

**012a6af0-0**

Comanche

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**REVISION HISTORY**

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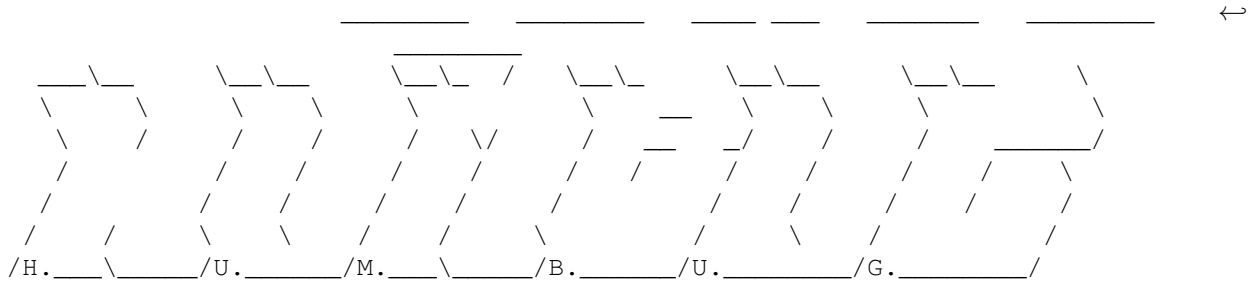
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# Chapter 1

## 012a6af0-0

### 1.1 LightView



- m - i - m - e - t - i - c - s -  
LightView v1.07  
(c) 1998-1999 Humbug Mimetics

Copyright

Introduction

Requirements

Features

Usage

Bugs~&~limitations

Authors

History

Future

Registering

## 1.2 Copyright

\$VER: "AFD-COPYRIGHT"(TM) English Version 1.2 (27.10.96)

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*====*
*      Standard Amiga FD-Software      *
*      Copyright Note (TM)            *
*====*
*
*      Version 1.2 - English          *
*      27-Oct-1996                   *
*
*====*

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### 0. INTRODUCTION =====

If you are a user I hope you like this Standard Copyright Note for Freely Distributable Amiga® Software you only have to read once instead of individual notes. There are translated versions of this document available on Aminet® named:

/pub/aminet/docs/misc/AFD-Files1-xx.lha (xx = number of languages).

If you are a software developer and want to include this document in your own FD package then please read it carefully first, especially chapter 5 "DEVELOPERS INFORMATION". Thank you for your support.

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- c. Cardware - You have to send the developer(s) a POSTCARD.
- d. Donationware - You have to make a DONATION to an organization as stated in the documentation to this product.
- g. Giftware - You are requested to send the developer(s) a GIFT, for example:
  - some candy or
  - a package of disks or
  - a copy of a self-made program or
  - some money or
  - an Amiga 5000 PowerTower ;-)
- s. Shareware - You have to send the developer(s) the amount of MONEY demanded in the documentation.

### 5. DEVELOPERS INFORMATION =====

The concept of a "Standard-Licence" like this one has several advantages:

- You as a developer don't have to think about copyright stuff yourself. -
  - The users of your product have to read it only if they haven't done so before. - This document is available in several languages via Aminet®.
-

So you can be sure that the users have read it at least once and did understand it.

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- a. Read this whole document carefully and make sure that you agree with the whole text WITHOUT ANY EXCEPTIONS.

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of it, but IF you do so, you MUST NOT use the names "AFD-COPYRIGHT" (TM) and "Standard Amiga FD-Software Copyright Note" (TM).)

- b. Make sure that you use the following Default-Tools in the .info-files you are going to release:

- for ASCII texts: More
- for AmigaGuide® documents: AmigaGuide
- for AmigaOS scripts: IconX
- for ARexx scripts: RX
- for configuration files: Ed
- for Installer scripts: Installer
- for IFF-ILBM pictures: Display

(The idea of this rule was inspired by Osma "Tau" Ahvenlampi, Finland. It was included to set a standard. If someone does not use these tools (s)he has to make not more than one link per file type!)

- c. Include a paragraph like the following in the manual to your product:

-----8<-----

This software is subject to the "Standard Amiga FD-Software Copyright Note".

It is <type\_of\_software> as defined in paragraph 4<x>. [...]

For more information please read "AFD-COPYRIGHT" (Version 1 or higher).

-----8<-----

Example:

This software is subject to the "Standard Amiga FD-Software Copyright Note".

It is SHAREWARE as defined in paragraph 4s.

If you like it and use it regularly please send \$15 to ...





of our 68k processor. The example is the MesaGL port. Nice looking, but the speed is just a failure. And the CyberGL, considered as official standard is still not used (does Phase5 have programmers or does not?).

And once again we're on our own. What to do? Simple thing :) - just create software that fits to our processors' power - effective and economic. In one word: fast.

And here it is: LightView.

What is this? Just a simple, realtime LightWave objects shower. It started as an idea for LW plug-in, but now you have standalone proggy. At final final stage it crystalized as a program for fast cataloguing (sure it's not an english word:) of your ultra-huge libraries of objects. Of course - the program is small and simple. But it is just a start for us in utility production. We,

Humbug~Mimetics  
won't stop on this one - we plan to develop  
more useful, and (hope so) more sophisticated tools. But now you can read  
only about the  
future  
of this one.

Okee, lets end up these chapter... Just run LightWiev, you'll be amazed (until it crashes :).

Click to find out about the  
requirements  
and the  
features  
of LightView.

## 1.4 Requirements

Requirements:

An AGA chipset, Kickstart 3.0 or above.

Libraries: Reqttools.library in the libs: directory

It is nice to run NewWpa8 or PatchWPA8 patches to gain some speed. The patches are available on Aminet.

2 megabytes of RAM for simple objects. Reccomended at least 0.5 MB of fast RAM to gain some speed for objects like the famous cow :), that have more than 2000 polygons.

Now it runs even on unexpanded A1200!

## 1.5 Features

---

Light View offers:

-showing the LightWave objects (info about other, possible formats in the  
,

Future  
' chapter)

-showing the objects in some different modes:

-points,

-lines (solid, to be honest),

-simple shading (FLAT),

-Z-Shade shading,

-Gouraud shading,

-fake Phong shading (enviorment mapping),

-three modes of polygon flipping:

-right faces,

-left faces,

-all faces (it helps with some bad converted objects),

-free scaling and rotating of the object with mouse,

-automatic animation of the object (rotation),

-nice user interface :),

-full multitasking.

By the way, during loading of an object, program automatically scales the object and reduces unneccesary, so called double faces, which often appear after converting object from other format.

The demo version has some

limitations

, of course. They're not that big, but

I'm sure they will be enough annoying to

register

:

-LightView demo can only load objects in its' own, internal format (that's why program is distributed with some objects).

I hope that this small misfeature will lead you to

registering

AFAP :).

---

## 1.6 Usage

It's simple like hell. The GUI is so nice and clear, that you won't have a single problem with it. I know, I know - reminds you a little the MetaCreations' products (like Bryce3D) or the famous ElasticDreams. But you'll like it for sure :) (those of you who want far simple GUI I send to hell - please scream with pleasure when you use your 'Showobj', hahahah!).

The gadgets are clear, and big enough, so you won't miss them:

- Load - simply load the object,
- Save - save the picture of it in IFF format,
- About - short fancy info :),
- Quit - do I have to explain this?

Four gadgets in the middle, starting from left:

- automatic rotation,
- scale object,
- manual rotation (different angles than automatic!)
- options.

The options window:

- little looklike-info window (i hear the sceners screaming - oh no! not the damn donut! :) btw. if people will dislike it i can change it :)),
- change of the face orientation:
  - right -yeah, right...
  - left - hope you got it :)
  - all - no comments,
- change of the graphic representation (once again to easy to explain):
  - points,
  - solid,
  - flat,
  - gouraud,
  - Z-shade,
  - env - enviornment mapping (fake Phong).

As you can see the Z-buffer gadget is still inactive. It will change in the

future  
...

## 1.7 Bugs

Known bugs and limitations.

There is also no full memory allocation protection. We recommend not to run it at some strange situations like .5 MB of free memory. And of course relying only on the chipmem is not interesting experience.

Program hangs/crashes on some machines, we don't know which patch is responsible for this :) - sometimes running from cli helps a lot,

But the biggest limitation is still to come - there is problem with showing non-triangle polygons, the triangulating part of the code is still in the early development stage.

At AGA system there is a glitch - program uses system routines (WPA8) to put stuff on screen, so there is huge speed loss on these machines.

Only 'Solid' mode runs on old chunky routines, and therefore does not work on CGX machines.

It will be fixed soon - you'll be able to select which refresh routine do you want (AGA/RTG/CGX).

## 1.8 Authors

Programming (100% assembler):

Paweł Jackowski (aka Hasid / Amnesty)

Idea, graphics, icons, technical help, docs:

Rafał Kwaśny (aka C0manch3 / Amnesty)

contact: c0manch3@amigascne.org

Russian guide:

Vassili 'Bedazzle' Smirnov

contact: vassili@kma.ee

Thanx: we do not thank to no-friends :).

Well, thanx go to:

-Marek Pampuch (for putting LV on 'Magazyn Amiga' cover CD),  
-Grzegorz 'YoYo' Juraszek for betatesting on CGX.

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## 1.9 History

3 Jan 1999

Fourth Aminet release.

At last there is CGX/RTG support through Wpa8 routine. So there is also speed loss on AGA machines (we suggest AGA users to use previous version).

There is a glitch - 'Solid' mode works on old chunky routines, so AGA users can compare the speed (in 'Solid' and 'Flat' modes speed should be the same, so you will see how slow Wpa8 is, even if patched). So, CGX users should not use the 'Solid' mode, coz it will probablu crash.

Check out 'LookHere' drawer - there are samples from future version of LightView. At this time it supports coloured surfaces, but it is far too unstable to release it now :(.

13 Dec 1998:

Third Aminet release. This is a special X-mas release! Now works even on unexpanded A1200! Added some low-memory protections. Executable is now uncrunched (due to strange behaviours on some machines).

Lots of X-mas trees as a bonus :).

Bugfixes:

- object loading (sometimes it hanged in demoversion),
- more stable now,
- loading of point-based only objects (doesn't show them yet but doesn't hang neither:),
- fixed problem with text formatting in status window.

25 Oct 1998:

Second Aminet release. Russian guide by Vassili 'Bedazzle' Smirnov. Russian fonts included.

No major bugfixes :(.

## 1.10 Future

Future of this program is mostly in yours hands - the feedback, ←  
 registering  
 and fact of NOT seeing this program  
 registered  
 version in interesting places  
 (like Los Endos, Boondocks...).

In simple words - if you want the program to be developped, you have not only to support it with money, but also care about its' saftey.

If it will happen (sooner or later) and everyone will have it, then we'll just drop Amiga market. No, no - we won't take it from ours tables, we'll just return to the roots - we will make demos (under Amnesty label...). ONLY.

But, on the other hand, if everything will go straight (ie, we will buy Ferrari in about 3 months:), we will not only develop this one, but also we'll finish (yep, they're already started!) the others.

To provide security to ourselves, we decided that every registered user will get a unique version of LightView,  
protected  
in some smart way. The method  
of finding the 'leak' is almost 100% (laugh at us, crackers).

Okee, maybe lets say something about future:

- coloured surfaces (soon!),
- automatic orientation of faces,
- PowerPC support,
- FPS counter :),
- new object formats (Imagine, Maxon Cinema, anything you wish),
- Phong shading accurate to LightWave's Specular parameter,
- LightWave texture mapping,
- LightWave bump mapping,
- transparent surfaces (060+ :),
- AREXX port,
- FPU support,
- different graphics modes (but only low-res),

As you can see, there is a lot to do (not mentioning the bugs :). It also depends on your feedback, which of the changes will be done first.

There are of course plans of making the PowerPC version of LV. But, it will start to develop only when incomes from  
registered  
users will reach that  
amount of money, which could let us buy half of the PPC board :). We have plans, and so we have the name for them - HeavyView. Of course it will be a lot of faster, and will run in hi-res.

A little bit earlier there will be two others. The first will be just a LightView adapted as a plug-in for LightWave's Modeler. And it will be salvation for Amiga ray-tracers.

The second one will be probably fast preview renderer. Its speed will be much faster than the one offered by LightWave in wireframe mode! Of course it will support all the graphic modes from LightView. If there will be an PPC version, the speed will be just realtime (25 fps). Saving previews as anims will be supported.

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Thats about (Amigas) future...

At the end - I would like to ask you a little favor - just fill the questionnaire from this archive and send it back to me - c0manch3@friko.onet.pl, with subject set to [LightView].

## 1.11 Register

This program is  
shareware

.

The registration fee is: 20 DM or 15 USD. All following upgrades are free.

If you want to register over snail-mail you'll have to add 5DM/3USD more for disk & shipping.

Please fill the questionnaire, and send it back to me, no matter if you registered or not.

Attention! If you're registering then you'll HAVE TO fill the questionnaire.

Orders send to:

Rafał Kwaśny

ul.Goleszowska 14/79

43-300 Bielsko-Biała

Poland

or:

c0manch3@amigascne.org with subject set to [LightView]

Yeah, some polish people (especially those damn fools from goverment) tend to say that Poland is a part of Europe. This becomes a great lie when we're talking about such simple thing as money transfer.

There is no other possibility to send money than use post, and send it in cash. You won't have to pay ridiculous transfer fees, but as you suppose, this way is less secure. But for me it is the only way.

If you're sending money in envelope the best way is to cover cash with tinfoil, or something non transparent. You know, post-workers are only people :(.

As mentioned earlier, each registered user will get unique version of program. Once again it relies on you to not give it to other person, or place it on some FTP. We have demo version for this.

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