EGSPhotoAlbum

COLLABORATORS			

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REVISION HISTORY			

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EGSPhotoAlbum

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                Welcome to EGSPhotoAlbum Professional (V5.3)
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*** new: now with DataType and Animation support (OS3.0 or higher required) ***
*** new: now with Slideshow presentation mode incl. transition effects ***
*** new: now with video output of slideshows with a Video-Cruncher ***
+++ new: now with PhotoCD support +++


+-------------------------------------------------------------------+
| New: Now available *** HHsFastUniversalGioModules ***             |
|                    *** HHsFastImageFXModules ***                  |
| Use all the speed and format flexibility of PhotoAlbum            |
| loading functions (without JPeg) for Photogenics or ImageFX!      |
| Even DataTypes can now be used with Photogenics/ImageFX(EGS)!     |
| Add-on price: 8US$ or 10DM each if you also order another program |
| Special price for registered PhotoAlbum users: 13US$ or 15DM each |
+-------------------------------------------------------------------+



            Disclaimer

            Copyright and Distribution

            Features of EGSPhotoAlbum
              (EGSPhotoAlbum is (c) by Helmut Hoffmann 1994/95)

            What is EGS?
              (EGS is (c) by VIONA-Development)


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1.2 Disclaimer

I tried my best to make this program error-free. It has been checked
with enforcer and mungwall and works without problems on my configuration.
Nevertheless, as there are so many possible configurations of Amigas and
EGS-Systems/graphic boards, I can not guarantee that this software
will work on your configuration. Especially the complex EGS-System
does not have the desired stability in some situations. In cases
where I found problems with EGS, I tried to workaround them, or
explained them in this document.

This software (program and documentation) is provided "as is" and
comes with no warranty, either expressed or implied.
The author is in no way responsible for any damage or loss that may
occur due to direct or indirect usage of this software. You use
this software entirely at your own risk.

1.3 Copyright and Distribution

EGSPhotoAlbum software (program and documentation) is copyright by

                     Helmut Hoffmann
        Rubensstrasse 4
        D-41063 Mönchengladbach

        Germany

The demo version of EGSPhotoAlbum may be freely distributed and used as
long as the following conditions are met:

1) All files have to be kept together

2) No file may be modified or crunched/packed.

   The only official way to distribute EGSPhotoAlbum demo packed is the
   original egsphotoalbum.lha archive.

   EGSPhotoAlbum may not be disassembled or analysed. The limitations
   integrated in the demo version may under no circumstance be removed
   or bypassed.

3) Distributors may only charge for the duplication process (including media)
   and not for the software. Theese charges may not exceed the following
   limits: a) Demo on a PD-disk: 8$ (US-dollar) including
              postage&packing (in Germany: 12DM)
      b) Demo on a PD-CD-ROM: 50$ (US-dollar) including
              postage&packing (in Germany: 75DM)
      c) Demo on a BBS/Mailbox/ftp-site or other electronically
              callable system: Maximum charge 4$ (US-dollar) (in Germany: 6DM)
              for downloading
   Anyway, it must be made explictly clear to the buyer, that he does not
   pay for the program (demo) itself but only for the duplication service.

4) It is not allowed to distribute EGSPhotoAlbum with any commercial product
   without a written permission by me. One exception is the distribution of
   the demo version with products not exceeding the above price limits (e.g.
   a cover-disk magazine for 8$ or less).

   The following companies have my explicit permission to distribute the
   EGSPhotoAlbum demo with their products: NOVA Design, Ingenieurbüro Helfrich.

   If you want to distribute EGSPhotoAlbum demo with your commercial product
   (hardware or software) write to me for details.

5) The registered version may not be redistributed. It may only run on one
   machine per registration. It is allowed to make a backup copy of the
   original disk.

You can currently contact me by EMail:

    hhoff@pool.informatik.rwth-aachen.de

If you want to register or have suggestions (and if you don't get an answer
by EMail) please write by ordinary mails to my address above.

1.4   Features of EGSPhotoAlbum Professional

                EGSPhotoAlbum is a Shareware picture management, PhotoCd and ←
                   presentation
software for
                EGS
                . To use EGSPhotoAlbum as full version you need a keyfile,
which can be obtained by
                registering
                 directly by me. Without keyfile
EGSPhotoAlbum has some restrictions.

EGSPhotoAlbum is a pure EGS program. It offers easy access to large
collections of picture and animation files e.g. on your harddrive or on
CD-ROMs (incl. PhotoCDs) with very high comfort.
Nearly all common
                 picture formats
                  are supported and with
OS3.x you can read many more picture and animation formats with DataTypes.

EGSPhotoAlbum shows whole directories or even directory trees of
pictures and animations with downscaled preview images automatically.
Special fast loading functions for downscaled loading are used (for animations
the first frame in the file is shown).

* automatic page layout with configurable field size (incl. variable size)

* flexible subtitling of images with file name, file format, image size,
  file size, number of frames, file comment, path, ...

* file comment of pictures can be edited (full version)

* Page turning functions to turn the page like in a real PhotoAlbum

* Viewing of pictures in full size by mouse click or double click
  (full version); multiple full size picture windows can be open;
  fast scrolling and zooming functions

* +++ new +++ Slide-Show presentation function for selected pictures
  including spectacular transition effects (presentations can even be
  transferred to Video with a Video-Cruncher of Ing.büro Helfrich)

* Comfortable delete function for pictures by visual selection (full version)

* Pictures can be removed from the preview pages

* intelligent caching algorithms and preloading of images during program use

* automatic generation of small preview files (several formats supported,
  incl. JPeg) to reduce waiting time for later use; a separate preview
  directory can be selected, e.g. for use with CD-ROMs (full version)

* Saving of shown pictures in other
                 file formats
                  or direct
  transfer to other programs (as ImageFX, XiPaint, PicoPainter, ArtEffect
  or general to the Clipboard) (only in full version).
  This makes EGSPhotoAlbum a comfortable 24Bit picture converter or
  easy picture selection front end for other programs...

All this is done with a font sensitive EGS user interface which can be
used even on largest Screens and in full 24Bit color quality.

The keyfile concept offers registered users the possibilty to use future
demo versions automatically as update for their full version.

1.5   What is EGS?

EGS is a true color user interface extension for the Amiga in
conjunction with graphic boards. Without graphic board you
can still use EGS, but the TrueColor displaying has then to
be reduced and dithered to the Amiga displaying capabilities.
A PD version of EGS is available for Amigas without graphic board.

Some graphic boards with EGS support:

* Piccolo
* Piccolo-SD64
* Rainbow / Deetail
* EGS-Spectrum
* EGS-110

EGSPhotoalbum does not depend on special graphics hardware. It should run
in conjunction with all graphic cards (or even without) which support EGS.
Only the speed and the available screen resolutions and colors might differ.

1.6   Important requirements for EGSPhotoAlbum

EGSPhotoAlbum currently has the following requirements:

* Amiga-OS 2.04 or higher

  Amiga-OS 3.0 or higher is needed, if DataTypes should be used for
  loading of pictures and animations

* EGS-System version 6.0 or higher for your graphics board or for
  Amigas without graphics board (also usable as demo version)

* Much memory (at least 4MByte RAM; more is really recommended to
  use EGSPhotoAlbum comfortably; the caching algorithms can use lots
  of memory); low memory can lead to problems with the EGS system.
  Virtual memory is also usable (e.g. VMM or GigaMem).

1.7   Installing EGSPhotoAlbum

Special note for EGS7.x users:

An iconification icon for EGSPhotoAlbum windows is provided in the
demo archive. Please copy this to your EGS:EGS-Icons directory, if
you want to see this custom icon instead of the default icon for
iconified EGSPhotoAlbum windows.

1) Demo version

Currently no installation is necessary. EGSPhotoAlbum can be started
from Workbench or shell (stack size should be at least 20000 Bytes!).

2) Full version

The keyfile for the registered full version is a library called
"egsphotoalbum.library", which may not be distributed.
This library can remain in the program directory or it can be
moved to the LIBS: directory. I recommend to move it to the
LIBS: directory if you are using a packing file system on your
partition, as problems can show up with libraries on such file
systems.

1.8 The fontsensitive user interface of EGSPhotoAlbum

EGSPhotoAlbum has a fontsensitive user interface, which means that the
fonts which are used in windows and buttons can be selected with the
EGS font preferences program "eFonts". You can change the size
and appearance of the control windows by selecting several fonts.
The EGS system distinguishes between 3 usage classes:

1) The Screen-Text-Font

   This is used only for the screen title bar.

2) The Window-Text-Font

   This is used for title bars, menues and user interface buttons in
   windows. The size of this font has great influence on the size of
   the control windows.

3) The System-Text-Font

   This is used for all editable gadgets (e.g. number gadgets).
   The size of this font has influence on the control windows sizes too.
   This font must not be proportional. You should select a font size
   similair to the window font, so that the user interface appears
   well balanced.

Examples:

For 800x600 screens I recommend the following fonts:

for 1) Helvetica 15
for 2) Helvetica 13
for 3) Courier 15

For 640x480 screens I recommend the following fonts:

for 1) Helvetica 13
for 2) Helvetica 11
for 3) Courier 13

You can find theese fonts on all original workbenches. You can certainly
choose other fonts (and sizes), if you like.

1.9 Informations about the supported picture formats

EGSPhotoAlbum can currently read pictures/animations in the ↩
following formats:

1) IFF-ILBM (all standard formats 1 to 8Bit, EHB, HAM6, HAM8, 24Bit)
2) JPeg (color and greyscale)
3) PPM/PGM/PBM (P1&P4 b&w, P5 grey, P6 color)
4) QRT (also known as dump format by PD raytracers as POV-Ray)
5) Targa (RLE compr.&uncompr. 1/8/15/16/24/32Bit; incl. interleaved)
6) PCX (compr.&uncompr. EGA1-4Bit, VGA 8Bit grey/Colormap and 24Bit)
7) BMP (uncompr. 24Bit RGB,1Bit,4Bit or 8Bit Colormap; RLE compressed 8Bit,1Bit)
8) TIF (packbit-compr./uncompr. Motorola formats 24Bit RGB, 1-8Bit grey/Colormap)
9) EGS7.x window icons
10) DEEP (compr.&uncompr. IFF-DEEP 24Bit and 32Bit formats)
11) YUV (color 1:1:1, 2:1:1, 4:1:1 and greyscale)
12) VLAB raw (color 1:1:1, 2:1:1, 4:1:1 and greyscale)
13) RGB (IFF-RGB: RGB8 and RGBN compressed; RGB5 uncompressed)
14) HHsYUVSq sequence format (sequential or random access)
15) IFF-PBM (DPII) format
16) ACBM (IFF-ACBM: 1 to 8Bit, EHB, HAM6, HAM8)
17) FBM (8Bit grey/Colormap and 24Bit)
18) Sun raster (uncompressed formats for 1Bit, 8Bit grey/ColorMap and 24Bit)
19) MacPaint (b&w compressed 1Bit format; datafork only)
20) HHsXRL formats (1-8Bit ColorMap incl. HAM6/8, 8Bit grey, 24Bit RGB compressed)
21) PhotoCD (Base format 768x512 or 512x768 (portrait); linear 24Bit RGB)
22) binary-EPS bitmaps (RGB and CMYK; this function is experimental)
23) TBCPlus frames (maybe also fields; this is untested)

and all picture and animation DataType formats under OS3.x.

Important note:
The GIF (®) format, which could be supported in earlier
 versions, can not be supported anymore since 11st jan. 1995 for legal reasons.
 Due to this since V3.1a GIFs are not supported anymore (see version history).

In addition since version 3.4
DataTypes
 are supported (OS3.x or higher
needed) to make reading of many more formats possible, which can not be
supported directly due to technical or legal reasons. Since version 3.5
Animation DataTypes are also supported.

EGSPhotoAlbum can currently save in the following formats (full version only):

1) IFF-ILBM (only 24Bit) (compressed and uncompressed)
2) JPeg (color and greyscale pictures with variable quality/smoothing/optim.)
3) PPM-P6 color
4) QRT
5) Targa 24Bit (compressed and uncompressed)
9) EGS7.x window icons (create your own icons for iconified windows...)
10) IFF-DEEP (special TVPaint format; currently only uncompressed)
13) IFF-RGB (only RGBN compressed and RGB5 uncompressed)
20) HHsTRL24 format (24Bit compressed; ideal for lossless storage of
raytracing pictures; also usable for lossy storage)

For preview file generation currently PPM-P6, IFF24, JPeg, Targa24,
IFF-RGBN and the lossy HHsTRL24 format can be used.

Information about the file formats
==================================

1) IFF-ILBM

The standard format on the Amiga. Pictures can be compressed or
uncompressed; the compression is normally quite bad for photorealistic
pictures; pictures with large colored areas (e.g. from raytracing)
can sometimes be compressed better. Unfortunately this format is slow
to read and write because all the bits for each pixel are scattered on
individual bitplanes.

A setting in the settings menu selects IFF compression for saving
(also used for Clipboard transfer).

Loadable: all standard formats (incl. 24Bit, HAM6, HAM8, EHB)
Saveavle: only 24Bit

2) JPeg

This is a very high compressable format; the compression is not
lossless, so a picture can normally be a bit different after loading,
as before saving. This format is best suitable for long term
archiving and not for pictures which are still to be changed or
as temporary format. The compression is best for photorealistic
pictures. Before saving the quality (and compression ratio) can
be selected or smoothing can be applied.

This format can also be used as very disk space saving preview
file format, but the loading speed will then be quite slow.

Loadable and saveable: color and greyscale formats

3) PPM/PGM/PBM

Theese uncompressed formats can be read and written very quickly on fast
harddrives, but need lots of space as well. The PPM format is esp.
used by the PD image processing system "PBM", which comes from
workstations but has also been ported to the Amiga ("NetPBM").

This format is useful as preview file format, if fast access speed is
needed, and a large amount of harddisk space is free for the preview files.

Loadable: P6 (24Bit), P5 (8Bit grey), P4 (1Bit b&w) and P1 (ASCII b&w)
Saveable: P6 (24Bit)

4) QRT

Similair advantages as PPM-P6. Used by some PD raytracers (which call
this a dump format sometimes), e.g. by the very powerful PD raytracer
"Persistence of Vision" (POV), which is also available for the Amiga.
EGSPhotoAlbum is an ideal converter to transform such raytracing pictures
to IFF-ILBM24 or JPeg. The format is loadable and saveable.

5) Targa

Moderate compression with high speed; for even better lossless
compression I recommend to use HHsTRL24 instead (see format 20).
Targa is also used on other computer platforms. A setting in the
settings menu selects Targa compression for saving.

Loadable: 1Bit, 8Bit (grey/Colormap), 15/16/24/32Bit; incl RLE compression,
          top-down or bottom-up and interlaced/interleaved
Saveable: 24Bit (uncompressed and compressed)

6) PCX

A format from the PC world with moderate compression (optional) and
high speed. Can be found often on CD-ROMs.

Loadable: EGA (1-4Bit grey/color; incl. planar), VGA (8Bit grey/color and 24Bit)
     both compressed and uncompressed

7) BMP

A format from the PC world (sometimes compressed), also used on CD-ROMs.

Loadable: uncompressed formats 1Bit, 4Bit, 8Bit and 24Bit and
     RLE compressed formats 1Bit, 8Bit

8) TIF

A very flexible format (used on many platforms), which exists in many
variations and flavours; thus only a part of the variations can be
supported.

Loadable: Motorola formats uncompressed and pack-bit-compressed
     with 1 to 8Bit (grey/Colormap) and 24Bit for contiguous image data

9) EGS7.x window icons

This format is used by the EGS system since version 7.x for icons of
iconified windows; the EGS system looks for theese icons in the EGS:EGS-Icons
directory. If it findes an icon with the name of the EGS program, it will
use this as icon for all iconified windows of this program. With EGSPhotoAlbum
you can load and save such icons now. The icons have a size of 64x64 (smaller
pictures can not be saved as EGS-Icons; larger pictures will be cropped).

10) IFF-DEEP

This format has first been used by TVPaint and can be saved and loaded
extremely fast (unlike the IFF-ILBM format), because all pixels are
stored in chunky format.

Loadable: 24Bit and 32Bit (incl. compression)
Saveable: 24Bit uncompressed

11) YUV

This format is esp. used by applications as

```
                        EGS-TV Professional
                    ;
first it has been used by Macrosystems VLab framegrabbers. There are
several variations, which differ in the number of pixels, which have the
same color information.
```

Loadable: greyscale and color with Y:U:V=1:1:1, 2:1:1 and 4:1:1

12) VLab raw format

```
This format is esp. used by applications as
                EGS-TV Professional
                and the original VLab software; first it has been used by  ←
                    Macrosystems VLab
framegrabbers. There are several variations, which differ in the number of
pixels, which have the same color information.
```

Loadable: greyscale and color (1:1:1, 2:1:1 and 4:1:1)

13) IFF-RGB

Theese formats have first been used by programs as Imagine. They offer
high speed with moderate compression and different color depths. RGBN is
usable as highspeed preview format with low color quality.

Loadable: RGB8 (compressed), RGBN (compressed), RGB5 (uncompressed)
Saveable: RGBN (compressed 12Bit format), RGB5 (uncompressed 15Bit format)

14) HHsYUVSq sequence format

```
This sequence format is esp. used by applications as
                EGS-TV Professional
                    .
Sequential and random access variants exist and both are supported as
loading formats; only the physically first frame will be loaded.
The total number of frames can be shown (similair to animation DataType
formats).
```

15) IFF-PBM (DPII)

This format is used by programs as DP-II as fast chunky format (8Bit with
moderate compression).

Loadable: compressed and uncompressed

16) ACBM

An ancient Amiga format (developed for Amiga-Basic). IFF-ACBM stores
whole Bitplanes and thus is not very suitable for graphic boards, which
leads to slow loading.

Loadable: all standard formats 1 to 8Bit (incl. HAM6, HAM8, EHB)

17) FBM

An uncompressed format from the world of workstations. FBM is esp. used
by the PD image processing system "FBM", which comes from workstations but

has also been ported to the Amiga.

Loadable: 8Bit grey/Colormap and 24Bit

18) Sun raster

A format from the world of workstations.

Loadable: uncompressed formats for 1Bit, 8Bit grey/Colormap and 24Bit

19) MacPaint

A compressed 1Bit format from the world of Macs (fixed image size) which
is also often used on ClipArt CDROMs.
Beside the pure file data (Dataforks), Macs usually have a OS specific
file header. For transfer to other platforms (as Amiga) it is not clear,
what happens with this header. EGSPhotoAlbum can only read the pure file
without the header. Some file systems supply the header in a separate
file (with other extension); as it is not needed, this additional
files can be simply ignored.

Loadable: pure Datafork file data (without OS specific header)

20) HHsXRL formats

The formats of the future: lossless, fast and surprisingly good
compression of raytracing pictures (HHsTRL24 format) or palette
oriented pictures (2 to 256 colors); also ideal for ClipArts.
Rather unsuitable for strongly dithered or photorealistic pictures.
For 24Bit saving slightly lossy storage is also supported, which
leads to better compression esp. of small pictures; this is very
useful for preview files. The losses are normally invisible.

Loadable: all formats defined by me (1 to 8Bit incl. HAM6/8 and 24Bit)
Saveable: only 24Bit lossless and lossy (to save other variants I
    recommend to use my fast ImageFX saver module)

21) PhotoCD

The format for Photos on CD-ROMs. As no free documentation for this
is available, this loader is a bit experimental... Only pictures with
the extension .PCD are accepted, and they must contain at least all
resolutions upto Base size. Pictures are usually loaded in correct
orientation. The loading function is more designed for high speed
than for highest possible quality. For PhotoCDs you need a suitable
CD-ROM drive and a suitable file system (e.g. AmigaOS3.1).

Loadable: upto Base format 768x512 or 512x768 in 24Bit (RGB linear)

22) binary-EPS-Bitmaps

Loadable: only binary-Bitmaps in RGB or CMYK format

23) TBCPlus-Frames

Format of TBCPlus framegrabber/Video-Hardware

Loadable: frame format (maybe also field format)

1.10 Using DataTypes

Since version 3.4 EGSPhotoAlbum supports the DataType system (OS3.x or higher)
for loading. On default, DataTypes will be used as a last option, if no
internal format can be used for loading. You can also switch off the
DataType support, which might make reading of large directories with
unreadable files faster. If DataTypes should be used instead of internal
loaders, you can also select this with a menu setting. For loading of
preview files this has no influence, because DataTypes can not be used
to load such files.

Since version 3.5 animation DataTypes are also supported; for animations
the first frame in the file will be loaded.

Trouble with DataTypes (or other picture formats) and CD-ROMs:

Unfortunately some CD-ROM filesystems have bugs in rarely used DOS functions.
Such bugs can lead to trouble e.g. with DataType loading. If you have
trouble with CD-ROM pictures, please copy them to harddrive and try
to load them from there; if this is possible, you know where the
problem is: you should then try another CD-ROM filesystem...

Restrictions of DataTypes:

Unfortunately DataTypes only support upto 8Bit per Pixel, thus the normal
Amiga color restrictions apply. Loading of 24Bit formats is only possible
with a loss of quality. DataTypes can produce max. 256 colors for palette
oriented pictures or HAM8 colors.

The speed for loading of typical Chunky picture formats is slowed down
due to the DataType internal conversion to Planar format and the subsequent
reconversion to Chunky format in EGSPhotoAlbum.

DataTypes do not support internal scaling during loading; they always
load the complete picture in advance, before the scaling of EGSPhotoAlbum
can be applied. During the DataType internal loading, no progress monitoring
is available (%-information) and EGSPhotoAlbum can only react to user input
after this loading phase.

Some of the widespread PD-DataTypes are unfortunately a bit unstble; problems
during loading of certain pictures with DataTypes can not be excluded.
Please check loading such pictures with other DataType-supporting programs
(e.g. MultiView) if you experience any trouble, to see, if the DataType
is erroneous.

The real file format of pictures/animations which are loaded with DataTypes
can not be shown by EGSPhotoAlbum. Instead one of the following format
strings will be shown:

DT0# with #=1..8 for pictures with # Bitplanes (2^# colors) by DataTypes
DTH# with #=6,8 for pictures in HAM# format by DataTypes
DTE# with #=6 for pictures in EHB# format by DataTypes

For animations loaded by DataTypes the string begins with DA instead of DT.

1.11 Using EGSPhotoAlbum

EGSPhotoAlbum currently always runs on the EGSDefaultScreen. For ←↩
                        highest
quality and speed this should be selected to 24Bit.

If you start EGSPhotoAlbum from CLI, you can now specify a parameter
with a directory path incl. an optional pattern or picture name
(a picture name will just be interpreted as pattern for a single picture).
In this case, the path requester will not appear on program start,
but instead the selected directory will be shown immediately according
to the optional pattern. Example: "EGSPhotoAlbum RAM:#?.pcx" starts
EGSPhotoAlbum and shows all pictures with the ".pcx" extension in the
RAM disk. To select the current directory, just pass "" as argument.
In the registered version the specified pictures are presented
as slideshow automatically after program start (optional).

After start from Workbench (or with missing or invalid CLI parameter)
a file requester will appear. With this you should select a Path for
your pictures (->
                        formats
) and optionally a search
pattern if you want to restrict the search to some files. It won't be
a problem if you select unsuitable files; theese are quietly ignored.

Please note: Files with the extension ".pre" are always ignored, as
        such names are reserved for preview files.

The Professional version can automatically search subdirectories too.
Please note, that patterns have to match the directory names as well
(this is a restriction in AmigaDOS). If you select a pattern "#?.jpg"
for recursive search, only files from the main directory, ending with
".jpg" are accepted, and files from subdirectories, if the subdirectory
name ends with ".jpg". If you instead want to read all files with
the ending ".jpg" from all subdirectories, the pattern should be
"#?/#?.jpg", but would then only match files in the first level
of subdirectories.

After the path selection EGSPhotoAlbum starts to load little previews
of all pictures asynchronously and shows them in an overview page.
During the loading you can still control EGSPhotoAlbum as normal. To
control EGSPhotoAlbum a control window exists with many functions.
The overview window can be resized at any time; the pictures will
then automatically rearranged. Picture previews need not to be reloaded
(if enough memory exists) once they have been loaded.

You can exit/quit EGSPhotoAlbum with the "Quit" button or by closing
the preview or control window. All open full picture windows will be
closed automatically.

Functions of the control window:

1) Field layout (variable or fixed)

If fixed layout is selected a rectangular area of fixed size will be
reserved for all preview pictures. The actual preview pictures will
then be scaled down by whole amounts into this area. The area size
can be selected upto 200x200.

At variable layout the pictures will also be downscaled, but only
the actually needed place of the picture will be reserved. This
normally allows more pictures to be shown on one page, but it might
look slightly untidy.

2) max. field size

Theese gadgets specify the maximum size of a preview field. It can be
selected as upto 200x200. The change of this size gadgets will result
in a reloading of the preview pictures (as they might have to be
scaled in another ratio). Some standard field sizes can easily be
selected by menu entries.

3) Page changing buttons

If more pictures are found in a directory than can be shown on the
actual page, you can "turn the pages" with theese buttons. Such functions
are also available as menu entries with shortcuts in the preview window.

4) New directory button

This button opens the file requester again, so you can select a new
path and pattern for your pictures. If you cancel this requester,
no change will be done. A change of the directory will also close
all full picture windows.

5) Configuration switches

Auto View: Full size picture viewing by simple mouse selection; if this
  is turned off, you can view pictures in full size by double clicking
Preload: pictures not yet visible will be preloaded
Recursive: subdirectories will also be searched for pictures/animations

6) Info lines / editable file comment

During loading of the preview images (and of full images) an info field
shows how much (in percent) of the image is already loaded.

Below that there are field for information about the currently selected
image. You can select a picture by a mouse click in it's preview image.
Multiple pictures can be selected by multi select (with pressing the
shift button during the mouse click). If the "Auto View" feature is
selected, a selected picture will be shown in full size directly
(only in full version).

The information currently includes the file type, path/file name, picture
size, file size and file comment. For animation files, the total number of
frames in the animation is also shown. If a separate preview file exists for
the selected picture, the information about the picture will partially
be read from the preview file. This can lead to wrong information, if
the preview file does not belong to the corresponding full picture file.

In the full version you can edit the file comment, which will then be
saved to the original picture file as well as to the preview file.

7) Picture subtitles

You can select different informations for subtitling of the pictures.
Currently you have the choice of "None", filename, file type, picture
size, file site, path name, file comment and number of frames (for
animations/sequences).

8) Menues

Some configurations (e.g. about file formats) can be done with menues
in the control window. You can also select some predefined field sizes
by menu entries. In addition menu entries for directory change or
directory rescan are available.

9) Slide show delay

In this field you can specify the displaying time (in seconds) for pictures
in the slide show presentation mode. If 0 is specified, a key or mouse button
press is awaited.

10) Control field

View pictures: Opens a full picture window for all selected pictures (full version ←
)
Close pictures: Closes all opene full picture windows
Delete pictures: Deletes all selected pictures after confirmation (full version)
Remove pictures: Removes all selected pictures without deleting

Slide show: +++ new +++ Slideshow presentation of all selected pictures
  with automatic preloading and precise timer control; if the delay time
  is specified as 0, it waits for a key or mouse press. Otherwise the
  picture will also be changed after the specified number of seconds.
  The presentation can be aborted by ESC or the right mouse button.

  Several options are selectable in menu settings in the control
  window: endless loop mode, automatic presentation on program start
  (if CLI parameter is specified), downscaling, transition effects
  and Video-Cruncher output. The spectacular transition effects
  change after each picture. If you have a Video-Cruncher of
  Ing.büro Helfrich, you can additionally output slideshow
  presentations directly to Video (including transition effects).
  You need the "cruncher.device" for this, and it must be free
  for use (no other program should be using the Cruncher).

Info: Shows information about EGSPhotoAlbum, which includes the user
      data/registration number in the full version

Select all: Selects all pictures (on all pages) incl. yet unloaded pictures!
      This is useful for preview file creation, as you do not have to
      wait until all pictures are loaded to select them.
Deselect all: Deselects all pictures (on all pages)
Select previews: selects all loaded pictures with preview file
Select without previews: selects all loaded pictures without preview file

Generate previews: In the full version you can create preview files for all
    selected pictures with this button, which will strongly accelerate
    later access to them. The preview files get the additional
    extension ".pre" and are normally created in the same
    directory as the original picture. Alternatively you
    can select a separate path (useful for pictures from
    CD-ROMs). Besides the image the preview files contain
    some information about the picture.

    For the preview file creation the current field size
    is used. A small field size will take less space on disk
    but also makes it impossible, to watch the previews in
    a bigger size later. You can certainly create new preview
    files at any time, for which the original image will be
    used, so that you can select a bigger field size at some
    later time.

    A requester allows the selection of various file formats
    for the previews. The formats differ in disk space usage,
    access speed and picture/color quality. Depending on the
    situation, you can select one of this
                    formats
                    .
    JPeg preview file generation can be stopped at any time
    with the Cancel button in the JPeg parameter window.

Preview directory: With this button you can select a directory for the
    preview files. If you want to return to the default behaviour
    (preview files in original picture directory), you should
    select this function and then CANCEL the requester.

    For saving of preview files from subdirectories, such
    subdirectories will automatically created in the slected
    preview directory.

    The preview directory path is also saved in the configuration
    file.

    Since V5.0c for loading of previews the current image
    directory will always be searched before the preview path.

Free cache memory: This button releases all memory which is occupied by
    preview images. After this the images have to be reloaded,
    if you turn the page. If memory is low, the cache memory
    will be freed automatically from time to time. Manual
    release of memory is not possible during picture or
    preview loading (deselect preloading first).

Save configuration: In the full version you can save the current settings
    (e.g. window size and position, field size and type,
    switches, menu settings, file format parameters
    and the preview directory path) with this button.
    The name of the configuration file is "default.cnf"
    and it is saved and automatically loaded on program
    start from the program directory. The format will
     be upward compatible to formats of future versions.

Please note
===========

Some functions (as Delete Pictures and Generate Previews) can only
be used, if no picture or preview loading is in progress, as the
whole picture list is effected by thoose operations. To abort the
preview loading (of not visible pictures) you can deselect the
preload setting button.

Some functions try to open requesters (e.g. the delete function).
If not enough memory is left to open such a requester, nothing
will happen (as the memory will then usually not be enough for
an "out of memory" requester as well!).

Full picture viewing windows in the registered version
==

Pictures can be shown in full size by a simple mouse click (if
automatic view is selected), by a double click or after selection
with the "View picture" button. The picture will be shown in
a separate window, which offers (in the Professional version)
fast scrolling and zooming functions. You can have multiple
picture windows open at the same time, if enough memory is
available.

If there is not enough memory, full picture viewing can fail.
If memory is very low (less than a 1MByte block free), even a
memory failure requester can not appear, and thus nothing will
happen. You can save lots of memory, if you have your workbench
on a normal Amiga screen instead of an EGS screen. You could
also install some virtual memory (e.g. VMM or GigaMem).

Scrolling: with the scroll bars or with the 4 cursor keys
Zooming: on default pictures are shown 1:1
  Enlargement upto 1:8 (menu entries or + key on numeric keypad)
  Downscaling upto 8:1 (menu entries or - key on numeric keypad)

The full picture windows have a local menu, which allows saving of
the picture in different formats or fast transfers to other programs
or to the Clipboard, as well as a menu for zooming. There is also
a menu entry for closing of the window, which is useful if the
close gadget is not reachable in a very small window.

Fast direct transfers: to PicoPainter & ArtEffect (as picture or brush),
(EGS-)ImageFX and XiPaint.

Transfers to other programs could be possible, if the developers
of thoose programs would be willing to cooperate with me.

Save functions are available (esp. for 24Bit pictures) in several

                file formats
                . For some formats you can specify
settings or parameters with menues or requesters.

1.12 How should I register to get the full version?

The registration fee for EGSPhotoAlbum Professional is currently 25US$
for users outside of europe (see registration form for other possible
currencies). Inside europe the registration fee is 30DM (see registration
form for other possible currencies).

English and german versions are available.

Free updates are normally available due to the keyfile concept.

A registration form is supplied in this archiv. Please send the filled
in registration form to:

                    Helmut Hoffmann
        Rubensstrasse 4
        D-41063 Moenchengladbach

        Germany

(no registrations by EMail!)

The delivery of the full version with the keyfile for future updates
will normally not take very long, but under some circumstances (esp.
from non european countries) it can take some weeks.

1.13 How to get updates

The keyfile concept allows the usage of new demo versions as full
version. Here are some hints, where you might be able to get
new versions (no guaranty):

1) by FTP (e.g. AmiNet sites in gfx/board)
2) on CD-ROM (e.g. AmiNet-CD-ROMs in aminet/gfx/board)
3) on BBSs (Many mail boxes get new versions from AmiNet)
4) on disk (e.g. SaarPD series)
5) from me you can order update disks for 10DM (europe) or 13US$ (world);
   Update disks from me normally include current versions of EGS-TV
   and EGSPhotoAlbum

1.14 About the author

I am currently a student of computer science at the

 Rheinisch Westfälische Technische Hochschule Aachen

in germany.

I am using and programming Amiga computers since more than six years now.

I wrote this program to get comfortable access to my large picture
collections, which have been grabbed with VLab, scanned or rendered

with raytracing programs...

You can reach me by EMail via Internet while I study in Aachen:

            hhoff@pool.informatik.rwth-aachen.de

(no registrations by EMail!)

My postal address is

    Helmut Hoffmann
    Rubensstrasse 4

    D-41063 Mönchengladbach

    Germany

1.15   Hard- and Software used while developing EGSPhotoAlbum

Most parts of this program are written in pure Assembler (using the german
assembler O.M.A. 2.0). Only the lowlevel JPeg functions have been imple-
mented in C (based on the portable C source of the Independent JPeg Group;
This software is based in part on the work of the independent JPeg Group)
and compiled with the german MaxonC++ system.

My development system is:

Amiga 3000/030/25MHz / 18 Megabytes RAM

OS version 3.1
EGS System 7.1

4MByte Piccolo SD64 (64Bit) graphics board (running in Zorro III-mode).

To create picture files I used (beside others):

Classical VLab with vlab.library version 8.2
under control of EGS-TV Professional (my own Shareware video software for EGS)

Reisware scanner interface and Cameron Type 14 handy scanner
(used with EGS-TV Professional; this program also has some scanner support)

This program was tested with enforcer and mungwall running.
Transfer functions and file formats have been tested with PicoPainter,
ArtEffect, EGS-ImageFX, ImageFX 2.1, XiPaint, Photogenics and others.

1.16   Special Thanks

I want to thank all registered EGSPhotoAlbum users, esp. thoose who
made useful suggestions for improvements.

I want to thank Alexander Pratsch for providing me with ArtEffect,

the successor of PicoPainter.

1.17   Information about other useful EGS programs

For all Amiga users with at least OS3.0 I recommend my new image viewer
and slide show program (with effects and PhotoCD support) "CyberShow";
in conjunction with the Cybergraphics emulation this program offers
e.g. TrueColor/HighColor picture viewing directly on the Workbench.
Without Cybergraphics you can use CyberShow with 2 to 256 colors (e.g.
with EGS-WB-Emulation). CyberShow offers the same loading functions
as EGSPhotoAlbum Professional and some save and fast transfer functions
as well.

Are you looking for an animation, video sequence editing,
framegrabbing program for EGS or do you have a Cameron/Reisware/ScanKing
handyscanner? Then you should take a look at EGS-TV Professional 5.0!

This shareware program (which is also developed by me) offers a
comfortable usage and special effects (e.g. Blue Screen Keying) as well
as harddisk recording and sequence editing functions. Esp. VLab, IV24
and VideoCruncher users can experience new dimensions with EGS-TV.

EGS-TV Professional can also be used to create animations very comfortably
as it can read all formats (except PhotoCD), which EGSPhotoAlbum supports.
All pictures of a directory (independent of their format) can e.g. be
imported in one go and converted to an animation. The fast scaling
functions (known from EGSPhotoAlbum Professional) can also be applied.

As special function, black&white and greyscale handyscanners of
Cameron/Reisware/ScanKing can be controlled by EGS-TV.

EGS-TV Professional demos should be available on places where you found
EGSPhotoAlbum.

1.18   Version history

* Version 1.0 (31.10.94)
  First demo version (only JPeg pictures are supported in this version)

* Version 1.1 (04.11.94)
  Special version for the Computer 94 expo in Cologne:
   Introduction of full picture windows (unlimited number of windows)

* Version 1.2 (11.11.94)
   Support of the IFF-ILBM24 format (compressed and uncompresses)
   Support of the PPM-P6 format

* Version 1.3 (14.11.94)
   Speed-Up of the PPM loading functions by adaptive buffer alignment
   Different "Pic-Load" display increment rates for previews and full pictures
   Display fields for currently loaded picture number and total number of files
  Full version:
   Introduction of keyfile "egsphotoalbum.library"
   Change of full picture view to "simple refresh" windows; this allows
    efficient use of the original full picture bitmap for transfers etc.
   Introduction of fast direct transfers to Pico-(and Big-)Painter; full
    pictures can be transfered as picture or as brush
   Introduction of fast direct transfer to (EGS-)ImageFX

* Version 1.4 (16.11.94) (First official full version)
   Introduction of "Select all" and "Deselect all" functions
  Full version:
   Introduction of Clipboard transfer
   Introduction of save operations for full pictures in the file formats
    IFF-ILBM24 (compressed and uncompressed), JPeg, PPM-P6, QRT, Targa, DEEP
   Improvement of the full picture loading management
   Introduction of preview file generation and management

* Version 1.5 (20.11.94)
   Support of the QRT picture format for loading (also know as Dump format
    by the PD raytracer "POV-Ray")
   Fix of a bug in the selection frame drawing with "Select All" (occured
    when the first page was not visible)
   Introduction of a "Quit" button
   Fix of a bug, which could lead to crashes, if libraries where missing
    during program start
   Change of the needed library versions to make EGSPhotoAlbum usable even
    with old EGS6.0 demo versions
  Full version:
   Introduction of the delete function, to make deletion of pictures
    (including preview file) possible in a comfortable way

* Version 1.6 (02.12.94)
   Introduction of a menu (incl. keyboard shortcuts) in the picture overview
    window for comfortable page flipping even with hidden/overlapped control ↩
        window
   Introduction of a setting to omit or interrupt automatic preloading of
    not yet visible preview pictures
   More efficient directory management: files of unknown format are now removed
    after the first access; this accelerates repeated access
  Full version:
   Fix of a bug with a wrong "out of memory" requester during preview file

   creation in directories with unknown file formats
   Field for number of files is now correctly decremented after delete operations

* Version 1.7 (05.12.94)
  Fix of a bug (in V1.6) which could let pictures disappear from a page if
   the preview loading was interrupted
  Introduction of a remove function, which can be used to remove pictures
   from the pages (without deleting them on disk, so the removal is not
   permanently and can also be used with read only media as CD-ROMs)
  Fix of another bug with selection frame drawing (which could occur
   when layout had changed and pictures where still reloading)
 Full version:
  Extension of the preview file generation by an embedded JPeg and IFF format;
   together with the former used embedded PPM-P6 format there are now three
   alternatives (with varying space requirements and loading speeds); for the
   JPeg creation all usual JPeg parameters are available (e.g. quality).
  Selectable directory for preview file generation: This feature allows
   usage of preview generation also for read only media (as CD-ROM), where
   you can keep all the previews on a separate harddrive directory.
  Automatic prevention of preview file generation for files with file names
   which are too long (30 characters); as the added ".pre" extension would
   be ignored by the DOS, the preview file could overwrite the original
   file in such situations.

* Version 1.8 (12.12.94)
  Support of the Targa 24Bit format (compressed and uncompressed, in top-down
   and bottom-up order)
  Introduction of optional picture subtitles in the preview window for file
   name, file type or picture size
  Introduction of a menu (incl. keyboard shortcuts) in preview- and control
   window for different preview field sizes
  Picture directory needs not to be specified at program start anymore;
   with Cancel you can now leave the path requester to select some
   settings before starting with pictures
  Introduction of a settings menue for different file format parameters
   (compression for IFF and Targa, high quality JPeg loading)
 Full version:
  Extension of the Targa save function for compressed Targa pictures
  Fix of a bug, which could lead to problems if preview file generation
   had been selected while the preview loading was still in progress
  Correction in the picture delete function with separate preview path:
   now preview pictures are also delected in the separate path

* Version 1.9 (13.12.94)
  Support of the GIF format (non-interlaced) in several variants
   ("Graphics Interchange Format" (c) by CompuServe Incorp.;
    GIF is a service mark property of CompuServe Incorp.)
   Please note: Since version 3.1a the GIF format is not supported anymore
 for legal reasons.

* Version 2.0 (23.12.94)
  Support of EGS7.x window icons as picture format for loading and saving;
   with the help of EGSPhotoAlbum you can now create such icons for all
   your EGS applications

* Pro-Version 3.0 (07.01.95)
  Recursive searching of subdirectories for pictures now possible

Extension of the picture information display by path, file length and comment
Optional picture subtitle can now also be path, file length and comment
Acceleration and extension of load functions:
  + downscaling now often possible with other factors than 1:1, 1:2, 1:4 and 1:8
  + all standard IFF-ILBM formats (1 to 8Bit, EHB, HAM6, HAM8, 8Bit grey, 24Bit)
  + Interleaved GIF (support not possible anymore since version 3.1a!)
  + many new Targa formats (palette oriented, 8Bit grey)
  + PCX load functions (compressed; EGA 1,2&4 Bit; VGA 4,8&24Bit; 8Bit grey)
  + BMP load functions (only uncompressed 24Bit RGB und 8Bit palette oriented)
  + TIF load functions (only uncompressed 24Bit RGB and 8Bit grey)
  + PPM-P5 greyscale format
Please note: Since version 3.1a the GIF format is not supported anymore
for legal reasons.
Full version:
 The file comment of pictures can be edited
 Extended full size picture viewing capabilities:
  + fast scrolling functions
  + fast zoom functions (magnification and downscaling possible)
 Introduction of fast direct transfer function to XiPaint
 Saveable default configuration (preferences; loaded automatically on
  program start)
 Automatic creation of subdirectories for preview files, if a separate
  preview path has been selected and picture files have been loaded
  recursively from subdirectories

* Pro-Version 3.1 (09.01.95)
  Acceleration and extension of load functions:
   + DEEP (24Bit and 32Bit; compressed and uncompressed)
   + YUV (color 1:1:1, 2:1:1, 4:1:1 and greyscale)

* Pro-Version 3.1a (11.01.95)
  Since version 3.1a the GIF format can not be supported as loading format
   anymore for legal reasons. This applies to all type of software (PD/
   Shareware or commercial,...), which can deal with this format.
   Although the GIF format could be used for free since about 7 years,
   and became a quasi standard for 256 color pictures (esp. on PCs) all
   over the world, the legal situation has changed in the USA, so that the
   free using possibility ended on 10th jan. 1995.

* Pro-Version 3.2 (16.01.95)
  Extension and correction of the PCX load function:
   + new EGA formats (2,3,4 Bitplanes)
   + Loading possibility for pictures which have not the full specified size
   + Correction for pictures with a wide beeing not a multiple of 4
   + Work around a CD-ROM file system bug, which could prevent 256 color
     PCX pictures from beeing loaded from a CD-ROM
  Extension of the BMP load function to load the uncompressed 1Bit format
  Optional parameter for CLI start:
   A directory/path incl. optional pattern can be specified as parameter,
   to have the specified directory shown (with the selected pictures)
   direct after program start
  Reservation of memory areas as security buffer for EGS operations; this
   should improve stability, as many EGS operations depend on free memory
   and can block the system or even crash, if memory is missing
  Introduction of a button for manual cache memory release
  Full version:
   Possibilty to abort preview file generation in JPeg format

* Pro-Version 3.2a (16.01.95)
  Change of maximal preview window size from 1024x768 to 4000x4000

* Pro-Version 3.3 (31.01.95)
  Extension of the TIF load function for color mapped pictures (1 to 8Bit)
  Introduction of menu leave out bars in some menues

* Pro-Version 3.4 (06.02.95)
  Introduction of DataType support for loading functions:
   Finally it happened: OS3.x users now have access to the large world of
   DataType picture formats. Thanks to very fast Planar->Chunky-Conversion
   the speed is surprisingly high. Picture formats which I could not include
   directly due to technical or legal reasons, can now be used in the
   Amiga-like way by DataTypes...
  Settings menu for DataType support and DataType priority (to let DataTypes
    be used before the internal formats)
  Introduction of VLab raw file format for loading functions
  Full version:
   Better size selection for full size picture windows under EGS7.x
   Automatic activation of full size windows
   Menu entry (incl. shortcut) in full size windows for comfortable closing

* Pro-Version 3.4a (09.02.95)
  Correction/Extension of the PCX loading function for further VGA formats

* Pro-Version 3.5 (15.02.95)
  Introduction of Animation support (extension of DataType support for
   animation formats): OS3.x users now have access to the large world of
   DataType animation formats.
  Introduction of HHsYUVSq sequence loading function
  Introduction of IFF-RGB loading function (RGB8, RGBN, RGB5)
  Change of IFF-ILBM file type output to include Bitplane depths
  Comfortable double click function for full picture viewing
  Extension of picture informations with number of frames for animations
   and sequences (also selectable as picture subtitle)
  Full version:
   Saving functions for IFF-RGB5 and IFF-RGBN formats; IFF-RGBN can also be
    used for preview file creation
   File comment changes now immediately effect comments as picture subtitles

* Pro-Version 3.6 (25.02.95)
  Introduction of the ACBM, IFF-PBM(DPII), Sun raster and FBM loading functions
  Extension of loading functions for BMP-4Bit, PBM-P1 and Targa interleaved
  Slight acceleration of some loading functions
  Strongly improved DataType handling (compared to V3.5)
  Rework of the documentation

* Pro-Version 3.6a (01.03.95)
  Introduction of new loading functions: MacPaint (1Bit compr.; datafork only),
   PCX uncompressed and EGA-grey, TIF packbit compressed and grey 1-4Bit,
   Targa 1Bit, PBM-P4 (black and white binary)
  Many enhancements on various formats for more compatibility (esp. for TIF)

* Pro-Version 3.7 (14.03.95)
  Faster JPeg loading (about 5% to 10%)
  Acceleration of some planar loading functions (e.g. IFF-ILBM, DataTypes, ...)

```
   Improved HAM6 loading quality
   Correction of Targa 1Bit loading function for compressed pictures
   Introduction of new loading functions: HHsTRL24, HHsGRL08, HHsMRLxx (incl. HAM)
  Full version:
   Introduction of HHsTRL24 saving function for good lossless 24Bit compression
    and also for lossy 24Bit compression (also usable as preview format)

* Pro-Version 4.0 (27.03.95)
   Introduction of the slide show presentation function with automatic
    preloading and precise timer control (alternatively picture changing
    by mouse or keyboard)

* Pro-Version 4.1 (07.04.95)
   Acceleration of RGB8, RGB5 and other loading functions
  Full version:
   Extension of Slide show presentation by 5 optional transition effects
    (diagonal blocks,middle->top/bottom,left->right,spiral,middle->left/right)
    and loop mode, automatic presentation on start, scaling
   Support of Video-Cruncher (Ing.büro Helfrich) for additional video
    output of slide show presentations incl. transition effects

* Pro-Version 5.0 (30.04.95)
   Introduction of PhotoCD support (Base size 768x512 or 512x768; linear RGB 24Bit ←
      )

* Pro-Version 5.0a (05.05.95)
   Correction of downscaled vertical PCD loading for some scaling factores
   Filtering out of PCD overview files

* Pro-Version 5.0b (09.05.95)
   Removed inconsistency in DataType-HAM8 handling for more compatibility

* Pro-Version 5.0c (31.05.95)
   Menu functions for rescanning or changing of directory
  Full version:
   Preview file search now always also in current image path
   Increase of slide show effect speed for small images

* Pro-Version 5.0d (07.07.95)
   Correction of Sun raster 24Bit loading (wrong colors, problems with odd
    sized images)

* Pro-Version 5.1 (21.07.95)
   Support for RLE compressed 8Bit and 1Bit BMP files
   Bug fix for loading function which could lead to crashes if
    certain non-picture files where detected as a picture

* Pro-Version 5.2 (06.08.95)
   Changed TIF loader for better compatibility with certain pics
   Extended Targa loader by 15Bit and 16Bit HiColor loading

* Pro-Version 5.3 (29.08.95)
   Correction of bug in datatype.library usage (which could lead to a crash
    under OS2.x when no datatype.library was present)
   Support new file formats: binary-EPS bitmaps (RGB,CMYK) and TBCPlus frames
```