FastView

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	TITLE : FastView		
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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FastView

1.1 FastView Help

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                    FastView 1.30

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            Release date 23 January 1995

                    SHAREWARE

                   User Manual

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1.2 FastView: Introduction

FastView is a program which shows IFF/GIF 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 IFF24Bit pictures on OCS/ECS machines in HAM which
was one of the things I missed in all the other viewing-programs
I've seen.

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

1.3 **FastView: Features**

 - Displays any IFF ILBM picture (even HAM8 or 24Bit pictures) in HAM on
   OCS/ECS machines. Of course if the picture doesn't need to be rerendered
   in HAM it will use a normal OCS/ECS screenmode. On AGA machines FastView
   will show the pictures if possible in upto 256 colors or in HAM8

 - Displays GIF pictures of 17 or more colors in HAM on OCS/ECS machines.
   If less colors are used HIRES-INTERLACED will be used. On AGA machines
   GIFs always get displayed in upto 256 colors

 - JPEG pictures are supported via the Tower JPEG Codec Class by Christoph
   Feck. FastView will display both grayscale and color JPEGs in HAM6
   or HAM8 depending on your machine.

 - AmigaDOS patterns (wildcards) are supported

- Optional Dithering of rerendered pictures (ie. pictures which are
  converted from 256 colors to HAM6, or from 24Bit to HAM8 etc...)

- If multiple pictures were specified on the command line FastView will
  automatically load and decode the next picture while you're still
  viewing the previous one

- Optional (Down)Scaling of rerendered pictures to fit screen

- On OCS/ECS machines FastView tries to recognize pictures with B&W
  palettes and will display these in HIRES-INTERLACED instead of HAM

- Smart color-selection when rerendering pictures to HAM

- Very fast conversion to HAM/HAM8

- Very fast C2P routines (copied from TextDemo :-))

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

- Coded in 100% Assembler (only 13K in size!)

1.4 FastView: System requirements

FastView should run on any Amiga system with at least 512K RAM and
one disk-drive. FastView requires KickStart V2.04 or higher to run.

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...

1.5 FastView: About the author and the program

FastView has been created using the Devpac Assembler and CygnusED on a Amiga
2000 with a 68030/22 and 7 MB of memory.

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. It is very
difficult to find bugs when you don't know exactly what happened.

Write to the following address:

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

        UUCP   : john.hendrikx@grafix.xs4all.nl

Send the shareware fee to:

                John Hendrikx
                Figarostraat 36
                3208 PD Spijkenisse
                The Netherlands

           GIRO: 6151980 (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

1.6 FastView: Usage

There is nothing to it really. Just run it from the CLI or install
it in your favourite Directory utility.

Command line:

 FILES/M,DITHER/S,NOINTERLACE/S,SCALE/S,DELAY/K/N,INFO/S,WAITFORPIC/S,ROM/S,
 NOBESTMODEID

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. LeftMouse button will continue
to the next picture.

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.

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%.

NOINTERLACE/S

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

SCALE/S

When you specify this on the command line FastView will down-scale
(rerendered) pictures so they will fit on your screen, while keeping the
aspect ratio intact.

INFO/S

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

WAITFORPIC/S

When used in conjunction with the DELAY keyword this will ensure FastView
waits before switching to the background picture until it is fully decoded.
This will make slideshows look even better.

ROM/S

This will make FastView use ROM-functions to draw the pictures instead of
poking directly into the screen's bitmap. This is only partially implemented
and for now will only work on IFF24Bit pictures and GIF pictures. Comments
from graphics card users on this function are welcomed!

NOBESTMODEID/S

This switch will disable the use of BestModeID under V39. You can try this
switch if FastView picks the 'wrong' screenmode to display your picture.

Keys while viewing pictures:

 Arrow keys or the Numeric Keypad can be used to scroll the screen

 Holding shift while scrolling will use larger steps
 Holding alt while scrolling scrolls one pixel at the time

 Space, Enter - Skip to next picture

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 Escape          - Exit FastView completely
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1.7 FastView: Known bugs

While you're viewing a picture and you switch back to another screen the
FastView screen/window wil get de-activated 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.

Doesn't start from workbench

1.8 FastView: History

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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
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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 ChipRam 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 - Seperate 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 CLI 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
                      accidently treated pictures with a transparant
                      color as pictures with a mask.
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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 commandline 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.
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1.9 FastView: Acknowledgments

```
Thanks to all who registered so far:
  Folkert de Gans
  Vincent Zee
  Martijn Hoogesteger
  R. Veenman
  Tom de Ruyter
  Henk Siemer

Thanks to Michael Zucchi for creating ZGif which inspired me to write
this program!

Thanks to Jan van den Baard, Richard Hartmann, Remco van Hooff,
Martijn Hoogesteger, Arthur Pijpers, Maarten Ploeg, Edmund
Vermeulen, Richard de Vos and Vincent Zee for bugreports and
suggestions!

Thanks to Christoph Feck for creating the Tower JPEG Codec Class which
made it very easy for me to add JPEG support in FastView!
          _
        _ //
Thanks to \X/ Amiga for being the best computer ever!
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