

# **FastView**

John Hendrikx

Copyright © CopyrightÂ©1994 John Hendrikx

**COLLABORATORS**

|               |                            |                   |                  |
|---------------|----------------------------|-------------------|------------------|
|               | <i>TITLE :</i><br>FastView |                   |                  |
| <i>ACTION</i> | <i>NAME</i>                | <i>DATE</i>       | <i>SIGNATURE</i> |
| WRITTEN BY    | John Hendrixx              | February 12, 2023 |                  |

**REVISION HISTORY**

| NUMBER | DATE | DESCRIPTION | NAME |
|--------|------|-------------|------|
|        |      |             |      |

# Contents

|          |  |          |
|----------|--|----------|
| <b>1</b> | <b>FastView</b>                                      | <b>1</b> |
| 1.1      | FastView Help . . . . .                              | 1        |
| 1.2      | FastView: Introduction . . . . .                     | 2        |
| 1.3      | FastView: Features . . . . .                         | 2        |
| 1.4      | FastView: System requirements . . . . .              | 3        |
| 1.5      | FastView: About the author and the program . . . . . | 3        |
| 1.6      | FastView: Usage . . . . .                            | 4        |
| 1.7      | FastView: Known bugs . . . . .                       | 5        |
| 1.8      | FastView: History . . . . .                          | 5        |
| 1.9      | FastView: Acknowledgments . . . . .                  | 6        |

---

# Chapter 1

## FastView

### 1.1 FastView Help

FastView 1.09

Copyright © 1994, John Hendrikx  
All rights reserved

Release date 14 October 1994

SHAREWARE

User Manual

Introduction  
What can I do with FastView?

Feature List  
What features does FastView have?

Requirements  
Will it run on my system?

Usage  
How do I use FastView?

Known bugs  
Things I should know...

How to reach me  
How can I reach the author ?

Acknowledgements  
Who does the author want to thank ?

History  
What's new in this version ?

---

## 1.2 FastView: Introduction

FastView is a program which shows IFF/GIF pictures on your screen. Ofcourse many programs exist for this task, but this one is special because it is very fast and was designed with both OCS/ECS and AGA users in mind. For example: FastView can show HAM8 and IFF24Bit pictures on OCS/ECS machines in HAM which was one of the things I missed in all the other viewing-programs I've seen.

### COPYRIGHT NOTICE

FastView software and documentation are Copyright © 1994 by John Hendrikx. All rights reserved.

### DISCLAIMER

FastView has proven to be stable in everyday use.

The author  
is not responsible for any loss of data, damages to software or hardware that may result directly or indirectly from the use of this program. The author reserves the right to make changes to the software or documentation without notice.

### PREFACE

This program is shareware, it is \*not\* public domain. This means that if you use this program longer than a period of two weeks you'll have to send

The author  
15 DM, 15 Guilders or 10 US Dollars to become a registered user.

None of the files of the FastView package may be modified or left out without permission of the author. Crunching or archiving is allowed only if none of the FastView files get modified by it.

Special permission is hereby granted to include FastView in Public-Domain collections such as Fred Fish's Amiga Library.

## 1.3 FastView: Features

- Displays any IFF ILBM picture (even HAM8 or 24Bit pictures) in HAM on OCS/ECS machines. Ofcourse if the picture doesn't need to be rerendered in HAM it will use a normal OCS/ECS screenmode. On AGA machines FastView will show the pictures if possible in upto 256 colors or in HAM8.
-

- Displays GIF pictures of 17 or more colors in HAM on OCS/ECS machines. If less colors are used HIRES-INTERLACED will be used. On AGA machines GIFs always get displayed in upto 256 colors.
- Optional Dithering of rerendered pictures (ie. pictures which are converted from 256 colors to HAM, or from 24Bit to HAM8 etc...)
- If multiple pictures were specified on the commandline FastView will automatically load and decode the next picture while you're still viewing the previous one
- Optional (Down)Scaling of rerendered pictures to fit screen
- On OCS/ECS machines FastView tries to recognize pictures with B&W palettes and will display these in HIRES-INTERLACED instead of HAM
- Smart color-selection when rerendering pictures to HAM
- Very fast conversion to HAM/HAM8
- Very fast C2P routines (copied from TextDemo :-))
- Uses asynchronous I/O (loading and decoding at the same time)
- Keyboard can be used to scroll picture (or the mouse ofcourse)
- Coded in 100% Assembler

## 1.4 FastView: System requirements

FastView should run on any 68020+ Amiga system with at least 512K RAM and one disk-drive. FastView requires KickStart V2.04 or higher to run. ↔

FastView is KickStart 3.0 compatible and aware. It will use some V39 functions when available.

Should you have any trouble running FastView on your machine, please

contact me  
with the full specifications of your machine,  
that is KickStart version, model, expansion boards etc...

## 1.5 FastView: About the author and the program

FastView has been created using the Devpac Assembler and CygnusED on a Amiga 2000 with a 68030/22 and 7 MB of memory.

If you have suggestions or remarks about this program, or if you find any bugs, please let me know.

---

When sending in bug reports, please state exactly under what circumstances the bug occurred, what equipment was used and what happened. If possible also try to give me enough information to reproduce the bug. It is very difficult to find bugs when you don't know exactly what happened.

Write to the following address:

Fido : 2:286/407.8  
AmigaNet : 39:153/201.8  
NLA Net : 14:101/200.8

UUCP : john.hendrikkx@grafix.wlink.nl

SnailMail: John Hendrikkx  
Figarostraat 36  
3208 PD Spijkenisse  
The Netherlands

I will also try to put the latest available version of FastView on the following BBS (this may change without further notice):

Grafix Attack (Kees Huizer, Vlaardingen)  
Tel. +31104745816 (MT 14K4)  
+31104741062 (ZyXEL 19K2)  
+31104744682 (Tron 28K8)

Fido Node 2:286/407  
AmyNet 39:153/201  
NLA Node 14:101/200

## 1.6 FastView: Usage

There is nothing to it really. Just run it from the CLI or install it in your favourite Directory utility.

Commandline:

```
FILES/M/A,DITHER/S,NOINTERLACE/S,SCALE/S,DELAY/K/N
```

FILES/M/A

This argument is required, you'll need to specify atleast one picture to run FastView. You can use AmigaDOS wildcards to make viewing multiple pictures easier. You can add as many names/wildcards on the commandline as you want, and all pictures will be viewed in the order you specified. (Note: wildcards matching multiple pictures will be shown in a somewhat random order) In case you're viewing multiple pictures the Right Mouse button will act as an abort-function, thus it will enable you to exit FastView completely at any time. LeftMouse button will continue to the next picture.

DELAY/K/N

---



Using this option you can turn FastView into a slideshow. It allows you to set the number of seconds each picture will be displayed. Note that FastView will automatically load the next picture in the background while you're still viewing the current picture, which makes slideshows look much better.

#### DITHER/S

Specify this on the commandline if you want to add a simple form of dithering to the (rerendered) pictures. This will slow-down FastView by about 50%.

#### NOINTERLACE/S

Specify this to make sure FastView doesn't use interlaced displays.

#### SCALE/S

When you specify this on the commandline FastView will down-scale (rerendered) pictures so they will fit on your screen, while keeping the aspect ratio intact.

#### Keys while viewing pictures:

Arrow keys or the Numeric Keypad can be used to scroll the screen

Holding shift while scrolling will use larger steps

Holding alt while scrolling scrolls one pixel at the time

Space, Enter - Skip to next picture

Escape - Exit FastView completely

## 1.7 FastView: Known bugs

None known :-)

## 1.8 FastView: History

Aug 20 1994 - V0.90 - Added GIF decoding

Aug 24 1994 - V0.91 - Speeded up HAM conversion routine by almost 20%;  
Speeded GIF conversion by about 5%; LMB now also  
exits the viewer when displaying a GIF

Aug 25 1994 - V0.92 - Handles interlaced GIFs; Uses LoRes HAM if picture  
is smaller than 320x256; Displays B&W pictures in  
Hires 16 colors instead of HAM

Aug 26 1994 - V0.93 - Almost doubled IFF displaying speed thanks to the  
BackFill-Hooks (Other picture types will also  
benefit from this)

---

- Aug 27 1994 - V0.94 - Displays uncompressed IFFs
- Aug 31 1994 - V0.95 - Finally figured out how to convert HAM8 to 24Bit (it turned out IFF-HAM8 has its control-bits as bit 6 and 7...); Added Dithering for pictures which are converted to HAM or B&W
- V0.96 - Now outputs info about the picture; Possible to specify multiple pictures on commandline and RMB now exits completely when viewing multiple pictures; Uses BusyPtr while decoding; Blanks mouse after decoding
- V0.97 - Added IFF 24bit decoding using fixed HAM palette; Also added NOINTERLACE commandline option
- Sep 5 1994 - V0.98 - Added variable (Down)Scaling; Now centers picture if it is too small (this avoids the trash at the right-edge due to Hardware limitations)
- Sep 8 1994 - V0.99 - No longer crashes when a BadCode is encountered in a GIF file
- Sep 16 1994 - V0.99 - Fixed color-selecting algorithm -- it now does very good color-selecting
- Sep 17 1994 - V1.00 - Added AGA support (hopefully) and made it Kick2.04 compatible
- First Release - (let the bug-reports roll in ;-( )
- Sep 18 1994 - V1.01 - Added intelligent ViewMode selection if CAMG chunk is missing from an IFF file
- Sep 19 1994 - V1.02 - Fixed small bug which caused uncompressed HAM8 pictures not to be displayed
- Sep 20 1994 - V1.03 - Fixed problem with IFF pictures which weren't exactly the same width as the screen; Added rendering to HAM8 for AGA machines
- Sep 25 1994 - V1.04 - Fixed Enforcer hit when no palette was found in picture; Added Wildcard support
- Sep 29 1994 - V1.05 - Fixed LoadRGB4 code; Fixed bugs in Wildcard support which caused memory freed twice errors; Fixed HAM8 support
- Oct 3 1994 - V1.06 - Added simple local-colormap handling code to GIF decoder; When initial codesize was too small or too big GIF decoder crashed, bug fixed
- Oct 4 1994 - V1.07 - Added Delay keyword; Added keyboard support while viewing/decoding picture
- Oct 12 1994 - V1.08 - FastView now automatically loads and decodes the next picture in the background for nicer slideshows and faster viewing; Fixed small bugs which caused small uncompressed IFF files to be displayed incorrectly
- Oct 14 1994 - V1.09 - Finally IFF24->HAM8 works; Removed some more bugs

## 1.9 FastView: Acknowledgments

Thanks to Michael Zucchi for creating ZGif which inspired me to write this program!

Thanks to Arthur Pijpers, Richard de Vos and Vincent Zee for some

---

bugreports and suggestions!

Thanks to  $\overline{\backslash X /}$  Amiga for being the best computer ever!

---