SuperView

COLLABORATORS			
	TITLE : SuperView		
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

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 SVObjects, 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 (SVObjects):

     - 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+ (asynchroneous & 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 is 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 SVObjects, SVDrivers 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 SVObjects/SVDrivers or SVOperators (usually named this
 way: "sv******.LHA").

```
FTP
~~~
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
```

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 sevaral 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 possibilies 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" [ C T A ]
                                 (does not affect GUI settings)
SAVE=<FileName>                  Save current Gfx as SAVE_TYPE [     A ]
SVDRIVER=<SVDriver-ID>           Set Default-SVDriver by ID   [ C T A ]
SVOPERATOR=<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 ?       [ C T A ]
                                 (only together with OPEN_GUI
                                  or CX_POPUP=YES)
INSTALL_APPICON=<YES|NO>         Provide an AppIcon ?         [ C T   ]
INSTALL_APPMENU=<YES|NO>         Provide an AppMenu ?         [ C T   ]
OPEN_GUI                         Open the GUI immediately     [ C T A ]
CLOSE_GUI                        Close the GUI immediately    [     A ]
CX_POPKEY=<key key ...>          Standard CX_POPKEY command   [ C T   ]
CX_POPUP=<YES|NO>                Standard CX_POPUP command.   [ C T   ]
                                 CX_POPUP=YES is equivalent
                                 to OPEN_GUI.
CX_PRIORITY=<-128..127>          Set Priority of SuperView    [ C T A ]
                                 Process and the Commodity
                                 Broker. If called via ARexx
                                 only the process priority is
                                 set new.


The 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 speficic 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 speficic
 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_scrsave

– Save

The Save-Gadget in the Screen area allows yoy to save the selected
Screen in the desired File-Format.
(Select "Detailed Info" Gadget for more information on the speficic
 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 cound 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 occuring when starting on various 68K-machines
         (68060, some 68040, JPEG with 68000)
       - new superview.library V12.5
         (SEE LIRBARY-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 (sepcify 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 accessable via keyboard
                   - and more
           - Preferences: - fixed enforcer hit; occured with missing default
                               (-> Steve Quartly)
                           - fixed another hit; occured 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 phonenumber 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, espescially 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
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Together with the registration you also receive your personal KEYFILE.

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affect the validity of the other clauses.

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The Distribution of Keyfiles is FORBIDDEN.

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