# Visage

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# Chapter 1

# Visage

## 1.1 Visage.guide

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Visage V39.0

A Team OS3 product

© 1995 by Magnus Holmgren
```

Welcome to Visage version 39.0, a multi-format picture viewer for the Amiga OS (version 3.0 or higher).



## 1.2 Visage.guide/Introduction

Introduction

<Sigh> Yet another picture viewer. :)

Oh well, what can I say? There wasn't any picture viewer available that suited all my needs. They were lacking such trivial things as looking for "external" break signals, and more important things such as good monitor support.

But Visage is different. It has lots of features; some aren't available in any other picture viewer for the Amiga (as far as I know! :). Since some of these features rely on things that were introduced in OS 3.0, this program requires OS 3.0. There are several viewers that work on OS 2.0, so it isn't a major problem, IMHO. :)

The goal was to have a rather fast viewer, with lots of features. Picture quality wasn't the most important thing (this mainly applies to the HAM rendering).

Feature list:

· Can display IFF ILBM, GIF, JPEG (using the Tower JPEG Codec Class) and datatype pictures.

· The internal viewers (IFF ILBM and GIF) use asyncronous IO for high performance. The picture decompressors are written in optimized assembler for speed.

· Supports PCHG (Palette CHanGe) and SHAM (Sliced HAM) IFF ILBM pictures.

· Full AA, ECS and RTG support.

· Can display "deep" pictures in all formats on ECS Amigas, rendered in HAM or grayscale.

· IFF ILBM pictures can be Xpk compressed (asyncronous IO is not possible for these pictures at the moment).

· Fast HAM rendering of pictures, using code written by Rafael D'Halleweyn.

· Can scale any rendered picture to fit the screen.

· Extensive monitor support. Uses a BestModeID()-like function to find a suitable mode (if needed).

· Any native Amiga screen mode can be specified with text! No numbers needed. But you can use numbers, if you so wish. Or a requester.

· Simple promotion of pictures to any installed monitor. No hardcoded command line options for this. Even a requester can be used.

· Several slideshow options, including a RANDOM mode, making Visage ideal for use with screen blankers as an external module.

· Background loading of next picture while viewing the current, if there is enough memory (this can be disabled).

· When using background loading, the new pictures doesn't open in front

of all other screens (unless told to). The two screens are "attached" to each other.

· Can fade pictures (but not HAM, SHAM or PCHG pictures).

· Default options can be placed in an environment variable.

· Invisible screen arranging gadgets.

· It can be made resident.

· It's freeware! No need to pay anything (but that doesn't mean I wouldn't appriciate a donation of any kind! :).

## 1.3 Visage.guide/Legal issues

Legal issues

Visage is released under the concept of freeware. This means you are allowed to use and copy this program freely, as long as the following requirements are fulfilled:

· All files are copied without any alterations/modifications. If any extra files are added, it must be obvious that they don't belong to the original distribution, and that they don't need to be included in any redistribution.

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Note: This program uses the LZW decompression algorithm, which due to patent claims probably requires you to license if you distribute this program on a for-profit basis. (See http://www.unisys.com)

No warranty

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## 1.4 Visage.guide/Requirements

Requirements

Visage should work on any Amiga that have OS 3.0 or greater. 512 Kb of memory is enough for operation, but more memory is indeed recommended (especially if want to view large and/or JPEG pictures). There are no required disk-based libraries, although Visage will be limited if some aren't available (the GIF reader is the only one that doesn't need any disk-based libraries).

I decided to let Visage require OS 3.0, since I otherwise would need to rewrite several new functions in OS 3.0, or write code to work around bugs. One feature can't be implemented at all using OS 2.0. Despite all this, I might make Visage support OS 2.0 in the future.

The diskbased libraries needed for the different viewers are:

IFF ILBM

iffparse.library version 39 or higher. Part of the system software.

JFIF/JPEG

tower.library version 1 or higher (plus codec.class, picture.codec and jpeg.codec all properly installed. I.e., the JPEG codec). Included with Visage.

Datatypes

datatypes.library version 39 or higher (plus suitable, installed datatypes). datatypes.library is a part of the system software. Some datatypes are included with the system; several exists as different kinds of freely distributable software.

Apart from this, asl.library is needed for the file, screen mode and monitor (!) requesters. If asl.library isn't available, you will get a warning if you try to use these requesters. asl.library is a part of the system software.

To view Xpk compressed/encrypted pictures, xpkmaster.library must be available (plus a suitable sub-library). Xpk (version 2.5) can be found on Aminet and some BBS:es.

## 1.5 Visage.guide/About the JPEG codec

About the JPEG codec

This application uses the "Tower JPEG Codec Class" for JPEG support. The JPEG codec is Copyright © 1994 Christoph Feck, TowerSystems. All Rights Reserved. It is based in part on the work of the Independent JPEG Group.

The JPEG codec is provided "AS-IS" and subject to change without prior notice; no warranties are made. All use is at your own risk. No liability or responsibility is assumed.

## 1.6 Visage.guide/Team OS3

Team OS3

Team OS3 is a non-profit association founded by members of the Amiga BBS Assimilate in spring 1995. It is completely devoted to the Amiga and the Amiga spirit.

Its purpose is:

· To work for the use and preservation of the Amiga.

· To work for a high standard of Amiga software, that uses and/or requires OS 3.0 or better.

· To help fellow Amiga owners in distress.

Team OS3 has a sign of approval which will only be given to software that fully complies to the Team OS3 quality standards. If you want your program tested, just contact us. The standards can be acquired upon request.

Team OS3 is primarly for programmers, but ordinary Amigoids are of course welcome, if they follow our statues.

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## 1.7 Visage.guide/Arguments

```
  Arguments

  Visage can be started from a Shell or the Workbench. In either case, the
following arguments/tooltypes can be specified:

  Text arguments

   FILES           Files to view
   MODE            Screen mode to use
   MONITOR         Monitor to use
   OVERSCAN        Overscan type to use
   PASSWORD        Password for Xpk-encrypted files

  Numeric arguments

   BUFSIZE         IO buffer size for the IFF ILBM and GIF readers
   DELAY           Time to wait between pictures
   FADE            Speed for picture fade
   TIMES           How many times the pictures should be shown
   TOOLPRI         Task priority for Visage
   UNIT            Clipboard unit to read from

  Switches

   ALL             Enter all drawers encountered
   BESTMODE        Less strict mode promotion
   CENTER          Center the pictures
   CLIPBOARD       Read from the clipboard
   DATATYPES       Try to use a datatype
   ECS             Use an ECS-compatible screen depth
   FOREVER         View all files until aborted
   GRAY            Render pictures in grayscale
   HAM             Use HAM "when in doubt"
   LATELOAD        Read next picture after timeout
   LOWMEM          No background reading
   NOAUTOSCROLL    Disable autoscrolling
   NOBUSY          Don't show any busy pointer
   NODATATYPES     Don't use datatypes
   NOENV           Don't read options in VisageOpts
   NOFLICKER       Don't use laced screen modes
   NOGIF           Use datatype for GIF pictures
   NOIFF           Use datatype for IFF pictures
   NOJPEG          Use datatype for JPEG pictures
   POINTER         Don't blank the mouse pointer
   QUIET           Disable most output
   RANDOM          View pictures in random order
   SCALE           Scale rendered pictures to fit screen
   TOFRONT         Bring newly loaded pictures to the front
   VERBOSE         Display extra information
   WAITFORPIC      Wait for next picture to load
   WBMONITOR       Use the same monitor as the Workbench screen

  In the case of Workbench start, the tooltypes may be specified in either
the program icon, the picture icon(s), or any other icon (preferably
```

without an associated file). All tooltypes are collected (tooltypes found later on overrides earlier ones) and parsed before viewing the pictures.

VisageOpts

New default values may be specified by entering them in the VisageOpts environment variable. Put all options on any number of lines, similar to if Visage was started from the Shell. To disable the reading of VisageOpts (in e.g. a script), use the NOENV switch.

If a switch is specified in the environment variable, then by specifying it again on the command line you will turn off that switch. Thus, if e.g. CENTER is found in VisageOpts, and CENTER is specified on the command line (or in the tooltypes), no centering will occur.

Text or numeric arguments specified on the command line will simply override any arguments specified in VisageOpts.

Two arguments in VisageOpts will always be ignored: FILES and NOENV. You will not get a warning or anything if they are specified; they are silently ignored. After all, they are not useful there.

## 1.8 Visage.guide/Arguments/FILES

FILES

Here you specify the files you wish to view. You may enter any number of files/drawers here, using patterns if you like. If you enter the name of a drawer, a file requester will open, located in that drawer.

You may even use this argument as a tooltype in an icon. So, if you would like to get a slideshow over some pictures in a drawer, use the following tooltypes (in an icon without its corresponding file. The default tool should be set to Visage):

```
FILES=Pics:Nature/#?
ALL
DELAY=60
```

or something similar. A doubleclick on that icon will start the slideshow.

See also: DELAY, ALL, CLIPBOARD

## 1.9 Visage.guide/Arguments/MODE

MODE

Here you can specify which screen mode the pictures should be displayed with. There are several ways of specifying the mode:

· A screen mode requester. Simply enter "REQUEST" or "?" after the MODE keyword. This requires asl.library to be available.

· A decimal or hexadecimal number, "describing" the mode. If the number starts with "$" or "0x" it is assumed to be hex. The program GetModeID can be used to find out the (decimal) number for a certain mode.

· A text string (anything that isn't covered by the above). Either a name from the display database, or an algorithmic name, if it is a native Amiga mode.

Specifying a (valid) mode here will override the MONITOR and WBMONITOR arguments. If the mode isn't capable of displaying the picture for some reason, Visage will try to find a replacement mode that is as similar as possible.

See also: MONITOR, WBMONITOR

## 1.10 Visage.guide/Arguments/MONITOR

MONITOR

With this parameter you can easily promote the pictures to display to any available monitor, providing it is capable of displaying the picture. Simply specify the name of the monitor and Visage will look through the display database for it. If the monitor is available, the picture will be promoted to use that monitor, if possible.

Note: The name of a monitor is usually the same as the name of the file in the Devs:Monitors drawer. Remember that VGAOnly is not a monitor.

You can also specify the special name "REQUEST" or "?", to get a requester containing the available monitors (except for the so called default monitor). Note that the properties window will not contain useful information, except for the frequency.

See also: MODE, WBMONITOR

## 1.11 Visage.guide/Arguments/OVERSCAN

OVERSCAN

Here you can specify the overscan type that should be used to display the picture. You can specify the following types:

TEXT

Text overscan, as set by preferences. Display limits visible.

STANDARD

Standard (or graphics) overscan, as set by preferences. Display limits are just out of view. This is the default.

MAX

Maximal overscan. The largest overscan that the system "comfortably" can display.

VIDEO

Video overscan. The largest overscan the system can display, comfortably or not.

If an invalid overscan type is specified, you will be told about it, and Visage will revert to the default (STANDARD).

See also: MONITOR, CENTER, NOAUTOSCROLL, WBMONITOR

## 1.12 Visage.guide/Arguments/PASSWORD

PASSWORD

Here you can specify the password for any Xpk-encrypted IFF ILBM picture found.

## 1.13 Visage.guide/Arguments/BUFSIZE

BUFSIZE

Here you can specify the size of the IO buffers (in KBs) used by the asyncio code (used by the IFF ILBM/GIF readers). Two buffers of roughly half the size specified will be allocated, if possible. The default is tuned to my system, but you might get better results with smaller/larger buffers (depending on the media).

Default is 16 Kb. Values below 4 KB are rounded to 4 Kb, but the code will (usually) try with smaller buffers, if there isn't enough memory available.

## 1.14 Visage.guide/Arguments/DELAY

DELAY

Here you can specify the time to wait between pictures. When the timeout have expired, the next picture will be shown automatically, like in a slideshow. The delay starts counting when the currently visible picture is completely loaded. A delay of zero is valid. Default is no delay.

See also: TIMES, FOREVER, LATELOAD, LOWMEM, RANDOM, TOFRONT, WAITFORPIC

## 1.15 Visage.guide/Arguments/FADE

FADE

Here you can specify the speed with which the pictures should fade in/out when opened/closed. 1 is the fastest, and 4 is the slowest. Values out of range are rounded to the closest valid value. Default is 0 (no fade).

Note: HAM, PCHG and SHAM pictures can't be faded, due to the nature of these picture formats.

Note: Some auxiliary memory might be needed for a sucecssful fade. If this memory isn't available, the fade will silently not be done.

## 1.16 Visage.guide/Arguments/TIMES

TIMES

The number of times to view the files. Default is 1.

Any value specified here overrides the FOREVER switch.

See also: FOREVER

## 1.17 Visage.guide/Arguments/TOOLPRI

TOOLPRI

The task priority Visage should use when displaying the pictures. Valid range is -128 to 4 (to prevent Visage from disturbing more important programs). Values out of range are rounded to the closest valid value. Default value depends on the starting program (usually 0 though).

This argument can be useful when Visage is used as an external screen blanker module.

Note: The Workbench automatically parses any TOOLPRI tooltype. It was added to Visage so that the priority easily can be specified without having to start Visage as a Workbench program.

## 1.18 Visage.guide/Arguments/UNIT

UNIT

The clipboard unit to read from, if CLIPBOARD have been specified. The value should be between 0 and 255 (inclusive). Values out of range are rounded. Default is 0.

See also: CLIPBOARD

## 1.19 Visage.guide/Arguments/ALL

ALL

If this option have been specified, then Visage will enter any drawers encountered during the pattern matching process.

Note: If this switch is used, then you will not get a file requester if you enter the name of a drawer on the command line. Instead Visage will enter that drawer (and any drawers within) and start displaying all pictures found.

See also: FILES

## 1.20 Visage.guide/Arguments/BESTMODE

BESTMODE

If this switch is specified, then Visage will always search the display database for the best screen mode to display the picture, even if it isn't necessary.

Also, Visage will be less strict when looking for a replacement mode when doing monitor promotion. Visage will ignore the size of the "source" screen mode (the size will be taken from the picture instead). Only the aspect will be considered.

If a MODE have been specified, then this option will be ignored.

See also: MODE

## 1.21 Visage.guide/Arguments/CENTER

CENTER

Synonym: CENTRE

If this switch is specified, the displayed pictures will be centered horisontally.

Notes:

If a screen promoter is installed, the centering may be wrong sometimes. It depends on how the screenmode is changed, and how "good" the promoting software is.

For Super72 screen modes, the centering may be more or less wrong (the amount depends on the OS version).

It might be so that this centering doesn't work if you have CyberGraphics installed.

## 1.22 Visage.guide/Arguments/CLIPBOARD

```
  CLIPBOARD

  If this switch is specified, then Visage will try to read the data from
the clipboard. Any files specified in the FILES argument are ignored.

  Use the UNIT argument to specify which clipboard unit Visage should read
from.

  See also: FILES, UNIT
```

## 1.23 Visage.guide/Arguments/DATATYPES

```
  DATATYPES

  Synonym: DT

  Try to view the files with a datatype before trying with internal
viewers. The NODATATYPES switch overrides this one, if both are specified.

  See also: NODATATYPES, NOGIF, NOIFF, NOJPEG
```

## 1.24 Visage.guide/Arguments/ECS

```
  ECS

  Originally intended as a debugging option (to check the ECS-graphics
conversion routines), I decided to leave it in. What is does is to make
Visage think that only ECS graphics is available (not even any graphics
card).

  I read somewhere (in fidonet, I think) that some FastJPEG users (that had
AA graphics) used the ECS version in grayscale mode, in order to get a fast
preview of the picture. Using this switch will have the same effect. This
can be especially useful on e.g. an A1200 without fastmem. It will make the
picture rendering quite a bit faster on such computers.
```

## 1.25 Visage.guide/Arguments/FOREVER

```
  FOREVER

  Keep viewing the pictures until interrupted. Basically sets the TIMES
argument to a very high value (4,294,967,295 :).

  Any value specified in the TIMES argument overrides this switch.

  See also: TIMES
```

## 1.26 Visage.guide/Arguments/GRAY

GRAY

Synonym: GREY

Convert rendered pictures to grayscale.

## 1.27 Visage.guide/Arguments/HAM

HAM

This switch tells Visage that a HAM mode should be selected for IFF ILBMs that have a depth of 6 bitplanes, and don't have any so called CAMG chunk (this chunk tells what kind of screen mode that should be used to display the picture). If not specified, Visage assumes an extra halfbrite (EHB) mode should be used.

Note that this switch doesn't force a HAM mode to be used, merely that a HAM mode should be used in case of doubt.

## 1.28 Visage.guide/Arguments/LATELOAD

LATELOAD

When viewing several files, this switch tells Visage to wait with loading the next picture until told to do so. Background loading isn't disabled, only delayed. When used in slideshows, the extra memory needed for background loading is therefore delayed until when it is really needed.

See also: LOWMEM, WAITFORPIC

## 1.29 Visage.guide/Arguments/LOWMEM

LOWMEM

If this switch is specified, then the background loading of pictures is disabled.

Note: Visage will automatically close any displayed picture, if there wasn't enough memory to load the next one. Thus, this switch shouldn't be needed much.

See also: LATELOAD

## 1.30 Visage.guide/Arguments/NOAUTOSCROLL

```
  NOAUTOSCROLL

  Synonym: NOAS

  If this switch is specified, then the autoscrolling of pictures is
disabled.

  Usually, when the mouse pointer reaches the edges of a screen that is
larger than the display area, the screen will automatically start
scrolling, to show the "hidden" areas.
```

## 1.31 Visage.guide/Arguments/NOBUSY

```
  NOBUSY

  If this switch is specified, then no busy pointer will be shown when a
picture is loaded (in the foreground or the background).

  See also: POINTER
```

## 1.32 Visage.guide/Arguments/NODATATYPES

```
  NODATATYPES

  Synonym: NODT

  If this switch is specified, then Visage will not try to use datatypes if
the picture format wasn't known to Visage.

  This switch overrides DATATYPES, if both are specified.

  See also: DATATYPES, NOGIF, NOIFF, NOJPEG
```

## 1.33 Visage.guide/Arguments/NOENV

```
  NOENV

  If this switch is specified, then Visage will not consider the options
stored in the environment variable VisageOpts.
```

## 1.34 Visage.guide/Arguments/NOFLICKER

NOFLICKER

If this switch is specified, then Visage will not use laced screen modes. Mostly useful if you have AA graphics, and you don't promote the pictures to either the NTSC monitor or the PAL monitor.

See also: MONITOR, WBMONITOR

## 1.35 Visage.guide/Arguments/NOGIF

NOGIF

Try to view GIF files with a datatype before trying with internal viewers. The NODATATYPES switch overrides this one, if both are specified.

See also: DATATYPES, NODATATYPES, NOIFF, NOJPEG

## 1.36 Visage.guide/Arguments/NOIFF

NOIFF

Try to view IFF files with a datatype before trying with internal viewers. The NODATATYPES switch overrides this one, if both are specified.

See also: DATATYPES, NODATATYPES, NOGIF, NOJPEG

## 1.37 Visage.guide/Arguments/NOIFF

NOJPEG

Try to view JPEG/JFIF files with a datatype before trying with internal viewers. The NODATATYPES switch overrides this one, if both are specified.

See also: DATATYPES, NODATATYPES, NOGIF, NOIFF

## 1.38 Visage.guide/Arguments/POINTER

POINTER

If this switch is specified, then a normal mouse pointer will be displayed when the busy pointer isn't displayed. Normally, no mouse pointer is visible during this time.

See also: NOBUSY

## 1.39 Visage.guide/Arguments/QUIET

QUIET

If this switch is specified, then most output from Visage is disabled. Fatal errors and similar things are still displayed. This option is automatically used when the program is started from the Workbench.

See also: VERBOSE

## 1.40 Visage.guide/Arguments/RANDOM

RANDOM

If this switch is specified, then Visage will display all specified/selected files in random order, rather than the (perhaps somewhat random) order in which they were found.

Note: Visage will first scan through any patterns specified, before starting to view the pictures. This may take a little while.

See also: DELAY

## 1.41 Visage.guide/Arguments/SCALE

SCALE

If this switch is specified, then rendered pictures will be scaled to the visible part of the screen in question (in order to minimize the autoscrolling needed to view the picture. It also saves (chip) memory).

Note: This scaling uses a simple (but fast) algorithm, and hence the result may not be that good at times (this largely depends on the picture in question).

Note: The scaling isn't perfect in the way that it gets a perfect screen fit. Usually it is rather close though.

## 1.42 Visage.guide/Arguments/TOFRONT

TOFRONT

If this switch is specified, then the picture will be brought to the front each time a new picture is to be displayed. This is useful in slideshows in screen blankers, which should bring their screens to the front every now and then (in case some other program have opened a screen in front of the blanker).

See also: DELAY

## 1.43 Visage.guide/Arguments/VERBOSE

```
  VERBOSE

  If this switch is specified (and QUIET isn't), then some extra
information about the pictures will be displayed. Currently this is the
screen size and mode used by the picture. This screen mode name uses the
algorithmic name, if possible.

  Note: Since the QUIET option always is on when Visage have been started
from the Workbench, there is no point in specifying this option in the
tooltypes of an icon.

  See also: QUIET
```

## 1.44 Visage.guide/Arguments/WAITFORPIC

```
  WAITFORPIC

  If this switch is specified together with DELAY and/or LATELOAD, then
Visage will wait for the next picture to load completely before switching
to that one (if there is enough memory to load the picture in the
background).

  See also: DELAY, LATELOAD, LOWMEM
```

## 1.45 Visage.guide/Arguments/WBMONITOR

```
  WBMONITOR

  Synonym: WBMON

  Similar to MONITOR, but it will promote the pictures to the same monitor
as the Workbench screen is using (if possible). The MONITOR argument
overrides this one, if both are specified.

  Note: If you use the so called default monitor for your Workbench screen,
then this option will not work. This can only happen if the relevant
preferences file isn't available for some reason (to create it, simply
select a suitable mode in the ScreenMode preferences editor and select
"Save" or "Use").

  See also: MODE, MONITOR
```

## 1.46 Visage.guide/Viewing keys

```
  Viewing keys

  When displaying a picture, there are several keys you can use:
```

Esc, Q

Quit Visage.

B, N

Toggle the NOBUSY option.

M, P

Toggle the POINTER option.

Space, Return, Enter

View the next picture. If the last picture is shown, exit.

You can also use the cursor keys and/or the numeric keyboard to scroll around in the picture. When doing this, no qualifier will scroll using steps of 10 pixels, Shift uses steps of a quarter of the visible size, Alt uses steps of three quarters of the visible size, while Control moves to the extreme.

The mouse can be used as well:

Left button

View the next picture. If the last picture is shown, exit.

Right button

Quit Visage.

You can ofcourse also use these keys/mouse buttons while a picture is loaded. There may be a small delay before Visage reacts though (this is usually due to IO buffering).

## 1.47 Visage.guide/Algorithmic mode names

Algorithmic mode names

An algorithmic name is a name that is built out of information available in the so called display database. These names are rather similar to the (english) names seen in e.g. the ScreenMode preferences program, but some things differ.

But why have different names? Well, the reason is rather simple actually. The display database only contains names for relatively few screen modes$^1$. With these algorithmic names, you can specify any mode using text (in a consistent manner). You are not limited to the rather few modes the OS programmers decided to put names on.

A name is made of a couple of components, of which some are required, and others are optional. The different components are separated from each other

by a single space.

This is the how the mode name should look (required components enclosed in <>, optional components enclosed in []):

<Monitor name:><Horisontal resolution> [Vertical resolution] [Mode flag]

And here is an explanation of the different components:

Monitor name:

The name of the monitor, including an ending colon (':'). Example: "PAL:".

Horisontal resolution:

The nominal horisontal size (i.e. without overscan). Use one of the following:

"Extra-Low Res" - Less than 200 pixels wide
"Low Res" - Between 200 and 400
"High Res" - Between 400 and 800
"Super-High Res" - More than 800

Vertical resolution:

The nominal vertical size (i.e. without overscan). Use one of the following:

"Double" - So called double-scanned mode. Usually less than 200 pixels high.
"" - Normal mode. Usually between 200 and 400 pixels. Sometimes more, up to 5-600 pixels.
"Laced" - Interlaced ("flicker") mode. At least 400 pixels. Often more.

Mode flag:

Special modes. The following ones are available:

"HAM" - Hold And Modify. A special "compressed" mode with many colors, but color selection is restricted. 6 or 8 bitplanes.
"EHB" - Extra HalfBrite. 64 colors (6 bitplanes). The second half of the colors are copies of the first, but they are half as bright.

There are a few more flags that could be used, but they are not useful in this application.

Note: it usually isn't that important to specify the right special mode. If a special mode is needed, but not specified, then Visage will try to find a suitable replacement mode.

Note: These names will be translated if a suitable catalog is installed and used, but Visage will always understand the english "words" listed above. Also note that the monitor name is never translated.

Examples (english system defaults in parantheses):

DblPAL:Low Res (DblPAL:Low Res No Flicker)

```
  Euro72:High Res                    (Euro72:Productivity)
  Euro72:Extra-Low Res Double        («No equivalent»)
  DblNTSC:Low Res Laced              (DblNTSC:Low Res Laced)
  Super72:Super-High Res Laced HAM   («No equivalent»)
```

Please note that e.g. the modes "PAL:Low Res" and "DblPAL:Low Res" have very different aspect with these kind of names! The 'equivalent' of "PAL:Low Res" in DblPAL is "DblPAL:Low Res Double".

These algorithmic names are only available to native Amiga modes. Modes for graphics cards will either be the ones available in the display database, or, if there is no name, the name will be built from the name of the monitor, followed by the (nominal) size of that mode.

Example: Piccolo:1024x768

-- Footnotes --

$^1$ By using a custom sys/monitors.catalog file, more names can be added. The problem is that screen mode names are limited to ~30 chars, and this isn't enough for many modes (especially MULTISCAN modes). The algorithmic names can be much longer (the internal buffer is 256 chars ;).

## 1.48 Visage.guide/Rendered pictures

Rendered pictures

A rendered picture is simply a picture that Visage must do more with, apart from reading - and possibly unpacking - the data, in order to be able to display it. Some picture formats (e.g. GIF and JPEG) are not stored in the normal Amiga bitmap format, and must therefore be converted. Others are in bitmap form, but your Amiga might not be able to display them anyway (e.g. 24-bit IFF ILBM pictures). These must be converted as well.

The rendering of such pictures can be controlled by using the GRAY and SCALE options (as well as the ECS option). Color rendering currently requires a HAM mode, and hence it usually can't be displayed on a graphics card (as far as I know. If the Intuition emulator is "good" enough, it might be able to handle it anyway. But I wouldn't count on it! ;).

Note: Datatype pictures can't be scaled or converted to grayscale at the moment. The reason for this is that the datatypes returns the picture in a format ready for display, and Visage have very little influence on the actual result. Although it would be possible to add scaling and grayscale conversion, it would often only be possible at the cost of rather much time and extra memory. It could also result in rather low picture quality.

## 1.49 Visage.guide/Included programs

Included programs

In this archive (in the drawer 'Visage/C') you can also find a couple of extra support programs that I've written (some of these can also be found in the PicBoot archive):

```
GetModeID    Find out the mode id number for a screen mode
Kill         Stop another task, similar to Break
UnpackILBM   Unpack the BODY chunk of an IFF ILBM file
```

## 1.50 Visage.guide/Included programs/GetModeID

```
  NAME

GetModeID -- Get screen mode id number.


  SYNOPSIS

GetModeID


  DESCRIPTION

Open an Asl or ReqTools screen mode requester, and print out the
decimal number for the selected screen mode. Only the number is
printed, making it suitable for "backticking" it into the command
line of other programs.


  EXAMPLE

A bit useless perhaps, since Visage have a mode requester (among
other things) already, but just an example to show how it can be
used:

Visage Pics:Some.Pic MODE `GetModeID`
```

## 1.51 Visage.guide/Included programs/Kill

```
  NAME

Kill -- Send a break signal to a program.


  TEMPLATE

Kill NAME/A,ALL/S,C/S,D/S,E/S,F/S


  SYNOPSIS

Kill [NAME] <Name> [ALL] [C] [D] [E] [F]
```

```
  DESCRIPTION

Send the specified break signal(s) to the specified program. If the
program isn't found, do nothing and return WARN. Any combination of
break signals are allowed.

Exactly how a program reacts (if at all) to a certain break signal
is up to the program, but below you can see the typical action (if
any is "defined").


  OPTIONS

NAME  - The name of the program that should receive the break
        signal. Note that this is the so called process name, not
        the program name. They might differ, but usually they
        shouldn't. The first program with this name is signalled.
        The search is not case sensitive.

ALL - All break signals below are to be sent.

C - Send the break signal Ctrl-C. The program usually quits
  upon receiving it. This is the default signal.

D - Send the break signal Ctrl-D.

E - Send the break signal Ctrl-E.

F - Send the break signal Ctrl-F. The program usually "pops
  up" (bringing any window to the front) upon receiving it.
```

## 1.52 Visage.guide/Included programs/UnpackILBM

```
  NAME

UnpackILBM -- Unpack IFF ILBM pictures.


  TEMPLATE

UnpackILBM FROM/A,TO


  SYNOPSIS

UnpackILBM [FROM] <From> [TO <To>]


  DESCRIPTION

Unpack the so called BODY chunk of an IFF ILBM file. The BODY chunk
contains the actual picture data. The other parts of the file are
simply copied.
```

```
    OPTIONS

  FROM  - The picture to unpack.

  TO  - The file to unpack to. If not specified, then the
    unpacked file will overwrite the original (via a temporary
    file). Specifying the same file for both FROM and TO causes
    an error.


    FUTURE PLANS

  Several things could be improved, including buffered I/O (and thus
  not loading the entire BODY chunk into memory and unpack it there);
  a chunk filter (to remove unwanted chunks). Other (less likely to
  be implemented) things include the possiblity to add/change some
  chunks and pack the BODY chunk.
```

## 1.53 Visage.guide/Known problems

```
  Known problems

  Visage have been extensively tested on a variety of different Amigas
(sometimes with Enforcer and/or Mungwall running), and I'm happy to say
that there aren't many known problems at the moment. It should be noted
though that I don't have any beta tester with a graphics card. Thus, I
don't know how well the RTG code works.

  Apart from this, there are a few things that aren't "ideal":

  · During picture loading (especially in the background), the mouse
pointer "jumps" a little horisontally. I don't know if this is specific to
my computer (and all my background utitiles), but it does happen for other
picture viewers as well (but not quite that much).

  I don't know why this happens; if it is due to a bug in Visage (not
likely, considering that other programs have similar "problems") or what.
It seems to be harmless though.

  · Under some very certain circumstances, the picture loaded in the
background may be (partially) visible. This and cannot be avoided, and is
harmless.

  · Some pictures have a strange aspect stored in the file. Thus, if you do
get a strange aspect for a picture, this is the most likely explanation (or
maybe your Amiga doesn't have a screen mode with a proper aspect). The
internal BestModeID() function is very strict when it comes to the aspect.

  · The screen centering algorithm doesn't seem to work with CyberGraphics.

  · There is (usually) no need to have most of the monitors installed just
to be able to view all pictures. Visage will automatically try to find a
suitable replacement mode if the screen mode specified (in an IFF ILBM
picture) isn't available.
```

However, not all ILBMs contain the correct information to make it possible for Visage to find the best mode. If the screen mode requested in the file do exist, Visage will do its best to use a comparable mode. But only when promoting the picture to another monitor..

On the other hand, if you do have several monitors installed, Visage may select different modes for different pictures (where there is no such screen mode information available), possibly causing your monitor to resync every now and then. To avoid this, only have a few monitors installed, or use the monitor promotion (MONITOR or WBMONITOR). But this have its drawbacks as well...

So, both approaches have its benefits/drawbacks. Its up to you to select which you prefer! ;)

I wouldn't be the least surprised if more serious problems/bugs turns up. After all, bug-free software is a goal that is impossible to reach. :)

## 1.54 Visage.guide/The future

The future

There are a several things that could be improved/implemented. These are things I (or a beta tester) have though of during the development, but didn't get implemented, either due to lack of information, time, "interest" (i.e. if I thought it could be useful) or something similar.

Anyway, here is a list over the more important ones:

· Support for PNG (Portable Network Graphics) pictures.

· Render JPEG- and IFF24-pictures to non-HAM color modes. Although there are good "functions" for this in the JPEG codec, I have decided to not implement this at the moment. The reason is that these functions are only available to the JPEG reader. It would be a bit odd to have color rendering for JPEGs but not IFFs.. :)

I'm not that keen on writing such code myself at the moment (the PNG code could probably be used here). Maybe the JPEG codec routines could be made available to other programs somehow (I've mentioned this to the author of the JPEG codec).

· Improve the quality of rendered "deep" pictures in ECS modes. Code that detects grayscale pictures could be nice. The PNG code might help as well.

· Direct support for graphic cards, via EGS and/or CyberGraphics. Since I neither have the developer documentation, nor a card to test with, this is a bit tricky to do at the moment. ;)

If you have any suggestions on what you think should be implemented, feel free to contact me.

I have no immediate plans to add the following:

· Animation support. I suggest you use a dedicated animation viewer instead, such as BigAnim.

· Vertical screen centering/"overscan screen centering". Due to OS (and hardware) limitations, this cannot be done (in a nice way) at the moment.

· More picture formats. I do plan to add PNG, but only since this seems to be a rather "good" format, that will be used a lot in the future. Maybe a few more formats will be added, but I don't know of any other right now (and using datatypes is much better for "odd" formats anyway).

## 1.55 Visage.guide/Acknowledgements

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## 1.57 Visage.guide/Program history

Program history

Version 39.0

- Initial release.

## 1.58 Visage.guide/Index