SViewII

COLLABORATORS			
	TITLE : SViewII		
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Chapter 1

SViewII

1.1 SViewII_Documentation

SViewII V8.36 (5.6.1999)

A workshop in graphics for Amiga.

- SHAREWARE -

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A PerSuaSiVe SoftWorX PRODUCT.

Needs Kickstart V2.04. Kickstart release 3.x compatible.
GUI created with StormWizard 2.0

Through SuperView-Library and ppc.library (or -emulation V0.6b+)
actively supports PowerPC (TM) via powerUP (TM) or WOS.

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Distribution

Author/Correspondence

The program's purpose

How to install it

Where to obtain Updates from

How to use it

Evaluation restrictions

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Program history

```
        Possible future enhancements

        Credits and Support
                                            _
              _ //
        Only \X/ Amiga makes it possible.



                    Please visit:

                SuperView WWW Sites
          http://home.t-online.de/home/Andreas_Kleinert/

              Simon Edward's Image Engineer WWW Site
          http://www.amigaworld.com/support/imageengineer/
          (Image Processing program produced by Simon Edwards)
```

1.2   purpose

SViewII 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 SViewII and installing it to your System:

 - additional tools and viewers, like: - SuperViewPalette
                                         - SuperSlide
                                         - CyberSlide
                                         - WinSlide
                                         - ScrollSlide

 - 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-ACBM   - Windows,OS/2 BMP   - PNM (PBM,PGM,PPM)
     - IFF-ILBM   - JPEG (JFIF v6)   - IMG (GEM Graphics)
     - IFF-DEEP   - PhotoCD   - WPG (WP Bitmaps)
     - IFF-FAXX   - TIFF   - MacPaint MAC
     - IFF-PBM   - PCX   - EPS (Header/PS)
     - IFF-RGB8   - Atari Degas   - C64 (Koala, Doodle)
     - IFF-RGBN   - Spectrum ZX   - TIM
     - IFF-RGFX   - XWD   - FBM
```

```
          - IFF-YUVN          - Windows Icon        - CDR-Previews
          - QRT/POV Raytrace - Mac PICT-2           - SGI
          - SVG               - Targa               - Pictor/PCPaint
          - SunRaster         - UtahRLE             - PNG
          - CVP (passphoto)  - Amiga Icons (WB/Magic/New)


          as well as all OS3-Datatypes
          and 24 Bit DataTypes (picture.datatype V43).


          Many formats with 24 Bit-Support.
          Reads XPK- and PP20-packed data via Unpack.svobject.


          Writes C-Sourcecode in chunky/RGB notation.


          Together with external third party programs also the
          following file formats seamlessly can be embedded:


            File Format         needs program   also needs support for
            -----------------------------------------------------------
          - AMF                 MetaView        (ILBM)
          - DXF/AutoCAD (tm)    MetaView        (ILBM)
          - FIG                 AmiFIG          (Postscript)
                       or:      MetaView        (ILBM)
          - CGM                 GPlot           (Postscript)
                       or:      MetaView        (ILBM)
          - IFF-DR2D            MetaView        (ILBM)
          - IFF-DRSD            MetaView        (ILBM)
          - Limbo               Limbo 4.0       (PNM)
          - Postscript (TM)     Ghostscript     -
          - WPG-Vector          MetaView        (ILBM)
          - WMF                 MetaView        (ILBM)


  - support of external periphal devices (DEVICE-access SVObjects):

          - Scanner (scanner.device of ScanQuix)
          - Printer (printer.device/TurboPrint/Studio)


  - support of external display drivers (SVDrivers):

          - ECS               - AGA                 - EGS7
          - OpalVision        - Retina              - CyberGraphX
          - PicassoII         - Merlin              - Picasso96
          - AGA/RTG Window


  - Support of external operators (SVOperators):

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


          plus the following from Steve Quartly:

          - SQBentley         - SQTiling            - SQThreshold
```

          – SQOilPaint   – SQMosaic   – SQEmboss
          – SQSlicing   – SQDiffuse   – SQContrast
          – SQSharpen   – SQBlur   – SQDeep_Press
          – SQMotion_Blur   – SQHighPass

 – "Screen-Grabbing" upto 24 Bit
 – Commodity   (optional)
 – ARexx-Ports (optional)
 – AppIcon   (optional)
 – AppMenu   (optional)
 – AppWindow   (optional)
 – Clipboard reading and writing
 – Support of Devices, like e.g. Scanners
 – 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 the SVObjects for IFF-ILBM, IFF-ACBM, IFF-YUVN,
IFF-DEEP, IFF-PBM and IFF-RGB8:

 – 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
   (if CAMG is supported)
 – and more

 GIF is obsolete – you neither should use nor support it any longer. If
 you are doing WWW design, use PNG and JPEG instead. It's important !

 Overview: Supported and Non-supported Graphics Cards
 ===

    Card Name   Kind of Support

    1600GX   –
    A2410 TIGA   CG EGS   1
    BVisionPPC   CG   2
    CyberVision64   CG   P96   3
    CyberVision64/3D   CG   P96   4
    CyberVisionPPC   CG   5
    DCTV   –
    Domino   CG EGS P96   6
    DraCo Altais   CG   7
    Firecracker   –
    GDA-1   –
    Graffity   –
    GVP 110/24   EGS   8

```
     GVP IV 24               EGS                        9
     Colormaster             EGS                        10
     Inferno (Wildfire)  CG                             11
     Merlin                          P96  NAT           12
     OMniBus                         P96                13
     OpalVision                           NAT           14
     Picasso II          CG      P96  NAT               15
     Picasso II+         CG      P96  NAT               16
     Picasso IV          CG      P96                    17
     Piccolo             CG  EGS P96                    18
     Piccolo SD64        CG  EGS P96                    19
     Pixel64             CG      P96                    20
     Rain*ow II (R-II)       EGS                        21
     Rain*ow III (R-III)     EGS                        22
     Retina Z2               EGS      NAT               23
     Retina Z3 BLT       CG  EGS P96  NAT               24
     Spectrum            CG  EGS P96                    25
     Visiona                 EGS                        26
```

As you can see, any reasonable graphics card for the Amiga is supported
via one or more SVDrivers for emulation software, available for these.
Only some strange RGB-Port adaptors or rare framebuffers are not supported.

```
    Shortcut Explanation
    --------------------
    CG  = CyberGraphX or CyberGraphX-Clone available (CyberGraphics.svdriver)
    EGS = EGS available (with EGSPlus this means: CG, too)
    P96 = Picasso96 SVDriver available
    NAT = native emulation software and SVDriver available, as long as
          not already covered by the other mentions
    -   = nothing known about any emulation software
```

1.3 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.

Note: Should after starting the installer script appear an error message
      "Can't find program 'Installer'" (or similar), you have to enter
      the correct path to your Installer program via the Workbench menu
      Icon/Information. Please do also not forget, to install the library
      fromout its directory (own script at sub-directory 'SuperViewLibrary'),
      if this not already has been done by the main script !

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

    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, if these not already do residate in ROM (may depend

on the version of the operating system):

```
  - gadtools.library     V37+
  - iffparse.library     V37+
  - asl.library          V37+
  - commodities.library V37+
  - utility.library      V37+
  - workbench.library    V37+
  - icon.library         V37+
```

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

```
  - amigaguide.library  V34+
    (please avoid using V34 - it's known to cause problems)
```

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          V23+
  - superviewsupport.library   V14+
```

GUI has been designed with StormWizard 2.0, so this program needs
"wizard.library" V37+ (you can find a copy on Aminet under
"biz/haage/WizardLibrary.lha").

Please use at least V41.101 of wizard.library.
The V37 versions could cause several problems with the GUI refresh.
You should find a copy coming with demo versions of various programs under
ftp.haage-partner.com

For PowerPC support (optional modules) the following libraries
are needed:

```
  - ppc.library                 V44+  (V46+ recommended)
    (or a compatible emulation)
```


   Installing the Main Program

Copying SViewII 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:").

Please note, that the standard icon tooltypes cause SViewII to
open the GUI and a file requester straight after startup - don't forget
to change that, if you dislike it.

During installation, the program "SuperViewPalette" may have been
copied to your "WBStartup"-Drawer (in Installer's "Novice" mode
this is done by default, otherwise by choice), which will change and
permanently lock the WB palette to MagicWB colors, so that the program
icons won't look too badly colored (since these are MWB icons). If you
don't like that, or already have MWB installed: simply delete the program
from WB's startup drawer.

1.4 updatenote

```
 General
 ~~~~~~~
 Although the SViewII archive does contain nearly any of the needed parts,
 you might wish to get updates sometimes.

 The newest version usually can be found under
 Aminet:gfx/misc/

    SvII-1.lha        Main program, Tools, SuperView-Library
    SvII-2.lha        Documentation files
    SvII-3a.lha       SVObjects (JPEG, PNG, PCX, BMP, ILBM)
    SvII-3b.lha       SVObjects (other - OPTIONAL)
    SvII-4.lha        SVDrivers
    SvII-5.lha        SVOperators

    SvII-6.lha        OPTIONAL SVOperators by SQ
    SvII-7.lha        OPTIONAL 68030+ optimized SV modules
    SvII-8.lha        OPTIONAL language localizations (except english/german)

 Optional, separate archives are (for example):

    SvII-UX.lha       SVObjects for seldomly used Un*x file formats
    SvII-PPC.lha      Updates to PPC modules - for registered users, only
    SvII-WOS.lha      Updates to WOS modules - for registered users, only
    SvII-WIZ.lha      wizard.library for those who don't have it already

 Aminet is a system of FTP servers, while their content also is available
 in form of CD-ROMs (from your local Amiga dealer).

 The FTP servers for example may be reached as follows:

    ftp.wustl.edu           /pub/aminet/
    ftp.uni-paderborn.de    /pub/aminet/

 or through the WWW via http://www.aminet.net


 Support-BBS
 ~~~~~~~~~~~
 You can find the newest version of SViewII there,
 as well as the necessary addons to get it running.

 You also can read about news there, and ask
 questions.
```

Try logging in as "GAST" or "GUEST" and
visite the appropriate BBS boards:

    Support/SuperView/Fragen   [Questions]
    Support/SuperView/News
    Support/SuperView/Updates

The BBS is AmBos based, with an easy-to-use
graphical menu system.

  N E W S L I N E

    Sysop : Chris   Voice: 02774 / 92080
    CoSysop: Chaos   Voice: 02774 / 92066

    Port #1 : 02774 / 92081 ISDN
    Port #2 : 02774 / 92082 ISDN
    Port #3 : 02774 / 92081 V34b
    Port #4 : 02774 / 92081 V32b

    (from outside Germany, remove the "0" and
     add "+49" as prefix)

    Running on A3000T/060, 128 MB, 3 CD-Roms, 6 GB-HD, Free Download

1.5 usage

                How To Use SViewII: An Introduction

            1.0 SViewII's Construction
                    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
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            2.0 Controlling And Using SViewII
                    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

1.6   evaluationrestr

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

To remind you to register, every time you start or leave the program,
an appropriate Requester will appear.
Also, ARexx ports are not 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 than
                IFF-ILBM CmpByteRun1 is NOT possible

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

Registered users also can place a 50x50 pixel image of themselves
as PROGDIR:User.image (PROGDIR: means SViewII location).
With OS 3.0 and higher this will be displayed in the About window
using Datatypes, then.

1.7   construction

                1.0 SViewII's Construction

    SViewII 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 or modifyable via ARexx and the
    config file.

    It is supported to use SViewII as a default tool 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 SViewII 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.

          SViewII's GUI
            allows to reach nearly all of the program's features
  and also provides even more of them.

  This GUI is not necessarily opened automatically, because SViewII 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 SViewII 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 on demand (see 1.0.6).

1.0.3 The CLI Interface

 The CLI interface (usage via command line) 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 command line by
 simply adding a "-" prefix (see
          2.0.1
).

1.0.4 The Commodity Support

 Only one of the currently running copies of SViewII 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) SViewII 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 demonstrates the interactive
 capabilities of SViewII, because it allows to contact the SViewII
 process from nearly anywhere at nearly any time to instruct it to
 perform a specific task.
 Most of the ARexx commands also are available as configuration

options, so they are described there (see
          2.0.1
).

The default of the ARexx port is "SViewII.rx".
Only one SViewII Process will allow such a port at a time,
but by specifying different names (see configuration section),
more tasks with ARexx ports tasks are possible.

For an example, how versatile SViewII's ARexx port is, e.g.
take a look at Aminet:gfx/misc/SVProPics.lha for Ulrich Falke's
highly useful scripting efforts on a solution for automatic image
conversion and processing with SViewII and SuperView-Library.

Especially for use with DOpus5, there's Aminet:biz/dopus/svconvert.lha
by Wayne Newark, which allows automatized image conversion of whole
directory listers.

1.0.6 The App-Features

 Another interactive feature of SViewII 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 SViewII, 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 an overview:

  - Default Options (integrated in SViewII)
  - 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)

1.8   control

                2.0 Controlling And Using SViewII

 As described before, SViewII 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

   ALREADY_KNEW_ABOUT               Then you need no About-Reqs   [ C T A ]
                                    (registered version only)
   PUBSCREEN=<Name>                 Use which PubScreen ?         [ C T A ]
   QUIT                             Leave SViewII                 [     A ]
   HELP                             Load AmigaGuide DataBase      [ C T A ]
   REQUEST                          Request for displaying a Gfx  [ C T A ]
   DEF_DIR=<DosPath>                Path to graphics (default)    [ 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 ]
               |DEVICE>
   OPTION_SAVE=<DISK|CLIP           or save to Disk or ClipBoard ? [ C T A ]
               |DEVICE>
   SCREENSAVEDELAY=<1/50 sec> Delaytime before saving screen [ C T A ]
   ICONPATH=<DosPath>               Location of default icons     [ C T A ]
   ASLFR_LEFT=<value>               filerequester Initial LeftEdge [ C T A ]
   ASLFR_TOP=<value>                filerequester Initial TopEdge  [ 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 ]
   ASK_OVERWRITE=<YES|NO>           ask before overwriting existing
                                    files ? Default: Yes.         [ 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 ARexx port (<=63 chrs) [ C T   ]
   INSTALL_APPWINDOW=<YES|NO> Provide an AppWindow ?             [ C T A ]
                                    (only together with OPEN_GUI
```

```
                                    or CX_POPUP=YES)
        APPMODE=<SHOW|LOAD>         AppWindow behaviour            [ 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.     [ C T   ]
                                    CX_POPUP=YES is equivalent
                                    to OPEN_GUI.
        CX_PRIORITY=<-128..127>     Set priority of SViewII        [ C T A ]
                                    process and the commodity
                                    broker. If called via ARexx
                                    only the process priority is
                                    changed, though.
        VIEWMODE=<STRING>           Use fixed viewmode ALWAYS, by
                                    supplying a hex value describing
                                    a specific viewmode like e,g,
                                    "0x1234abcd" OR by giving the
                                    viewmode's name like e.g.
                                    "PAL:HighRes". Will be temporarily
                                    disabled by using the viewmode
                                    requester.                     [ C T A ]
        STATUS=<Filename>           Write programstatus to file:

                                    1: No file loaded
                                    2: Loaded <width>x<height>x<depth>
                                    3: Diplaying <width>x<height>x<depth>


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

2.0.2 GUI and WB-App Handling

  The GUI mainly consists various areas which are marked
  by specific gadgets:

      Picture Gadgets

            SlideView

            Load

            Save

            View

            Action

            ViewMode

            Medium
                    SVObject/SVDriver/SVOperators Gadgets

```
                SV-Switch

                SV-ListView

                SVInfo

                Add

                Remove
                        Screen Gadgets


                Screen-ListView

                Update

                Info

                Save
                    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

SViewII 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 non-picture OS3 datatypes via the "SlideView"
button:

 - left button pressed within the graphics - while moving the mouse

```
        at the same time - scrolls it
        (see corresponding note in the screen titlebar)

     NOTE: - those DT objects will always display on a screen with an
             ID generated by "BestModeID", so the current SVDriver
             settings are IGNORED _and_ it may be forced to ECS/AGA
           - you should disable support for non-picture datatypes
             better, anyway (-> main-library preferences)


   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)
```

1.9 gfx-formats

```
              GIF is obsolete - you neither should use nor support it any  ←
                 longer. If
 you are doing WWW design, use PNG and JPEG instead. It's important !


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 official 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. Some (very) old programs don't support compressed data.

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


  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 AmigaBasic programs 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 and decoding.


 3.0.3 Other File Formats (more than 40 different !)

   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
             .
```

1.10 menu_fileinfo

```
   - FileInfo

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

1.11 menu_help

```
   - Help

     Starts this Online-Help.
```

1.12 menu_about

```
   - About

     Informs about SViewII.
```

1.13 menu_hide

```
   - Hide

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

1.14 menu_quit

– Quit

Closes the GUI of SViewII and exits the program.

1.15 gadget_view

– Slide 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.

1.16 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.

1.17 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).

1.18 gadget_viewbuf

– View

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.

1.19   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.

1.20   gadget_screenmode

– ViewMode

Opens a ViewMode requester where – depending on the selected
SVDriver – a screen mode for the currently loaded SV_GfxBuffer
my be selected.

1.21   gadget_medium

– Medium

This gadget switches the Input/Ouput medium between Disk, Clipboard
and Device.
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.

1.22   gadget_svgad

– SVObject/SVDriver switch Gadget

This gadget switches the
        SVListView–Gadget
                between SVObject/SVDriver Mode.

1.23   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
        .

1.24 gadget_svinfo

– SVInfo

This gadget displays more detailed information on SVObjects/
SVDrivers/SVOperators.

1.25 gadget_svadd

— Add

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
          .

1.26 gadget_svremove

— Remove

This Gadget removes unusede SVObjects/SVDrivers/SVOperators from
the system.
This is only possible, if the current SViewII-Task is the only
program, which accesses SuprView-Library at the time.
Otherwise the action will result in nothing.

Adding is possible via
        Add
          .

1.27   gadget_prefs

– ?

This gadget allows edition of Controlpad settings of the currently
selected SVObject/SVDriver/SVOperator from the GUI (just like
with the SVPrefs program).

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 you to save the marked
Screen in the selected graphics file format.

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 SViewII, 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
   SViewII Tasks, which then all have to be "quit"ted by a mouse click.

   When creating a Slide Show you may better use "SuperSlide", "CyberSlide",
   "ScrollSlide" or "WinSlide", which may fit those needs well (can be cound
   in the "Tools" directory).

 CyberSlide and Picasso96
 ------------------------
   For old versions of the Picasso96 software (before V1.32) several problems
   have been reported, like e.g. crashes.

   These usually could be solved by updating to the newest Picasso96
   version and/or a FlashROM update for PicassoIV cards.

 WinSlide and MultiCX (OpaqueMove)
 ---------------------------------
   If OpaqueMove is activated, it will translate a mouse click onto
   the window sizing gadget into a conventional mouse click, thus
   causing WinSlide to cause its window. Solution: turn it off in MCX prefs.

 ViewMode generation problems
 ----------------------------
   AmigaOS, CyberGfx and P96 functions do behave differently here.
   If you are not satisfied with the results, please check out
   my "ModeP" patch from Aminet:util/sys/ModeP.lha or the corresponding
   preferences option of superviewsupport.library (via SVPrefs)

 NewMode
 -------
   There have been crash reports from someone running NewMode V4
   (while V3.9 works fine here, BTW). Using ModePro instead is said
   to fix this.
```

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. There's
as well no relationship to that PC program, which seems to have "borrowed"
the name from us...
It also has NOTHING to do with that same-called display interface system.

>> For the meaning of "Aargh!" see footnotes of
>> Terry Pratchett's book "Interesting Times".

 FOR IMPORTANT BUGFIXES WITHIN THE IMAGE LOADERS, SAVERS, THE OPERATORS
 AND DISPLAY DRIVERS: Please take a look into SuperView-Library.guide !

V8.36 (5.6.99):

  – "SView Productivity Suite" users: – YOU HAVE TO REGISTER BEFORE BEING ABLE
                                          TO UPGRADE TO THIS RELEASE! (for free)

  – via PUBSCREEN=Name now can be redirected to a different Public Screen
    than the default one (usually Workbench, DOpus, whatever)

  – there's now an us-based registration site running;
    see "Discount" text in the help/english directory

  – credit card online registration via RegNet now is possible. Some special ←
     Offers
    have been set up for you, some of wich are derived from the usual Discount ←
       list.

    For online registration, simply go to http://www.ar-kleinert.de to the
    Amiga Software Area (RegNet page) and order with only one click!

    Please have a look!

  – please note our new WWW domain www.ar-kleinert.de

  – for an example, how versatile SViewII's ARexx port is, e.g.
    take a look at Aminet:gfx/misc/SVProPics.lha for Ulrich Falke's
    highly useful scripting efforts on a solution for automatic image
    conversion and processing with SViewII and SuperView-Library.
    Especially for use with DOpus5, there's Aminet:biz/dopus/svconvert.lha
    by Wayne Newark, which allows automatized image conversion of whole
    directory listers.

V8.35 (10.4.99):

  – added "ScrollSlide" tool, which is a mixture between WinSlide and CyberSlide;
    it opens its own screen to allow scrollable displaying of images on
    AGA/CyberGfx screens within a window, using only a minimum of graphics memory

  – minor bugfixes

V8.30 (31.3.99):

  – file requester now correctly sets dosavemode flag
  – default save name for graphics now equals the last load name

  – WinSlide: – MAXSIZE option perhaps was broken in WB mode
              – added CLOSEGAD option

  – included Library 23.1

- Library V23+ does include basic WOS support (with various options; see SVPrefs ↩
  ),
  however, the new PPC module package (V23.1) yet only does include three
  modules: PNG, JPEG, TIFF - more will follow

V8.22 (1.3.99):

- screen info and screen grabbing seems to have been broken in
  the last (few ?) versions. Always the first screen would
  have been used (perhaps -> otherwise: crash)
  (-> Thomas Lorenz)
- while I was at it, ripped out a lot of old code and rewrote
  the complete screen handling

V8.21 (20.2.99):

- now asks before overwriting existing files;
  as long as ERROR_REPORT=YES; can be switched off via ASK_OVERWRITE=NO
- please use at least V41.101 of wizard.library.
  The V37 versions could cause several problems with the GUI refresh.
  You should find a copy coming with demo versions of various programs under
  ftp.haage-partner.com

- included Library 22.2
- new PPC modules available as well

V8.20 (22.11.98):

- fixed wildcard pattern settings in prefs filerequesters (again ?)
- "SVObjects (all)" didn't feature double-clicks yet. Fixed.
- completely updated spanish "help" directly
  (-> Dámaso D. Estévez)
- added reworked nederlands catalog and re-added nederlands GUI catalog
  (-> by ATO, see credits)
- added spanish guide file version by Dámaso D. Estévez
- if the two "onlinehelp" texts from sviewII.ct together were more than 80 chars
  in lenght, this could have caused crashes
  (-> Dámaso D. Estévez)
- AppWindow behaviour now can be changed
  (-> Wolfgang Krause)
- added MultiCX OpaqueMove note to 'known bugs' section
  (-> Burkhard Breuer)
- SuperSlide, CyberSlide, WinSlide: - adjusted version requirements
- SuperViewPalette: - removed some unused data and obsolete code
- reworked documentation
- restructed archive organization; archives #6 through #8 now are optional,
  #3b is optional (but recommended) as well
  been missing before
- now requires superview.library V22+ and superviewsupport.library V13+
- removed some old fallback-code for svsupport < V9
- included Library 22.1

V8.10 (5.10.98):

- introduced double-clicks for Listviews (no more "?" or "Modify")
- GUI catalog newer was closed
  (-> Niels Bache)

- updated some of the spanish texts or added notes elsewhere
  (-> Dámaso D. Estévez)
- lithuanian GUI translation added again
  (-> Levas)
- if a display window or screen was open during selecting "save",
  the corresponding screen (with Windows.svdriver the WB screen,
  otherwise the display screen) would have been grabbed (and saved)
  instead of saving the loaded graphics. Fixed.
  (-> Wolfgang Krause)
- added several new and updated translations by ATO
  (next release may supply that growing number of localizations
  in a separate archive - to the pleasure of the english-native users)
- included Library 21.9

V8.04 (8.9.98):

- fixed typos...
- ...and updated the docs
- added some more translations (and updates) by Dámaso D. Estévez < ←
  amidde@arrakis.es>
- added mailinglist information to support section
- added "known bugs" note about NewMode
- again added swedish GUI translation
  (-> Torbjörn Aronsson)
- english: updated registration FAQ to reflect credit card information
- fixed "error in line 133" problem in installer script (only pretend-mode ?)
  (-> Torbjörn Aronsson)
- included Library 21.8

V8.03 (9.8.98):

- V8.02 partially was as fix (only .exe, .wizard and two catalogs) on Aminet

V8.02 (3.8.98):

- V8.01 was as fix (only .exe and .wizard) on Aminet
- V8.00 was labeled "5.7.98" - wrong: correctly, it was 30.7.98
- the "fixed VIEWMODE=..." feature only worked with "Slideview",
  now also works with "Load" (+ "View")
- in the "SVObjects (all)" prefs menu, "Modify" now is ghosted,
  if there are no settings possible - just as in the other prefs menus
- during V7.72 to 8.00, a lot of español translations by
  Dámaso D. Estévez <amidde@arrakis.es> have been added
- started re-adding GUI localizations (so far: deutsch, español)
- adjusted version of .wizard file
- _? shortcut now allowed for the three SV... module types
- included Library 21.7

V8.01 (1.8.98):

- old keyfiles were not always recognized
  (-> Georg Rottländer)
- "module information" did not work
  (-> Georg Rottländer)
- some "module information" texts had their
  color equal to the background color

```
V8.00 (30.7.98):

  - reworked the GUI again
  - this is now SViewII - the successor of SViewNG
    (I needed a new name to separate the new GUI and catalog files
    from the old ones ;-)
  - you may use the new and old version(s) in parallel, if you like
  - remember to update your own ARexx scripts accordingly for
    use with the new version (port-name: "SViewII.rx") - I've already
    done this for the sample scripts
  - included Library 21.6


*****************************************************************************
Version history before V8.00 no longer included
*****************************************************************************
```

1.34 future

```
Possible future enhancements _might_ be:

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

1.35 correspondence

```
 ** General PerSuaSiVe SoftWorX WWW Support Site is http://wdo.de/ark/
 ** - actually redirected to http://www.ar-kleinert.de


   _____
  |        You may reach me the following way.            |
  |     Send bug-reports, money or whatever to:           |
  |-------------------------------------------------------|
  |         * SuperView Development & Registration *       |
  |           * DRAFU Development & Registration *         |
  |        * Image Engineer Registration Site Europe *     |
  |                                                       |
  |                                                       |
  |                 PerSuaSiVe SoftWorX                    |
  |                                                       |
  |                 Andreas R. Kleinert                   |
  |                 Sandstrasse 1                         |
  |                 D-57072 Siegen                        |
  |                 Germany, Europe                       |
  |                                                       |
  |                 Phone:  +49-271-22869 also FAX + AM   |
  |                                                       |
  |                 Weekdays after 18.00h.                |
  |                                                       |
  |          When calling via phone you may leave a message, |
  |          if I'm not available - but don't expect me   |
```

```
|            calling back to USA, Australia, ... since        |
|            german phone rates are HIGHLY expensive.         |
|_____|
```

   EMail:

        Please send binaries via ARK@News.wwbnet.de, and keep
        them smaller than 16 KB - otherwise ask before.
        Please think twice before sending them - my postbox
        is not unlimited in size.

        * Do not send binaries via Fido or Fido-Gates ! *

           - Fido   Andreas Kleinert 2:2457/350.18
           - Usenet
             >>>   info@ar-kleinert.de
                   Andreas_Kleinert@gmx.de
                   Andreas_Kleinert@t-online.de
                   ARK@News.wwbnet.de

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

               In Germany:
                 Andreas_Kleinert@p18.f350.n2457.z2.fido.sub.org

               From USA or elsewhere:
                 Andreas_Kleinert@p18.f350.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 SViewII 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 SViewII
do not forget to register as an user of SViewII 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):

 - Gerd Frank

   ... for Beta-Testing with the very first versions, Bug-Reports and
   last not least for his many ideas and suggestions, espescially concerning
   the re-design of SuperView's GUI ;-)

- 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.
  (See also: "RomIcons" on AmiNet).

- 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 have to go to Detlef Winkler for designing
     several icons and graphics, that currently are or
     have been included with SView in the past.
  (See also: "Bonus/ReadMe" file)

- to the translators

```
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     Türkçe            Sinan Gurkan         (sgurkan@artemis.efes.net)
```

- several persons, for various common support:

```
     - Patrik Nydensten    - Simon Edwards         - Jon B. Peterson
     - Torbjörn Aronsson   - Alessandro Basso      - Luca Giolo
     - Andreas Neumann     - Jürgen Haage          - Markus Nerding
     - Bodo Thevissen      - Helge Thorsten Kautz  - Urban D. Müller
     - Jens Loreck         - Jürgen Schäfer        - Florian Zeiler
     - Ing.büro Helfrich   - Steve Quartly         - Paul Huxham
```

```
        – Andreas Magerl       – Mat Bettinson        – Thomas Eigentler
        – William F. Maddock   – Mika Lundell         – Joop van de Wege
        – Kevin Hisel          – Joachim Baumeister   – Thomas Fischbach
        – Gerd Frank           – Martin Schulze       – Roman Patzner
        – Ian O Connor         – Jan van den Baard    – Detlev Winkler
        – Michael Trautes      – Ralph Babel          – Alexander Carbin
        – Rüdiger Dombrowski   – Thomas Dorn          – Sven Drieling (Indy)
        – Oliver Eichhorn      – Stefan Grad          – Klaus Holtorf
        – Stefan Kremer        – Alex Lange           – H. P. Lattka
        – Andreas Manewaldt    – Axel Melzener        – Michael Petrikowski
        – Albi Rebmann         – Frank Taha           – Roger Hagensen
        – Christian Wincziers  – Thomas Alexnat       – Rudi Brand
        – Aaron Digulla        – C. Davis Sprague     – Michael Flad
        – Grant Fribbens       – Thomas Gundlach      – Richard Hartmann
        – Mats Jansson         – Michael Kilimann     – Jim & Becky Maciorowski
        – Michael De Meerleer  – Neil Mohr            – Patrick Ohly
        – Andy Philpotts       – Fabio Rotondo        – Jürgen Schneider
        – Tommy Simonsen       – Klaus Stengel        – Reinhard Theling
        – Henrik Tikanvaara    – Marco Vernaglione    – Fabien Wernly
        – Tilo Winkler         – Steffen Häuser       – Eddie Churchill
        – Sven Denninghoff     – Michael Gruber       – Joel Alvim
        – Tom Lively           – Frank Dietrich
```

  – and last NOT LEAST

     – all registered users of SuperView for supporting Shareware

1.37 distribution

                    Copyright

The right of using this program is granted to you by paying the
SHAREWARE–fee of 30 (outside western Europe 40) DEM or equivalent
(e.g. in Euro, using the official exchange rate, or in US dollar;
20 USD/25 USD).

Together with the registration you also receive your personal KEYFILE,
which is not to be passed to anyone else.

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.

This software was translated with the help of ATO, the Amiga Translators'
Organization. ATO is a non–profit organization that translates for the
Amiga community!

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Amiga Translators' Organization: http://www.vapor.com/ato
                               mail: ato-info@ato.vapor.com



 (Also see
                    Credits and Support
                     for more information on
  translation issues and translators.)



    Disclaimer

The author takes no responsibility for any results of the use of this
program.
This software is provided "AS IS" and there is no warranty of any kind,
so that you use this software at your own risk.

The author reserves the right to discontinue development of the program.



    Rights

Registered users which paid the SHAREWARE-fee get the rights described
on the registration form.



    Distribution

The REGISTERED version of SViewII MUST NOT be redistributed.
The Distribution of Keyfiles is FORBIDDEN.

The following only applies to the unregistered evaluation (EL)
version of SViewII:

The program SViewII in this version is freely distributable (SHAREWARE).
You may copy it, if the copyright notice is left intact and
all of its parts are included in the distribution.
This program must not be included in commercial packages or commercial
program collections without my written permission.
This program must not be sold in any way, but it is allowed to take
a nominal fee including the costs for copying.


This program may be put on public domain disks or included in public
```

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Special permission hereby goes to Fred Fish's AmigaLib-Disks and
the german series (in alphabetical order):
AmigaSzene, BerndsPD, FRANZ, GPD, SaarAG, TAIFUN and TIME.

This program may also be distributed via electronic mail and may be
put into mailboxes as long as the redistribution conditions are
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all of the above conditions and terms.

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