SViewIV

COLLABORATORS			

	TITLE : SViewIV		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		July 8, 2022	

REVISION HISTORY			

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

SViewIV

1.1 SViewIV_Documentation

```
                          SViewIV V9.07 (19.1.2000)

             A workshop in graphics for Amiga.

                          - SHAREWARE -

    © 1993-2000 by Andreas Ralph Kleinert. All rights reserved.

                 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.

                          REGISTER NOW


             Copyrights

             Distribution

             Author/Correspondence

             The program's purpose

             How to install it

             Where to obtain Updates from

             How to use it

             Evaluation restrictions

             Known bugs and program limits

             Program history
```

```
                    Possible future enhancements

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


                             Please visit:

                         SuperView WWW Site
                 http://www.ar-kleinert.de/sview_e.html

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

1.2 purpose

SViewIV 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 SViewIV 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
       - SPP               - SVG                 - Targa
       - Pictor/PCPaint   - SunRaster            - UtahRLE
       - PNG               - CVP (passphoto)     - Amiga Icons (lots)
       - SPP


       as well as all OS3-Datatypes
       and 24 Bit DataTypes (picture.datatype V43/44).


       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)
       - Camedia          (digital cameras)
       - FxPaintStargate  (quick export to FxPAINT)

- support of external display drivers (SVDrivers):

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

- 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           - Resize
       - ScaleDDA
```

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   V24+
  - superviewsupport.library V15+

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 SViewIV 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 "PROGDIR:").

Please note, that the standard icon tooltypes cause SViewIV 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 SViewIV 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/

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

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

Optional, separate archives are (for example):

```
    SvIV-UX.lha       SVObjects for seldomly used Un*x file formats
    SvIV-PPC.lha      Updates to PPC modules – for registered users, only
    SvIV-WOS.lha      Updates to WOS modules – for registered users, only
    SvIV-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 SViewIV 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
visit 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 SViewIV: An Introduction

            1.0 SViewIV'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
    1.0.6 The App-Features
    1.0.7 Configuration Commands

            2.0 Controlling And Using SViewIV
                  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 SViewIV, 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.

The external image viewers need a keyfile as well.

All in all: - Requester at startup and when leaving
               - no ARexx-Ports
               - saving of file formats other than
                 IFF-ILBM CmpByteRun1 is NOT possible
               - no external image viewers

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 SViewIV location).
With OS 3.0 and higher this will be displayed in the About window
using Datatypes, then.

1.7   construction

                1.0 SViewIV's Construction

   SViewIV 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 SViewIV 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 SViewIV 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.

            SViewIV'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 SViewIV 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 SViewIV 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 SViewIV 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) SViewIV 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 SViewIV, because it allows to contact the SViewIV
 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 SViewIV 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 SViewIV'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 SViewIV 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 SViewIV 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 SViewIV, as via ARexx or "Commodity Exchange" (Requester).
 If you want to change the AppIcon, this no problem.

 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 SViewIV)
  - 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 SViewIV

   As described before, SViewIV 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 SViewIV                [     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 SViewIV       [ 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>

        AKMPEG_ACTIVE=<YES|NO>      akMPEG active ?               [ C T A ]
        AKMPEG_PLAYER=<Path+Name>   Where's the akMPEG player ?   [ C T A ]
                                    e.g. Work:akMPEG/PPCakmp
        AKMPEG_PARAM=<parameters>   Additional parameters         [ C T A ]
                                    for the CLI player, e.g.
                                    "-display=ov"


    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

    SViewIV 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 SViewIV.

1.13 menu_hide

– Hide

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

1.14 menu_quit

– Quit

   Closes the GUI of SViewIV 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.

   If akMPEG support has been activated, it will be checked,
   whether the selected file is a (supported) MPEG animation.

   If so, the specified akMPEG CLI player (68k or PPC) will be
   used to replay the animation.

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).

Saved graphic files usually will get an icon as well.
You can configure, which icons should be used.

Please take a look into the "Bonus" directory for further information.

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 SViewIV-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 SViewIV, 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
  SViewIV 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 !

V9.07 (19.1.2000):

  - added closegadget support to display routines (e.g. for new CgxOverlay)

  - updated year information in all catalogs

  - included Library 24.5

  - Aminet release

V9.06 (1.1.2000):

  - updated/added new Export ARexx scripts:

        - ExportToImageFX   - ExportToPPaint   - ExportToFxPAINT
        - ExportToImageEngineer   - ExportToArtEffect   - ExportToXiPaint

    NOTE: these MUST be called asynchroneously, since synchroneous calls will
          cause a deadlock (= SView waiting for SView to finish...)

  - "really overwrite ?" requester now only will appear with disk media

- included Library 24.4

- Aminet release

V9.05 (7.12.99):

- fixed Enforcer Hit with e.g. AKMPEG_PARAM (when still not set, only)
  which was caused by a bug in DEFAULT entry handling (if no default
  was set, we accessed a NULL pointer)
  (-> Martin Steigerwald)
- besides that, "-display=24sc" now is default for AKMPEG_PARAM prefs,
  and if no prefs are set, SView will set this as default, also
  (-> Martin Steigerwald)
- recompiled using OS 3.5 includes and link libraries
- installer script now allows to do the necessary settings for akMPEG
  usage (the same way as e.g. the library installer script already
  does for Ghostscript or MetaView). For this purpose, SVPrefs got
  a new option called SETANY and it's called fromout the Installer
  script now to modify SViewIV.config.
  (-> Martin Steigerwald)
- updated ARexx/ReadMe.1st for documentation on SVPrefs' SETANY option
- after prefs have been changed, the last selected entry and its position
  in the controlpad list won't change anymore
  (-> Martin Steigerwald)
- icon for ARexx-Scripts/ReadMe.1st was missing
  (-> Dámaso D. Estévez)
- updated spanish catalogs, texts and guide files,
  (-> Dámaso D. Estévez)

- included Library 24.3

- Aminet release

V9.03 (19.11.99):

- no longer saves default config file to s: when env/envarc did fail
  (-> Jon Peterson)
- installer script bug fixed: SViewIVPalette in fact is SuperViewPalette
- installer script bug:

   Instead of just copying SViewII.config to SViewIV.config it created a
   directory SViewIV.config with SViewII.config in it.

   The new installer script has this bug fixed and try to repair what
   went wrong.

   You also may manually do that: just delete the directory and copy
   SViewII.config over SViewIV.config in both, env: and envarc: directories.

- when an error does occur with any SVDriver ("can't open display")
  it's now nevertheless tried to close the display before showing the
  error message - this solves the problem with CgxVideo.svdriver
  (overlay window not closed and not manually closeable) and perhaps
  other side-effects as well

- since 9.01 multiselection wasn't possible with the standalone viewers anymore,
  and other side-effects were possible as well (workaround)

        (-> Terry Coles)

  - added/updated spanish catalogs, texts and guide files,
    (-> Dámaso D. Estévez)

  - fixed a number of things about various icons, e.g. types of GlowIcons etc.
    (-> Gerd Frank)

  - included Library 24.2

  - Aminet release

V9.02 (5.11.99):

  - small fix

V9.01 (15.10.99):

  - made a few changes to the unregistered version

  - Aminet release

V9.00 (1.10.99):

  - CHANGED KEYFILE SYSTEM.

    This is the first update since 1993, that isn't free.
    Sorry - but this was necessary.

  - requesting sv-libraries V24/V15 now
  - reqorked GUI
    (-> Georg Rottlaender)
  - added missing menu shortcuts
  - it's now possible to change most program settings
    fromout the GUI; added new menu "Settings/Program"
    for thus purpose; needs env:superview-library/SView.cpinfo (V24+)
  - prefs editor did not show default values for "ASCII" entries
  - S: no longer supported as valid config file directory;
    you have to put it to ENV: or PROGDIR: now;
  - the new installer script automatically will move your old ENV:SViewII.config
    to ENV:SViewIV.config (and ENVARC: as well) - if you only have a config
    in S: and not ENV:, you should select "Save as Default" fromout SViewII, first
  - added MPEG support via direct link to akMPEG player;
    you now can configure SView to use any of the akMPEG CLI players
    for playing MPEG animations when it encounters any (auto-detection)
  - added set of new GlowIcons (for all the OS 3.5 fans ;) in the "Bonus"
    directory. Thanks to Oliver Tacke for designing these and allowing me
    to include them with SViewIV !
  - besides unique icons for each file format, one now also can change
    the default icon that will be used for saved graphics files
  - fixed problem with uninitialized/garbage wildcard patterns
    in Add SVObject/Driver/Operator requesters
  - added new menu for starting SVPrefs program
  - added ARexx menu: - Start RexxMast
                       - Run ARexx Script (from PROGDIR:ARexx-Scripts/),
                         as asynchroneous or synchroneous spin-off
  - added new menu for starting external programs (32 KB stack, comfortable GUI)

- added new ARexx scripts:

        - ExportToImageFX   - ExportToPPaint
        - ExportToImageEngineer   - ExportToArtEffect

  You for example might call these fromout the new ARexx menu
  or fromout your own, custom ARexx scripts.

- Tools: - CyberSlide: - now allows to keep a certain screen open
                            (KEEPSCREEN tooltype/option) to avoid screen
                            switching (16 bit is forced)
                            (-> Chris de Maeyer)
                          - screen title no longer shown
                          - added QUIET tooltype/option
                          - fixed filerequester's "Cancel" behaviour

          - SrollSlide: - MODE_HEIGHT did not work as tooltype
                          - added QUIET tooltype/option
                          - fixed filerequester's "Cancel" behaviour

          - SuperSlide: - added DEF_DIR tooltype/option
                          - added QUIET tooltype/option
                          - fixed filerequester's "Cancel" behaviour

          - ScrollSlide: - added QUIET tooltype/option
                          - fixed filerequester's "Cancel" behaviour

- if CX_POPKEY or AREXXPORTNAME are longer than 63 characters, they'll
  now simply be cut off - no crashes possible anymore...
- added a similar check for PUBSCREEN

- included Library 24.1

- CD release

V8.37 (1.7.99):

- changes to WinSlide

- added/updated spanish guide file,
  as well as some other texts
  (-> Dámaso D. Estévez)

- included Library 23.4

V8.36 (5.6.99):

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

- included Library 23.3

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 SViewIV.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://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                   |
    |                     Am Kornberg 48                        |
    |                     D-57076 Siegen                        |
    |                     Germany, Europe                       |
    |                                                           |
    |                     +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 ask before sending binaries!
        And please think twice before asking - 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
                   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 SViewIV 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 SViewIV
do not forget to register as an user of SViewIV 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

        Français: Emmanuel Rey
                          Julien Wilk   (wilkj@esiee.fr)
        Italiano: Francesco Mancuso   (mcfrank@mediatel.it)
                          Mario Dell'Oca   (mdoc@uli.it)
        Svenska: Patrik Nydensten   (nyden@algonet.se)
                          Torbjörn Aronsson   (torbjorn.aronsson@mailbox.swipnet.se)
        Norsk: Roger Hagensen   (msi@sn.no)
        Srpski: Ljubomir Jankovic   (lurch@afrodita.rcub.bg.ac.yu)
                          Andrija Antonijevic (TheAntony@bigfoot.com)
        Russian: Oleg Sergeev   (bigblack@neworder.com)
        Nederlands: Frits Letteboer *   (dagraver@dds.nl)
                          Eelke Blok   (e.blok@student.utwente.nl)
                          Ji Yong Dijkhuis   (jiyong@dds.nl)
        Suomi: Mika Lundell   (c71829@uwasa.fi)
                          Linus Silvander   (linus@icenet.fi)
        Português: Joel & Rúben Alvim (mindwalker@mail.telepac.pt)
                          Alexandre Gabriel   (chryse@mail.telepac.pt)
        Polski: Boguslaw Dziewierz (db7@earthdome.com)
        Lithuania: Levas   (savel@kaunas.omnitel.net)
        Español: Dámaso D. Estévez   (amidde@arrakis.es)
        Català: Llorenç Grau   (llg@cryogen.com)
        Português-Brasil: Otto Carvalho   (ottocarvalho@alternex.com.br)
                          Gustavo Sarmento   (sarmento@nutecnet.com.br)
        Farsi: Paymaan Taayemeh   (yekta@dci.iran.com)
        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 program SViewIV in this version and its documentation files are
(C)opyright 1993-2000 by Andreas R. Kleinert. All rights reserved.

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!

Finnish   : Mika Lundell <c71829@uwasa.fi>
              Linus Silvander <linus@icenet.fi>

Portuguese : Joel Alvim <mindwalker@mail.telepac.pt>
              Alexandre Gabriel <chryse@mail.telepac.pt>

Russian   : Oleg Sergeev <bigblack@neworder.spb.ru>
              Irina Sergeeva <bigblack@neworder.spb.ru>

Serbian   : Ljubomir Jankovic <lurch@afrodita.rcub.bg.ac.yu>
              Andrija Antonijevic <antony@oreska.dv.co.yu>

French   : Julien Wilk <wilkj@esiee.fr>
              Pascal Rullier <rullier@triade.fr>

Nederlands : Eelke Blok <e.blok@student.utwente.nl>
              Ji Yong Dijkhuis <jiyong@dds.nl>

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 SViewIV MUST NOT be redistributed.
The Distribution of Keyfiles is FORBIDDEN.

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

The program SViewIV 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
domain disk libraries.
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
respected in all points. Special permission hereby goes to Aminet.

By using or distributing this program you automatically agree to
all of the above conditions and terms.

1.38 copyrights

Copyrights

Some of the mentioned names or products above may be copyrighted by
companies or trademarks of companies.