the Workbench
Apr 14 1995 - V1.35 - Multiselecting FastView plus some pictures will now
                              cause FastView to display the selected pictures
                              (requested by: Edmund Vermeulen); FastView now has
                              an install script (thanks to Edmund Vermeulen)
            V1.36 - FastView now pops up the file requester again after
                              viewing some pictures (requested by: Edmund
                              Vermeulen)
            V1.37 - When using the ROM option FastView now uses
                              WritePixelLine8() instead of WritePixel()
Apr 16 1995 - V1.38 - Fixed several sneaky bugs which could cause trash
                              at the right-border of a picture
Apr 18 1995 - V1.39 - FastView now supports 2, 16 and 256 color
                              (uncompressed) BMP pictures as well as 24-bit BMP
                              pictures
            V1.40 - FastView now supports EGA and VGA PCX files; Fixed
                              small bug causing B&W JPEG pictures to be trashed
                              on AGA
Apr 21 1995 - V1.41 - Added ROM and WAITFORPIC Tool Types; Fixed bug which
                              caused a crash when a picture is too big to
                              display; When using Delay and WaitForPic FastView
                              didn't exit after showing you the last picture
May  2 1995 - V1.42 - Some pictures weren't saved correctly under AGA,
                              fixed; Fixed enforcer hit when passing NULL as the
                              path for the ASL requester under V40 (works fine
                              for V39 and earlier)
May  4 1995 - V1.43 - Added DEBUG option; When you select no files in
                              the ASL requester FastView assumes you want to view
                              the entire directory
May  5 1995 - V1.44 - Specifying MULTISAVE on the commandline together
                              with SAVE will save all pictures viewed as IFF
                              pictures using the name you specified after SAVE as
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                               the extension
May 18 1995 - V1.45 - Removed a bug in the 68000 version of FastView which
                               caused some GIF pictures to be trashed; FastView no
                               longers specifies Workbench as the public screen to
                               pop-up on
            V1.46 - FastView now uses a custom routine to replace
                               BestModeID.  This routine will hopefully work correct
                               with graphics cards and/or Kick 2.0; Added SCREENMODE
                               keyword which allows you to specify the name of the
                               monitor you wish to use (supports AmigaDOS patterns)
May 19 1995 - V1.47 - Fixed some problems with my new BestModeID code, and
                               added a SCREENMODE Tool Type; Added DEFAULTDIR Tool
                               Type
May 25 1995 - V1.48 - Fixed stupid bug causing an enforcer hit
May 26 1995 - V1.49 - Fixed bug causing crashes when exiting FastView which
                               was started from Workbench; Fastview now checks for
                               Ctrl-C and exits when it receives one
May 30 1995 - V1.50 - Fixed bug, ROM Tool Type now works; Fixed bug which
                               caused some pictures to be saved wrong; Fixed bug
                               which caused pictures to be saved with wrong palette
Jun  3 1995 - V1.51 - No longer picks graphics card screen modes for HAM
                               pictures; FastView now will run without monitor
                               drivers (previously you had to use the NBMI option)
Jun  5 1995 - V1.52 - POINTER option crashed on Kick2.0 machines because it
                               used a V39 function, fixed
Jun 16 1995 - V1.53 - Fixed a bug in the BMP code

Aug  7 1995 - V1.90 - FastView now correctly handles GIF pictures without
                               a global color-palette
Aug 31 1995 - V1.91 - If screen couldn't be closed (because some utility
                               has opened a window on it) then FastView will wait
                               until the window removes itself before closing the
                               screen; FastView now supports a config file or ENV:
                               variable; Added FORCEAGA keyword for use with some
                               graphics cards (Retina in particular).  It will make
                               FastView think you have an AGA machine and will make
                               it utilize modes like HAM8 and 256 colors
Sep  1 1995 - V1.92 - Added GRAY/GREY option to tell FastView to render the
                               picture in gray-scale instead of HAM
Sep  2 1995 - V1.93 - Added COMMAND option which allows you to define an
                               action to perform on a picture-file when you press
                               the TAB key while viewing the picture; Pressing
                               Shift + DEL will delete the picture you're currently
                               viewing; Numeric keypad now also allows you to scroll
                               diagonally
Sep  8 1995 - V1.94 - Deleting the last file you wanted to view now works
                               correctly; The correct path is now used when deleting
                               files; CloseScreen() crashes under Kick 3.0 when
                               closing a screen just 1 pixel high, as a work-around
                               FastView never opens screens less than 8 pixels high;
                               Improved COMMAND option allowing for very long and
                               complex command-strings
Sep 19 1995 - V1.95 - Gray-scale JPEGs work correctly on AGA and ECS again;
                               Added SLOWSWITCH keyword
Oct 10 1995 - V1.96 - Improved PCX support and removed some bugs from the
                               PCX EGA palette code; Scaling has become 20% faster
Oct 17 1995 - V1.97 - GREY option now works correctly for JPEGs on AGA;
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                          Environment variable was not correctly parsed, fixed

Oct 24 1995 - V2.0 Public release

1.33 FastView: Acknowledgments

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Thanks to Christoph Feck for creating the Tower JPEG Codec Class which
made it very easy for me to add JPEG support in FastView!

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Thanks to \X/ Amiga for being the best computer ever!

1.34 FastView: Frequently asked questions and their answers

Problem: FastView sometimes screws up the screen (screen starts
jumping or becomes black) but when I exit FastView everything
returns to normal.

Cause: FastView tries to pick the best screen mode for displaying
each picture. It checks all screen modes available to find the
best one and uses that. If you happen to have some monitor
drivers installed which are not suited for your system then
FastView will sometimes not display the picture correctly when it
chooses a monitor which your computer or monitor can't handle.

Solution: Remove all monitor drivers which your system can't
handle from the DEVS:Monitors directory. Another solution is to
use the SCREENMODE keyword to make sure FastView never picks
monitors which your system can't display. I wouldn't recommend

this last solution, you shouldn't have monitors in the
DEVS:Monitors directory which your system can't handle, period.

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Problem: FastView won't show JPEG pictures.

Cause: The JPEG codec class was not installed properly on your system.

Solution: Use the installer script to install FastView again, or
install the JPEG codec class manually. See installation.

1.35 FastView: Installation

To install FastView simply double-click the Install icon in the FastView
drawer.

If you want to install FastView manually then follow these steps:

 1) Copy FastView and its icon to a directory in your path. SYS:Utilities
    is a good place to put it. Make sure that you pick the version of
    FastView best suited for your machine. The 68020 version of FastView
    can sometimes be significantly faster on 68020+ equipped machines.

The next five steps are optional, and only needed if you also want to
use FastView to view JPEG pictures.

 2) Copy "Libs/tower.library" to your LIBS: directory.

 3) Copy "Classes/codec.class" to your SYS:Classes directory, or to
    your LIBS: directory. If you're not using a standard C= installed
    Startup-sequence then make sure that SYS:Classes is part of the
    LIBS: assign.

 4) Make a new directory "Codecs" in SYS:Classes or in the LIBS:
    directory.

 5) Copy "Classes/Codecs/jpeg.codec" to the SYS:Classes/Codecs directory,
    or to the LIBS:Codecs directory (depending on where you create the
    Codecs directory).

 6) Copy "Classes/Codecs/picture.codec" to the SYS:Classes/Codecs
    directory or to the LIBS:Codecs directory (depending on where you
    create the Codecs directory).

Done, you can now use FastView!