

in

COLLABORATORS

	<i>TITLE :</i> in		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

in

1.1 main

```
*** GCView ***  
* Interactive IFF/ANIM/DTYPE viewer *  
(c)1999 D.C.Keletsekis - dck@hol.gr
```

```
Introduction  
What it is..
```

```
Installation  
Where to put it..
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```
WB/CLI Options  
Very basic..
```

GCView commands:

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Handling files  
Load, Save, Unload..
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Displaying  
Open, Close, View...
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Not as simple as you think
```

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Effects  
Paste, Resize, Remap, Flip, Tile...
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Notification  
Make it interact with G4C/ARexx
```

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Graphics
```

Add Text, boxes, lines..

Set
Set font, pens, viewmode..

Info
Get some info on pictures/anim

Gui4Cli
Commands Specific to Gui4Cli

Future
Wishfull thinking..

Licence
Its *FreeWare*

dck@hol.gr - <http://users.hol.gr/~dck/gcmain.htm>

1.2 anim

Animation specific commands

=====
The commands are for animations - in
LoadAll
mode.

ADDFRAMES Alias [NumberOfFrames]

This command will add frames to an anim *OR* a picture.
If it's a picture, it will become an anim.

If you do not give the number of frames to add, then 1
frame will be added. Otherwise, as many as you state, or
as many as memory will allow.

DELFRAMES Alias Frame [NumberOfFrames]

This will delete the specific frames of an animation.
If you give a [NumberOfFrames] then this number of frames
will be deleted, starting at "Frame".

If you delete *all* frames (eg: DelFrames pic 0 1000)
Then the anim will be converted to a picture. You can never
delete *all* frames. At least the 1st frame will remain..

1.3 author

License

GCView is copyrighted by its Author: Dimitri C. Keletsekis. All rights are reserved. No warranties are made or implied. Use it at you own risk. Commercial use is forbidden without the written permission of the Author. Inclusion in magazines or CDs is hereby permitted.

For personal use this program is FreeWare.

Thanks :

- To Christian A. Weber who is the Author of the IFF Library (one heck of a nice program) and also the author of IFF example code, some of which I used.
- To Michael Van Elst, whose deep knowledge of the Amiga has saved me great anguish and toil.
- To Andreas R. Kleinert, for his excellent datatypes and for adding the ability to get displayable bitmaps directly from the datatype.

The source code for this program (SAS C 6.58) is freely available upon request.

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1.4 cli_opts

ToolTypes and Options

GCView is a programmable viewer, so most preferences can be sent to it as commands. It can also recognise several ToolTypes and CLI options, however these are limited at the moment.

The ToolTypes are stored in GCView's icon and are the same as the CLI options :

- FILE, DELAY/N, HIRES/S, LORES/S, LACE/S, MONITOR, VCENTER/S, SCROLL/S, POINTER/S

where :

FILE Is the name of the file (no wildcards etc - maybe later..)

DELAY How long to show each picture for (default is forever - or till the user clicks the right mouse button)

HIRES
LORES
LACE Are keywords you can give to force the respective modes

MONITOR With this option you can manually enter the MonitorID you want used (see modes). By default, GCView will try to get the monitor id that the Workbench is using or use the DEFAULT_MONITOR_ID. This works, so you best leave it alone.

VCENTER Center pictures vertically. Pictures will always be centered horizontally.

SCROLL This is not working very well yet. It will scroll larger screen pictures whenever you move the mouse. Pictures are always scrolled if your pointer reaches the end of the screen - this is just more .. whatever..

... more options may be added later..

1.5 display

Displaying pictures

These commands will actually display pictures/anim. Note that you must have loaded the object first (unless you use VIEW) :

OPEN Alias [Behind]

Open the screen and input window and render the picture.

If the [Behind] keyword is given, then the screen will remain behind all others (hidden) until you bring it to the front by calling OPEN again without [Behind].

VIEW FileName Alias

Will LOAD and OPEN a picture/anim and when the user finishes playing with it will automatically CLOSE and UNLOAD it.

CLOSE Alias

Close the screen & window. Does *not* free the picture - i.e the picture (bitmap etc) will remain in memory, ready to be used elsewhere.

MOVE PUBSCREEN/SCREEN Alias/ScreenName Left Top

Move a PUBSCREEN or a gcview picture (SCREEN) to Left Top.

ex: move pubscreen Workbench 0 150

Note that pubscreen names are case-sensitive.

NEXT

Will display the next picture in gcview's internal list - or start from the beginning again if this is the last one.

1.6 dtnote

NOTE on datatype pictures:

- Datatypes usually return non-displayable bitmaps (it's all to do with memory alignment requirements and other magic stuff).

That's usually alright, since GCVIEW will allocate another (displayable) bitmap and blit the one onto the other and display it. That's how you're supposed to use datatypes.

However, if the picture is very large there may not be enough chip memory to allocate another bitmap..

In this case GCVIEW will throw caution to the wind and go ahead and display this "non-displayable" bitmap, in LoRes-Lace mode, since that is the highest mode that it can be displayed at (at least on my A1200-030).

Higher modes (Hires etc) will cause the picture to disappear (the system is not fast enough to fetch the data in time or something). GCVIEW, however, will act as if everything was ok - i.e. it will pretend it's displaying the picture when, in reality, it showing nothing - thereby confusing the hell out of everyone..

Solution :

- Get the latest akJFIF, akPNG and akTIFF datatypes from Andreas R. Kleinert, which have addressed this problem.

You must run the prefs and choose accordingly -or- just make a file called ENV:datatypes/akJFIF.prefs, containing the words:

-> "DISPLAYABLE_BM8=ON"

1.7 effects

Picture Effects

 These functions can be done to pictures and in most cases also
 anims - If it's an animation, then it should be in

LoadAll

mode

(i.e. all frames should be preloaded)

PASTE Alias ToAlias Left Top [Remap]

Paste a picture (no anims) onto another picture *or* anim,
 at Left Top. (anims need not be in loadall mode)

If you give the [Remap] keyword, Alias will be remaped to
 ToAlias first - otherwise no remaping will take place.

REMAP Alias ToAlias

Remap a picture to an other picture's palette.
 If "ToAlias" is not the same resolution as "Alias" then "Alias"
 will be transferred to a new bitmap of the same depth.

RESIZE Alias NewWidth NewHeight

Resizes picture or animation to the new sizes you give.

ZOOM Alias X Y Width Height

Zoom is an easy way to resize pics or LoadAll anims.
 You give the part of the Alias bitmap that you want zoomed
 and GCView will automatically fit this part into the screen
 at Alias's current resolution.
 (also done with the 'Z' key)

FLIP Alias HORIZONTAL/VERTICAL

Flip a picture or animation horizontally or vertically.
 You can also flip anims - if they are in LoadAll mode.
 (also done with the '7' & '8' keys, respectively)

ROTATE Alias RIGHT/LEFT

Rotate a picture or animation clockwise (RIGHT) or anti-
 clockwise (LEFT)
 (also done with the 'R' & 'r' keys, respectively)

TILE Alias [ToAlias] [MIRROR]

Tile a picture or an animation. If the MIRROR keyword is given,
 the tiling will be mirrored and look great. Takes longer though..

[ToAlias] is optional and only valid for pictures. If given,
 then Alias will be tiled onto ToAlias.

Otherwise, you must have selected an area in the picture. The contents of this area will then be tiled to the full picture. (also done by pressing 'T' for mirror, or 't' for normal).

CROP Alias

Crop a picture or animation to the size that you marked with the edit box. If you haven't marked anything, gcvview will flash the screen in righteous indignation.. (also done with the 'C' key)

1.8 future

FUTURE

=====

Well, it does most of the stuff I want it to do, but I still want to make a nice gui for it.

The existing one can be greatly improved (ok, ok.. you don't have to agree so enthusiastically.. :)

1.9 g4c_coms

Gui4Cli Commands :

The following commands are only available in Gui4Cli:

GIVE Alias (**not working yet**)

Will give the picture to Gui4Cli, by attaching it to Gui4Cli's image list. The picture will no longer be available to GCView. It will now belong to Gui4Cli and must be unloaded with the FreeImage command. It can be used as any other picture.

1.10 graphics

Graphics

DPaint it ain't.. These are just some simple routines for adding text and other stuff to a picture or animation. See the

Effects

section for handling pictures (paste etc)

TEXT Alias Left Top Text

Will render text onto the (already opened) picture or anim.
 The "Text" will be rendered at "Left", "Top" using the current
 Font, FgPen, BgPen and drawing mode (see the
 SET
 command)

LINE Alias X Y endX endY

Will draw a line from X,Y to endX,endY, using the current
 Fg/Bg pens and drawing mode.

RECT Alias X Y endX endY

Will draw a filled rectangle using the current FgPen.

1.11 info

Info

INFO Item Alias/ObjectName

Get some info about the given picture. The information will
 be returned to you:

- in Gui4Cli in the \$\$call.ret internal variable
- in ARexx in the RESULT variable

These are the things you can get info on:

Using the <Alias> of a picture: (eg: "Info Width mypic")

WIDTH - the picture's width
 HEIGHT - it's height
 DEPTH - it's depth - i.e. number of bitplanes
 COLORS - number of colors the picture has
 SIZE - Width Height and Depth (eg "320 250 8")

ANIM - Frames StartFrame FramesLoaded FramesPerSec
 (if not in LoadAll mode, FramesLoaded=0)

Other things you can info:

BOXSIZE [no arguments]
 - Return: LeftEdge TopEdge Width Height
 of the Edit Box i.e. the area you have marked in a picture.
 eg: Info BoxSize => will get you => 10 10 300 100
 If no area has been marked you'll get "" (empty string)

PUBSCREEN ScreenName

- Return: LeftEdge TopEdge Width Height Depth MenuBarHeight of the named public screen (ScreenName is case sensitive)

1.12 installation

Installation

It's really easy :

- Basically copy GCView anywhere in your path.
(If you have Gui4Cli then guis:c would be a good place)

If you want to run the gui, you *must* have Gui4Cli v3.6+ and have the GCView.gc gui in the same dir as gcview (or edit the file and change the path)

- Copy the guide anywhere.
 - Copy the IFF.library to libs:
-

You don't need Gui4Cli (version 3.6+) to run GCView (only it's gui which is independent and optional), but it's such a nice program, it'd be a crying shame not to get it.. :)

You can find it at:

- AMINET under dev/gui/Gui4Cli.lha
- <http://users.hol.gr/~dck/gcmain.htm>

1.13 intro

Introduction

GCView uses Datatypes and/or the IFF.library (by Christian A. Weber) to display and manipulate all types of pictures as well as ANIM5 type animations.

It can be used as a normal picture viewer but more importantly it can understand a rich command set sent via Gui4Cli or ARexx, and can be programmed to do a lot of things, as well as react to user defined actions.

It has a lot of cool features like :

- mark and crop pictures or anims
 - resize, flip, remap and rotate pictures or anims
 - tile or mirror-tile pictures or anims
 - show anims backward or ping-pong
 - add text, brushes and graphics to the picture
 - change resolution on the fly (even with anims)
 - change palette brightness & contrast
 - Save pictures in iff format and anims in anim5 format
- and more...

1.14 load

Handling Pictures & anims

These are the commands you can use for loading and unloading pictures and anims. GCVIEW keeps a list of pictures. When you load something, the file is opened and read in, the bitmap(s) allocated etc. Since these are in chip memory, expect to run out pretty fast..

LOAD FileName Alias [Palette]

Load a file (IFF,
 DataType
 or ANIM) and call it "Alias".

An Alias is a given name which you can thereafter use when talking to GCVIEW. It can be the file name or anything.

If you give the [Palette] keyword, then only the file's palette will be loaded. This palette can then be given to other pictures via the "Set" command.

SAVE Alias Filename

Will save the given picture as a standard IFF file (regardless of whether it was a JPEG or anything else), or, if it's an animation, in ANIM5 format (that's what dpaint uses)

The file will be saved at the current viewmode. If the bitmap is deeper than the number of planes that your system can display (usually 8) only the displayable planes will be saved (since they are the only ones being shown).

Note that to save an animation it must (currently) be in LoadAll mode - i.e. all the frames already loaded.

You can also save the currently displayed picture or anim by hitting <S> or <CONTROL-S> for more options. See
 shortcuts

UNLOAD Alias/#ANIM/#PIC/#PAL/#ALL [Late]

Unload a loaded file.

If, instead of the alias (the given name) of a file you give any of the keywords shown above, then the following will happen:

#ANIM - All animations will be unloaded
#PIC - All pictures will be unloaded
#PAL - All palettes will be unloaded
#ALL - All files (all types) will be unloaded

If [Late] is given, then the file will be unloaded when the user has finished playing with it (i.e. when he clicks RMB) Otherwise it will be closed & unloaded immediately.

ANLOAD FileName Alias Start Length Direction

This command will load an animation in
LoadAll
mode.

This mode has the advantage that it can be played forward, backward or ping-pong; also playback is faster.

Start - is the number of the frame to start at

Length - is the number of frames to load. You can give -1 if you want ALL the frames (or as many as possible) to be loaded.

Direction can be: FORWARD, BACKWARD or PINGPONG

Note that you can also load the animation normally and then load all frames on the fly, by hitting F6 (see shortcuts)

CREATE Alias Width Height Depth [ViewMode]

Will create a new empty picture (bitmap), with the size and depth you give. The bitmap will be clear. The palette will be set to a grey scale (you can set a palette afterwards)

If you give a ViewMode, it will be used.

You may give 0 for Width or Height - this will mean that the picture is only a PALETTE - i.e. it will have no bitmap. The number of colors depend on the Depth..

RENAME Alias OtherName

Rename a picture (change the alias name, not the actual file's name. You'll need this command, believe me.

1.15 loadall

Animation LoadAll mode

Animations are usually decoded from the file they are in or from a place in ram where their compressed data is kept, *while* they are being played. This way you can play anims of almost any size.

That way however you can't do much with them since the frame bitmaps are continuously being reconstructed.

GCVIEW can also load animations in "LoadAll" mode, which means that it will load all frames (or as many as you tell it, or as many as it can before running out of chip memory) and keep them in memory as different bitmaps.

Since all these bitmaps have to be in CHIP memory, you'll soon run out. You can load about 30-35 frames of low res, 16 color anims - not much, but enough for most cases.

In LoadAll mode, however, you can do a lot of neat things to them, like play them backwards or ping-pong, or crop, resize, flip, rotate, tile them etc as well as save them..

Come on.. even dpaint can't rotate anims..

1.16 modes

```
/*
** (C) Copyright 1985-1993 Commodore-Amiga, Inc.
**   All Rights Reserved
*/

/* normal identifiers */

MONITOR_ID_MASK          0xFFFF1000

DEFAULT_MONITOR_ID      0x00000000
NTSC_MONITOR_ID         0x00011000
PAL_MONITOR_ID          0x00021000

/* the following 22 composite keys are for Modes on the default Monitor.
 * NTSC & PAL "flavors" of these particular keys may be made by or'ing
 * the NTSC or PAL MONITOR_ID with the desired MODE_KEY...
 *
```

```

* For example, to specifically open a PAL HAM interlaced ViewPort
* (or intuition screen), you would use the modeid of
* (PAL_MONITOR_ID | HAMLACE_KEY)
*/

```

```

LORES_KEY          0x00000000
HIRES_KEY          0x00008000
SUPER_KEY         0x00008020
HAM_KEY           0x00000800
LORESLACE_KEY     0x00000004
HIRESLACE_KEY     0x00008004
SUPERLACE_KEY     0x00008024
HAMLACE_KEY       0x00000804
LORESDPF_KEY     0x00000400
HIRESDPF_KEY     0x00008400
SUPERDPF_KEY     0x00008420
LORESLACEDPF_KEY 0x00000404
HIRESLACEDPF_KEY 0x00008404
SUPERLACEDPF_KEY 0x00008424
LORESDPF2_KEY    0x00000440
HIRESDPF2_KEY    0x00008440
SUPERDPF2_KEY    0x00008460
LORESLACEDPF2_KEY 0x00000444
HIRESLACEDPF2_KEY 0x00008444
SUPERLACEDPF2_KEY 0x00008464
EXTRAHALFBRITE_KEY 0x00000080
EXTRAHALFBRITELACE_KEY 0x00000084
/* New for AA ChipSet (V39) */
HIRESHAM_KEY      0x00008800
SUPERHAM_KEY      0x00008820
HIRESHAMB_KEY     0x00008080
SUPERHAMB_KEY     0x000080a0
HIRESHAMLACE_KEY  0x00008804
SUPERHAMLACE_KEY  0x00008824
HIRESHAMB_LACE_KEY 0x00008084
SUPERHAMB_LACE_KEY 0x000080a4
/* Added for V40 - may be useful modes for some games or animations. */
LORES_SDBL_KEY    0x00000008
LORESHAM_SDBL_KEY 0x00000808
LORESHAMB_SDBL_KEY 0x00000088
LORESHAM_SDBL_KEY 0x00008808

/* VGA identifiers */

VGA_MONITOR_ID    0x00031000

VGAEXTRALORES_KEY 0x00031004
VGALORES_KEY      0x00039004
VGAPRODUCT_KEY    0x00039024
VGAHAM_KEY        0x00031804
VGAEXTRALORES_LACE_KEY 0x00031005
VGALORES_LACE_KEY 0x00039005
VGAPRODUCT_LACE_KEY 0x00039025
VGAHAMLACE_KEY    0x00031805
VGAEXTRALORES_DPF_KEY 0x00031404
VGALORES_DPF_KEY  0x00039404

```

```
VGAPRODUCTDPF_KEY      0x00039424
VGAEXTRALORESLORESDPF_KEY  0x00031405
VGALORESLORESDPF_KEY    0x00039405
VGAPRODUCTLACEDPF_KEY    0x00039425
VGAEXTRALORESLORESDPF2_KEY  0x00031444
VGALORESLORESDPF2_KEY   0x00039444
VGAPRODUCTDPF2_KEY      0x00039464
VGAEXTRALORESLORESDPF2_KEY  0x00031445
VGALORESLORESDPF2_KEY   0x00039445
VGAPRODUCTLACEDPF2_KEY   0x00039465
VGAEXTRAHALFBRITE_KEY    0x00031084
VGAEXTRAHALFBRITELORESDPF2_KEY  0x00031085
/* New for AA ChipSet (V39) */
VGAPRODUCTHAM_KEY       0x00039824
VGALORESHAM_KEY        0x00039804
VGAEXTRALORESHAM_KEY   VGAHAM_KEY
VGAPRODUCTHAMLACE_KEY   0x00039825
VGALORESHAMLACE_KEY    0x00039805
VGAEXTRALORESHAMLACE_KEY  VGAHAMLACE_KEY
VGAEXTRALORESEHB_KEY   VGAEXTRAHALFBRITE_KEY
VGAEXTRALORESEHBLORESDPF2_KEY  VGAEXTRAHALFBRITELORESDPF2_KEY
VGALORESEHB_KEY        0x00039084
VGALORESEHBLORESDPF2_KEY  0x00039085
VGAEHB_KEY             0x000390a4
VGAEHBLORESDPF2_KEY    0x000390a5
/* These ModeIDs are the scandoubled equivalents of the above, with the
 * exception of the DualPlayfield modes, as AA does not allow for scandoubling
 * dualplayfield.
 */
VGAEXTRALORESDBL_KEY    0x00031000
VGALORESDBL_KEY         0x00039000
VGAPRODUCTDBL_KEY       0x00039020
VGAEXTRALORESHAMDBL_KEY  0x00031800
VGALORESHAMDBL_KEY     0x00039800
VGAPRODUCTHAMDBL_KEY    0x00039820
VGAEXTRALORESEHDBL_KEY  0x00031080
VGALORESEHDBL_KEY      0x00039080
VGAPRODUCTEHBDBL_KEY    0x000390a0

/* a2024 identifiers */

A2024_MONITOR_ID       0x00041000

A2024TENHERTZ_KEY      0x00041000
A2024FIFTEENHERTZ_KEY  0x00049000

/* prototype identifiers (private) */

PROTO_MONITOR_ID       0x00051000

/* These monitors and modes were added for the V38 release. */

EURO72_MONITOR_ID     0x00061000

EURO72EXTRALORES_KEY  0x00061004
EURO72LORES_KEY       0x00069004
```

```
EURO72PRODUCT_KEY      0x00069024
EURO72HAM_KEY           0x00061804
EURO72EXTRALORES_LACE_KEY 0x00061005
EURO72LORES_LACE_KEY    0x00069005
EURO72PRODUCT_LACE_KEY  0x00069025
EURO72HAMLACE_KEY       0x00061805
EURO72EXTRALORES_DPF_KEY 0x00061404
EURO72LORES_DPF_KEY     0x00069404
EURO72PRODUCT_DPF_KEY   0x00069424
EURO72EXTRALORES_LACEDPF_KEY 0x00061405
EURO72LORES_LACEDPF_KEY 0x00069405
EURO72PRODUCT_LACEDPF_KEY 0x00069425
EURO72EXTRALORES_DPF2_KEY 0x00061444
EURO72LORES_DPF2_KEY    0x00069444
EURO72PRODUCT_DPF2_KEY  0x00069464
EURO72EXTRALORES_LACEDPF2_KEY 0x00061445
EURO72LORES_LACEDPF2_KEY 0x00069445
EURO72PRODUCT_LACEDPF2_KEY 0x00069465
EURO72EXTRAHALFBRITE_KEY 0x00061084
EURO72EXTRAHALFBRITE_LACE_KEY 0x00061085
/* New AA modes (V39) */
EURO72PRODUCT_HAM_KEY   0x00069824
EURO72PRODUCT_HAM_LACE_KEY 0x00069825
EURO72LORES_HAM_KEY     0x00069804
EURO72LORES_HAM_LACE_KEY 0x00069805
EURO72EXTRALORES_HAM_KEY EURO72HAM_KEY
EURO72EXTRALORES_HAM_LACE_KEY EURO72HAMLACE_KEY
EURO72EXTRALORES_EHB_KEY EURO72EXTRAHALFBRITE_KEY
EURO72EXTRALORES_EHB_LACE_KEY EURO72EXTRAHALFBRITE_LACE_KEY
EURO72LORES_EHB_KEY     0x00069084
EURO72LORES_EHB_LACE_KEY 0x00069085
EURO72EHB_KEY           0x000690a4
EURO72EHB_LACE_KEY      0x000690a5
/* These ModeIDs are the scandoubled equivalents of the above, with the
 * exception of the DualPlayfield modes, as AA does not allow for scandoubling
 * dualplayfield.
 */
EURO72EXTRALORES_DBL_KEY 0x00061000
EURO72LORES_DBL_KEY      0x00069000
EURO72PRODUCT_DBL_KEY    0x00069020
EURO72EXTRALORES_HAM_DBL_KEY 0x00061800
EURO72LORES_HAM_DBL_KEY  0x00069800
EURO72PRODUCT_HAM_DBL_KEY 0x00069820
EURO72EXTRALORES_EHB_DBL_KEY 0x00061080
EURO72LORES_EHB_DBL_KEY  0x00069080
EURO72PRODUCT_EHB_DBL_KEY 0x000690a0

EURO36_MONITOR_ID      0x00071000

/* Euro36 modeids can be ORed with the default modeids a la NTSC and PAL.
 * For example, Euro36 SuperHires is
 * (EURO36_MONITOR_ID | SUPER_KEY)
 */

SUPER72_MONITOR_ID     0x00081000
```

```
/* Super72 modeids can be ORed with the default modeids a la NTSC and PAL.  
 * For example, Super72 SuperHiresLace (800x600) is  
 * (SUPER72_MONITOR_ID | SUPERLACE_KEY).  
 * The following scandoubled Modes are the exception:  
 */
```

```
SUPER72LORESDBL_KEY      0x00081008  
SUPER72HIRESDBL_KEY      0x00089008  
SUPER72SUPERDBL_KEY      0x00089028  
SUPER72LORESHAMDBL_KEY   0x00081808  
SUPER72HIRESHAMDBL_KEY   0x00089808  
SUPER72SUPERHAMDBL_KEY   0x00089828  
SUPER72LORESEHBDBL_KEY   0x00081088  
SUPER72HIRESEHBDBL_KEY   0x00089088  
SUPER72SUPEREHBDBL_KEY   0x000890a8
```

```
/* These monitors and modes were added for the V39 release. */
```

```
DBLNTSC_MONITOR_ID      0x00091000  
  
DBLNTSCLORES_KEY        0x00091000  
DBLNTSCLORESFF_KEY      0x00091004  
DBLNTSCLORESHAM_KEY     0x00091800  
DBLNTSCLORESHAMFF_KEY   0x00091804  
DBLNTSCLORESEHB_KEY     0x00091080  
DBLNTSCLORESEHBFF_KEY   0x00091084  
DBLNTSCLORESLACE_KEY    0x00091005  
DBLNTSCLORESHAMLACE_KEY 0x00091805  
DBLNTSCLORESEHBLACE_KEY 0x00091085  
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DBLNTSCEXTRALORESHPF_KEY 0x00091600  
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DBLNTSCEXTRALORESHAMFF_KEY 0x00091a04
```

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DBLNTSCEXTRALORESHAMPLACE_KEY 0x00091a05
DBLNTSCEXTRALORESEHBLACE_KEY 0x00091285
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DBLNTSCEXTRALORESDFPF2LACE_KEY 0x00091645

DBLPAL_MONITOR_ID 0x000a1000

DBLPALLORES_KEY 0x000a1000
DBLPALLORESFF_KEY 0x000a1004
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DBLPALLORESHAMFF_KEY 0x000a1804
DBLPALLORESEHB_KEY 0x000a1080
DBLPALLORESEHBBFF_KEY 0x000a1084
DBLPALLORESPLACE_KEY 0x000a1005
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1.17 notify

Notification

This is the really cool bit.. It allows gcview to work interactively with Gui4Cli or ARexx.

NOTIFY Event PortName Command

With this command you can instruct GCView to notify you when something that you want to be notified about (eg. a mouseclick) happens. The things you can ask to be notified about are:

LMB Left mouse button clicks
 RMB Right mouse button clicks
 R## Pressing of a RAW key (arrows, Fkeys etc)
 V## Pressing of a VANILLA key (all letters, numbers etc)

- For the keypresses you must give the Code number of the key you want (in decimal) - ex: V32 (the space key)
- For VANILLA keys this is the ASCII code of the letter.
- For RAW keys :
- F1=80 -> F10=89, Help=95
- Arrows: up=76, dn=77, left=79, right=78,

* Gui4Cli, when in debug mode, will tell you the key code.

Example (Gui4Cli) :

```
> Call gcview NOTIFY RMB 'gosub mygui.gc myRMBroutine'
- will gosub the given routine in the given gui, every time you
  press the RMB while viewing a picture with GCView.
```

With ARexx AFAIK you must create a port and WaitPacket() etc..

Note: PortName (and ScreenNames) are case sensitive!

1.18 quit

Quit

GCView keeps an internal counter of "users".

When you first run the program, you are user No 1. Thereafter other programs who need gcview can "Register" themselves, increasing the "user" counter.

Then, when you issue a quit command, GCView will check first and if the user counter is not 0, it will *not* quit (unless Forced to do so)

QUIT [Late] [Force]

Quit GCVIEW, unloading all currently loaded pictures, palettes etc. If you give the [Late] keyword, then GCVIEW will quit only when all pictures have first been unloaded by the user and it finds itself with nothing else to do.

As explained above, GCVIEW will not quit if there are still users who have REGISTERED themselves with it. You can use use the [Force] keyword to force it to quit immediately. You can also use the [Force] to move objects and defeat darth vader and stuff..

REGISTER

This command will add a user - i.e. increase the internal gcview "user counter".

1.19 set

SET

With SET, you can set various parameters.

Note that all the commands start with SET - i.e :

```
G4C > Call gcview SET Font Courier 13
ARexx > Address "gcview"; SET FONT Courier 13
```

PALETTE Alias PaletteAlias

Will overlay "PaletteAlias"'s palette over "Alias"'s.
If PaletteAlias has less colors than Alias, the rest of Alias's colors will remain unchanged.

FONT FontName Height Mask

Declare the font you want to use for rendering text.
Default is Topaz 8..

The Mask argument is a series of 3 numbers each of which can be either 1 or 0 -> 1 = ON, 0 = OFF. Their meanings:
- Underline, Bold and Italic
=> so "011" is bold and italic, not underlined

BRIGHTNESS Alias +-Shift

Make a palette lighter or darker by "Shift" which is the number to add to the RGB of each color. This can be -256 to 256. Negative means darker, positive, lighter.
(also done with the '+' or '-' keys - '*' will reset it)

Example : Brightness MyPic 256 -> make everything white..

CONTRAST Alias +-Shift

Same as brightness, but lighten or darken as a percentage of the RGB intensity of each color, so as to make it more or less sharp - at least that's what I think it's doing.. :)
(also done with the SHIFT '+' or '-' keys - '*' will reset it)

PENS FgPen BgPen JAM1/JAM2/COMP/INVERSE

Set the color number to be used as the Foreground pen (FgPen) and the BackGround pen (BgPen). These pens will be used to draw text, boxes, lines..

The drawing mode can be:

JAM1 - use only the FgPen and leave the background untouched
JAM2 - use both FgPen and BgPen
COMP - Complement each pixel color
INVERSE - Outlined by the background color
OUTLINE - ..

VCENTER ON/OFF

Set this to ON, to have pictures which are shorter than the height of the screen, centered vertically. Default is OFF.

VMODE Alias Mode

Set the display mode for given picture.
The display mode is a number (usually in hex) which describes the viewmode & monitor you want to display the picture at.

All the numbers you can give are
listed here

(Copied from the C includes)

Example: Set VMode MyPic 0x00008004
- Show MyPic at HiRes-Lace resolution

POINTER ON/OFF

Show/Hide pointer - default = hidden. You can also hit 'P'

COLOR Alias ColorNumber R G B ** not working yet **

Will change the color number of the screen that "Alias" is open on to the given RGB (0-255) value.

As an added bonus, you can give #ScreenName to change the colors of a given screen :

-ex: call gcview set #Workbench 0 155 20 250

1.20 shortcuts

Shortcuts

These are the keyboard shortcuts you can use while gcview is displaying a picture/anim. Note that you may declare other actions for these keys with the

Notify
command.

- The following actions will be taken by default:

Pictures :

LMB - Mark an area for cropping. Click and hold the left mouse button, dragging it around to mark an area in the picture.

RMB - close picture

M - Scroll the screen when showing large pics - This is Off by default since it's not yet perfected and also may not be supported on graphics cards.

Pictures *OR* Animations:

1 - show in LORES (change resolution on the fly)

2 - show in HIRES, LACED

3 - show in SUPERHIRES, LACED

. - (full stop) Toggle INTERLACE

Be sure to read this note on
datatypes

.

+ - Lighten palette

- - Darken palette

* - Reset palette brightness to original

SHIFT + More contrast

SHIFT - Less contrast

SHIFT * Reset contrast to original

P - Show/Hide pointer

Pictures *OR* Animations in

LoadAll

mode:

X - Flip picture Horizontally (also '7')

Y - Flip picture Vertically (also '8')

C - You must first select an area by click-dragging the mouse. Then hit 'C' - the picture/anim will be cropped (or clipped) to the marked area.

- t - Tile a picture or anim - You must mark an area which will then be tiled to the full picture. (also '4')
- T - (capital T) - Mirror Tile a picture or anim (again.. mark an area first) - (also done by hitting '5')
- R - Rotate 90 deg. clockwise
- r - Rotate 90 deg. anticlockwise
- Z - (z or Z) - Zoom selected area to full screen view. If you have not selected an area, the whole picture will be zoomed.
- S - Save picture as "T:GCPic.xxx" in IFF format.
- CTR-S - (Control S) - Save picture over the original one, or with an "iff" extension - a system requester will appear asking you to confirm your actions.

Animations :

- LMB - stop anim and Select area by click-dragging your mouse. This area can then be cropped, zoomed etc..
- RMB - close anim (or resume normal play if stopped)
- ARROW - LEFT - decrease anim speed
- RIGHT - increase speed
- UP - full speed
- DOWN - default speed (in DPAN chunk)
- () - increase/decrease playback by tiny amounts
- F6 - Start
 - LOADALL mode - will stop and load all anim frames (or as many as chip memory allows) so that you can play the anim backwards and ping-pong.
- F8 - Play anim forward (default)
- F9 - Play anim backwards (only in LOADALL mode)
- F10 - Play anim ping-pong (only in LOADALL mode)
- W - Toggle WaitTOF() - This is a dangerous option. Before each frame is displayed GCVIEW will call the WaitTOF() function which waits for the top of the next frame before proceeding. In turbo mode WaitTOF() is not used, resulting in faster or at least different playback, but may trash some graphics..

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