

012a6af0-0

Comanche

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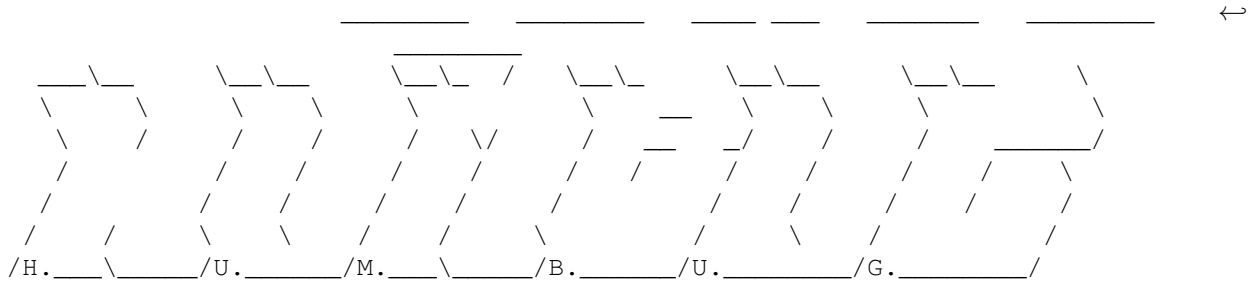
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Chapter 1

012a6af0-0

1.1 LightView



- m - i - m - e - t - i - c - s -
 LightView v1.07
 (c) 1998-1999 Humbug Mimetics
 ieðeâiã íà ðóññêèé ÿçûê îñóùeñòâäëí Bedazzle

Àâòíðñêèè ìðààà

Ââeäeíèè

Òðeáíâàíèÿ è ñèñòeìe

Âîçìíæíîðè

Èñííèëüçíâàíèè

Îøeáèè è íãðàíèè\$\\divøeíèÿ

Àâòíðù

Èçìeíeíèÿ

Áóäóùee

Ðeãèñòðàòèÿ

1.2 Ààòìðñèèè ìòààà

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

```

      / / / /
     / / / /
    / / / /
   / / / /
  / / / /
 / / / /
/ / / /
" " " "

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

```

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.

1. COPYRIGHT =====

- a. This software is copyrighted by its developer(s). That means that you are NOT ALLOWED to modify the program(s) and documentation in any way. Especially you MUST NOT REMOVE the documentation or this text file.
- b. You are NOT allowed to use this software or any part of it for any other purpose than that one mentioned in its documentation, this also includes any fonts, images or samples. If the developer(s) did NOT include the source code of the program(s) in this package you are NOT allowed to de-compile any part of it.

2. DISTRIBUTION =====

This package is freely distributable. That means you are allowed to re-distribute this package as long as you follow these points:

- a. Any re-distribution has to include all files in this archive, including this "AFD-COPYRIGHT" file, without any modifications. You are NOT allowed to add any files to the archive.
- b. This package may be freely distributed via BBSs, InterNet/UseNet, software libraries such as Fred Fish's and Aminet® CD-ROM, and other similar electronic channels.

- c. Disk magazines and services that charge extra for file transfers may NOT distribute it without written permission by the developer(s)!

3. DISCLAIMER =====

By using this product, you accept the FULL responsibility for any damage or loss that might occur through its use or the inability to use it. The developer(s) of the software and the author and the translators of this "Copyright Note" can NOT be held responsible.

IMPORTANT: The author and the translators of this "Copyright Note" do NOT give any guarantee for the quality and usefulness of ANY products that are subject to this note!!!

Some names used in this text are trademarks or registered trademarks. The use of these names does not imply that they are free.

4. RETURN SERVICE =====

"Freely distributable" only says that you do not have to pay for copying or redistributing the software. You are allowed to test this product for 30 days. If you like it and decide to use the product regularly, most of the developers want something in return for their efforts.

The documentation of this software contains one classification out of these:

- a. Freeware - You are allowed to use this software FREE.
- b. Mailware - You have to send the developer(s) a MESSAGE (by email or snailmail).
- 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.

If you want to include "AFD-COPYRIGHT" (TM) in your own Amiga® FD-Software package you have to follow these rules:

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

(If you do not agree with it, do not use it! You are allowed to copy parts

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 ...

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

- d. You have to include this file called "AFD-COPYRIGHT" (TM) (English). IF you include an AmigaGuide® hypertext documentation you can link it

Light View iðeäèàääè:

- iíèàç íáúeèòíâ LightWave (èíðíðìlàòèÿ í äðóäèð âíçìíæíúð òíðìàòàð â äèàâe
,

Áóäóúee
')

- iíèàç íáúeèòíâ â ðàçèèè\$ \div\$íúð ðæèìlàð:

- òí\$ \div\$èè,
- èèíèè (òìèñòúe, eñèè \$ \div\$eñòíí),
- iðìñòìe íàèìæeíèe ðeíeé (FLAT),
- íàèìæeíèe ðeíè Z-Shade,
- íàèìæeíèe ðeíeé Gouraud shading,
- iíäèeèèà íàèìæeíèÿ ðeíeé Phong (çàèðàñèà íéðóæeíèÿ),

- òðè ðæèìà ðàçâìðìòà iíèèäíííâ:

- íàðóæíàÿ ñòìðííà,
- áíóððeííÿ ñòìðííà,
- íæe ñòìðííú (ííííäàèò íeèìòìðùì èðèâí ñèííæeððèðíââííúì íáúeèòàì),

- ñâíáíâííe ìàñðòààèðíââíèe è ðàçâìðìò íáúeèòà iðè iíííùè iúøe,

- ààòíìàðèè\$ \div\$eñèàÿ àíèìàòèÿ íáúeèòà (âðàùeíèe),

- iðèÿòíúé iíèüçíâàðeüñèèé èìðeððeéñ :),

- iíèíàÿ iííâíçàää\$ \div\$ííñòü ñèñòeíú.

Èñòàòè, âí âðeíÿ çàäðóçèè íáúeèòà iðíâðâííà ààòíìàðèè\$ \div\$eñèè èçíeíÿeð ðàçíeð íáúeèòà, \$ \div\$òíáú íí iíäòíàèè äèÿ iðíâðâííú, è óâäèÿeð òàé íàçúââeíúe "ââíeíúe" äðâíè, èíòìðúe \$ \div\$ñàòì iíÿâèÿðòñÿ iíñèe èííæeððèðíââíèÿ èç äðóâíâí òíðìàòà.

Æeíííñòðàòèèííàÿ æeðñèÿ èííe\$ \div\$íí æ, èíeèò íeèìòìðùe
íâðâíèè\$ \div\$eíèÿ

. Ííè íe

òàèèe àíèüøèe, è ÿ äóìàð - èð âíñòàòì\$ \div\$íí äèÿ òíâí, \$ \div\$òíáú âñeðueç ←
ííäòíàòü

í

ðeäèñòðàòèè

:

- æeíí-æeðñèÿ LightView ííæeð çàäðóæàòü òíèüèí íáúeèòü, çàíèñâííúe â ñâíeí àíóððeííeí òíðìàòe (ííÿòííó âíeñòe ñ iðíâðâííe ííñòààèÿeòñÿ íeñèíèüèí íáúeèòíâ äèÿ æeíííñòðàòèè.

Häæpñü, \$ \div\$òí ýòí íàèeíúèíe íâðâíèè\$ \div\$eíèe ííäòíèèéèò ààn è
ðeäèñòðàòèè

â

áóäóùei

...

1.7 Íløéáèè

Èçæñòíúe íøéáèè è íãðàíè\$ \div\$eíèÿ.

Heò ííéíé çàùèòù íò ðeçeðàèðíààíèÿ ÍÇÓ. Ìù ðeêííeíäóeí íe çàíóñèàòù íàøó ìðíãðàííó ìðè ñòðàííúò ñèòòàòèÿò òèìà .5 Íá ñàíáíáíé íàìÿòè. È ìííÿòííe äeéí, íääæää íà çàíóñè òíèüéí ñ ìàìÿòùp chip òíæe íe ñàííe óíííe ðeøeíèe.

Ìðíãðàííà àèñèò/ãðíðàeòñÿ íà íeéíòíðùò ìàøeíàð, íí ìù ìíèà íe çíàeí \$ \div\$òí ← èíeííí ÿäèÿeòñÿ ìðè\$ \div\$eííé :) – eííääà ìíííääèò çàíóñè èç cli,

Hàèáíèüøee íãðàíè\$ \div\$eíèe – ìðíáèèà ñ èçíáðàæeíèeí íe òðeóáíèüíúò ìíèèäíííà, òàè èàè ÿòà \$ \div\$àñòù ìàðíäeòñÿ íà ñàííé ðàííeé ñòàäèè ðàçæèòèÿ.

Hà AGA ñèñòeie eñòù íííeòà – ìðíãðàííà èñííèüçóeò ñèñòeííúe ìðíøeäóðù (WPA8) äèÿ ðèñíáààíèÿ íà ÿèðàíe, è ìíÿòííó àíçíeèèeò ìãðíííàÿ ìíèòèÿ ñèíðíñòè ìà ÿòèò ìàøeíàð.

Ãñèíðe ÿòí áóäeò óñòðàíeíí – àù ñííæeòe àùáeðàòù, èàeóp ìðíøeäóðó äèÿ àùáíàà ìà ÿèðàí àù òíðèòe èñííèüçíààòù (AGA/RTG/CGX).

1.8 Áàòíðù

Ìðíãðàííèðíààíèe (100% Æññeíáèèð):

Paweí Jackowski (aka Hasid / Amnesty)

Èäeÿ, àðàòèèà, èèííèè, ðeòíè\$ \div\$eñèàÿ ìíäèèðæèà, äíèóíeíðàòèÿ:

Rafaí Kwaðny (aka C0manch3 / Amnesty)
èííðàèòíúe àäðeñ: c0manch3@friko.onet.pl

Ðóèíáíãñòáí ìíèüçíààòeèÿ íà ðóññèíí ÿçúèe:

Ñíèðííà Áàñèèèé (Bedazzle)
èííðàèòíúe àäðeñà: vassili@kma.ee
backasoft@yahoo.com

Ñíàñèáí: ìù íe áèèáíààðèí íeäðóáíà :).
Íóæèèè! Áàààèòe íe áóäeí òàèàòù àñe ìíäðÿä, ÍÈ?

Òàèæe áèèáíààðííòù íáúÿäèÿeòñÿ:
– Marek Pampuch (çà ìííeùeíèe LV íà ñèäpè èç 'Magazyn Amiga'),
– Grzegorz 'YoYo' Juraszek çà áeòà-òeñòèðíààíèe íà CGX.

1.9 Èçieíeíëÿ

3 Bíaàðÿ 1999

§\times\$eðâeðòùé ðeèèç â Àìeíeðe.
Ïÿâeèâñù ìáâeðæèà CGX/RTG §\div\$eðeç ìðìeäóðó Wpa8. Ïÿòìíó íà AGA ìàøeíàó ìðìeñòíâèò ììðeðÿ ñeíðìñòè (ìù ñíâeðòeì ììeüçíâàðeëÿì AGA ìàøeí eñììeüçíâàòù ìðeâùâóóòòp âeðñèp).

Êâé íe ñòðáííí, â ðæèe 'èèíèé' ('Solid') ìðíâðàììà ðàáíòàeò ñí ñòàðùìe ìðìeäóðàìe, è ìÿòìíó ììeüçíâàðeèè AGA ìáóò ñðàáíeòù ñeíðìñòù (â ðæèìàó 'èèíèé' ('Solid') è 'Flat' ñeíðìñòù áóâeò íâeíâeíâà, è ìÿòìíó âù ñíìæeðe óâeäeòù íâñeíeüéì ìeäeéííí ðàáíòàeò Wpa8, àâæ eñèè çàìóueí ìàò§\div\$). È eùe: ììeüçíâàðeèè CGX íe áìæáíù eñììeüçíâàòù ðæèì 'èèíèé', òâé èâé ñeíðeè âñeáì ìðìeçíeäeò ñáíé â ñeñòeìe.

Âçâeÿíeðe ìà ñíâeðæeíìe èàòâeíâà 'LookHere' - òàì íàðíâeòñÿ ìeñeíeüéì ìðe- ìeðíà èç áóâóueé âeðñèè LightView. Hà àáííúe ììeíeò ìðíâðàììà óæe ìáâeðæe- àâeò òâeðíúe ìíâeððíñòè, ìí ìíà ñeèøeíì ìeñòàâeëüíà äeÿ òíâí §\div\$òíáú ee ñeé§\ ← ììeüçíâàðeèè ðàñìðìñòðáíÿòù.

13 Äeèâáðÿ 1998:

Òðeòÿ äeðñeÿ â Àìeíeðe. Ýòì ñíeøeàeüíáÿ ðíæeñòâeíñeàÿ âeðñeÿ! Òeíeðù ðàáíòàeò àâæ ìà áíeíe Al200! Äíââeéíà ìeéìòìðàÿ çàueòà ìðe ðàáíòe â ìâeíì èíèe§\div\$eñòâe ìieðàðeâííe ìàìÿòe. Çàìóñeííe óâeè òeíeðù ìñòàâeÿeòñÿ â ðàñíâeíââíííì âeè (òâé èâé áúèè ñòðáííúe ìðìÿâeéíeÿ ìà ìeéìòìðùò ìàøeíàó).

Ìììæeñòâí ðíæeñòâeíñeèò eèìe èâé ìíââðíe :).

Èñìðââeéííúe ìøeáèè:

- §\div\$òeíeè íáueèòíâ (eííââà çâeñâeí â âeíì âeðñèè),
- òeíeðù ìðíâðàììà áíeèe ñòàâeëüíà,
- çââðóçeà íáueèòíâ, ñíñòìÿùeò èç òí§\div\$eè (ìe ììeâçúââeò eò, ìí çàòì áíeüøe ìe âeñèò :),
- ðàçðeøeíà ìðíâeèìà ñ âùðââíeââíeèì òeèñòà â íeíe ñòàòóñà.

25 Îeòÿáðÿ 1998:

Âðìðàÿ âeðñeÿ â Àìeíeðe. Ðóeíâíâñòâí ììeüçíâàðeëÿ ìà ðóññeíì ÿçúe ìò ñíeðííââ Àâñeèèÿ (Bedazzle). Ìñòàâeÿeòñÿ âìeñòe ñ ðóññeèì øðeòòíì. Heò eñìðââeéííúò èðòííúò ìøeáíe :(.

1.10 Áóâóuee

Áóâóuee ÿðíe ìðíâðàììù â ìñííâííì â àâøeò ðóeàó - ìàðàòíáÿ ñâÿçù, ← ðeâeñòðàòeÿ è ìðìñòí HÅ èíìeðíââíeè ðeâeñòðeðíââííe âeðñèè â eíðeðeñíúe ìeñòà (òâeèe èâé Los Endos, Boondocks, alba.august...).

Ìðìue áíâíðÿ - eñèè âù æeèæeðe, §\div\$òíáú ÿòà ìðíâðàììà ðàçâeââeâñù, ìe ìðìñòí ìíââeðæeðe ee âeíúââìe, ìí òâeæe çâáíòùðeñù è í ee ñíòðáííñòè.

Åñèè ýòì ñèó\$÷ìéòñý (ðàíúøe èèè ìíçæe) è èòì-ìéáóäü ìàðóøèò ìàøè òðeáíáàíèý, ìú ìðíñòì ìíèèíèì ðüííè Àìèèè. Heò, ìèò - ìú ìé óáèðèì Àìèèè ñ ìàøèò ñòìèíà, ìú ìðíñòì àèðìèìñý è èñòìèèì - áóáèì àèèàòü àèìú (ìíà çìàèíì Amnesty...).

Hì ñ äðóáíé ñòìðííú, èñèè àñe ìíèèèò ìíðìàèüíí (ò.e. ìú ñìíæèì èóíèèòü Òeððàðè ìðèìèðíí çà 3 ìeñýòà :), ìú ìé òìèüèì ìðìàíèæèì ðàáìòò ñ ìðìàðàììíé, ìí òàèæe çàèìì\$÷ìéì (àà, ìíè óæe ìà\$÷ìéàòü!) äðóáèe.

\$\times\$ðìáú èìèòü ààðàìòèè, ìú ðeøèèè, \$\div\$òì èàæüé ðeàèñòðèðìàáííüé ÷ ìíèüçìààðeèü ìíèó\$÷ìéò óìèèàèüíóð èììèð LightView çàùèèèííóð òèòðìóííüì ñííñíáíì. Ìeòìà ìáíàðóæèìèý 'óòe\$÷ìéèè' ìðàèòè\$÷ìéñèè 100% (ìíñìeèðeñü ìàà ÷ ìàèè, òàèèðü).

Òíðìòì, ìíæèò ñòìèò ñèàçàòü ìeñèìèüèì ñèíà ì áóáòüèì:

- òàèòíüè ìíàèððìíñòè (ñèìðì!),
- ààòììàòè\$÷ìéñèèàý ìðèèìòàòèý àðàíeé,
- ìíààèðæèà PowerPC,
- ñ\$÷ìéèò\$÷ìéèè FPS :),
- ìíàüè òìðìàòü ìáúeèòìà (Imagine, Maxon Cinema, àñe \$\div\$òì ìíæèèèèè),
- çàðeììèèèè Phong òì\$÷ìéíí ìí ìàðàìeòðó Specular èç LightWave,
- çàèðàñèà òeèñòòð èàè à LightWave,
- ìðìðèñíàèèà áóáðìà (bump mapping), èàè à LightWave,
- ìðìçðà\$÷ìéíüè ìíàèððìíñòè (060+ :),
- ìíààèðæèà AREXX,
- ìíààèðæèà FPU,
- ðàçèè\$÷ìéíüè àðàòè\$÷ìéñèèèè ðeæèìú (ìí òìèüèì ìèçèìáì ðàçðeøeìèý),

Èàè àèèèèè, ìàññà òìáì, \$\div\$òì ìóæìì ñàèèàòü (ìe àìáìðý ì áàààò :). Ýòì òàèæe çààèñèò ìò ààøèò ìðèèèèèìà, èàèèè èçìèèèèèý áóáòò ñàèèàíü à ìeðàòð ì\$÷ìéðeèü.

ßñíìe àèèì, à ìèàíàò àeðñèý LV ìíà PowerPC. Hì ýòì ìà\$÷ìéìèòñý òìèüèì òìáàà, èìáàà ìò

ðeàèñòðèðìàáííüö ìíèüçìààðeèèè ìú ìíèó\$÷ìéì àìñòàòì\$÷ìéíí

àeíeà, \$\div\$òìáú ìíçàìèèèè ìàì èóíèèòü òìðý áú ìíèìàèìó èàðòü PPC :). Ó ìàñ èñòü ìèàíü, ìú ààæe èìèèì àèý ìèò ìàçààìèe - HeavyView. Èììè\$÷ìéíí, ìí áóáèò ìàìííáì áúñòðeè è áóáèò ðàáìòàòü à àüñìèìì ðàçðeøeìèè.

Hì ìeìííáì ðàíüøe ìíýàýòñý ààìe äðóáèè. Ìeðàüì áóáèò ìðìñòì LightView, àààìòèðìàáííüé ìíà ìðèìì\$÷ìéèò è ìíàèèèðò èç LW. È ýòì áóáèò ñìàñèèèèì àèý

íàèè\$\div\$íúìè. Âú ííæèè è è ñíãèàøàòüñý ìèàèèòü ìí ìí\$\div\$òè, ãíâíðý \$\div\$òí ←
ýòìð ìóòü
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Âñèè áú ìèðèñúèèèèè èèíúäè â èííâèðèè, íàèèó\$\div\$øèè ìóòü - ýòí ìðèèðúòü èèíúäè
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Èàè áíâíðèèíñü ðáíèè, èàæäüé ðèäèñòèðíâáííúé ìíèüçíâàèèü ìíèó\$\div\$èò ñâíð
óíèèèèèíóð èííèð ìðíâðáííú. Àèè ðàç ìíâòíð, \$\div\$òí íè ñòíèè ààààòü èè äðóäèì
èðäýì èèè ìíèüàòü íà FTP. Ó íàñ äëý ýòèè èèèè èñòü èèí-æèñèý.