

WarpView

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REVISION HISTORY

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Chapter 1

WarpView

1.1 WarpView - A PPC Native Picture Viewer

WarpView - A PPC Native Picture Viewer

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1.2 Stuff i am looking for

Stuff i am looking for

If you have something of the following, please contact me:

- Example Source for Datatypes (Especially, if done with StormC, but also, if with another compiler)
- Sources to display IFF (both 8 and 24 Bit)
- Sources to display PCX 1-7 Bit on a GFX Board Screen (has to do some sort of p2c, if i understand the EGA-style PCX Format correctly... i do not have real docs of PCX... :))

1.3 Speed

Speed

Note: The 68k version of WarpView is **not** optimized for 68k. It is just a Plain-Recompile in Plain C of the PPC Version. It is probably possible to do a much faster 68k JPEG Viewer. I concentrated more on the PPC Version.
Another Note: Much of the time needed for PPC Image-Loading was just writing the Image Data to the Screen. A faster GFX Board (Faster than Zorro 3 !!!) probably could enhance the speed much.

Testimage: 800x600 24 Bit JPEG

68k: 5-6 seconds

PPC: around 0-1 second

I tested with

date

WarpView -window ram:thepic.jpeg

date

So these measurements are NOT exact. Among others they depend on how fast i press the left mousebutton to quit the Viewer :)

1.4 Introduction

Introduction

After there was a picture viewer for ppc.library on Aminet, especially as it did not run 100% stable on my machine, i decided to code one for WarpOS, as WarpOS is generally known to run more stable. Also, i wanted to include support for other formats, asides from JPEG. An 68k version is also included.

Well, this is it: WarpView.

WarpView Supports directly:

- PCX 8 Bit and 24 Bit (1-7 Bit PCX not supported)
- JPEG
- PNG (PNG is the "unofficial successor of GIF, and this format is FREE, unlike GIF Format, which has really restrictive licensing...)

Note: PNG does not support the -quant parameter !!! -quant is just ignored, as to PNG...

It does not support GIF, not because i don't know how to code this, but simply as the GIF license is **very** restrictive.

Of **COURSE** it also supports **progressive** JPEG !!!

In the future maybe IFF and PCX 1-7 Bit Support (if someone has some more info about both formats, please email me !!!)

Some formats, additionally, are supported indirectly, by conversion to JPEG.

Of course converting an image to JPEG and displaying it THEN is much slower than directly showing it. Probably even as slow as 68k in some cases.

TGA - Displayed by Conversion to JPEG

PPM - Displayed by Conversion to JPEG

BMP - Displayed by Conversion to JPEG

PGM - Display by Conversion to PPM, then to JPEG

LMB - Display by Conversion to PGM, then to PPM, then to JPEG

Additionally it can convert TGA/PPM/BMP/PGM/LMB to JPEG. LMB is an experimental Fractal Image Format, used by the "Limbo" program. AFAIK LMB currently only supports Grayscale images.

If you want to display PGM, PPM or LMB, you should raise the stack (for example to 300000), else your computer might crash. This problem only applies to these three exotic formats. The other formats also work with a small stack.

1.5 Installation

Installation

Simply copy the Executable to c:, or something like that.

You also need rtgmaster PPC (V32+) installed. Not as this speeds up the thing that much (the main time used by a Image Viewer is the Decoding Part, not the Display Part, so rtgmaster optimization does not give THAT much extra speed), but simply as it was most *easy* to code this way :)

You also need:

- WarpOS installed (get it from ftp://ftp.haage-partner.com, V7 will not work, i recommend V12 or higher)
- A GFX Board (Sadly, WarpView does not support AGA). Might change, if enough people want it.
- CyberGraphX, Picasso96 or Probench 3 Software (Sadly, WarpView does not support EGS)

1.6 Authors

Copyright

This Picture-Viewer is copyright by me, Steffen Haeuser (MagicSN@Birdland.es.bawue.de).

It uses parts of the work of the "Independent JPEG Group" (It complies to V6 of the Stuff released by them). It also uses parts of the pnglib by Group 42.

This program is GIFTWARE. If you like it, send me something like 10 DM or a comparable money value (Address see below). If you do this, you also will be notified as soon as

the Warp Datatypes are done. The 10 DM will then be counted as GIFTWARE payment for both packages, WarpView and the Datatypes. Don't know, when they are done, though. Of course you can use this package without paying, it is GIFTWARE, not SHAREWARE. But i really would like some payment :)

My personal data for sending money: :)

Steffen Haeuser

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73265 Dettingen/Teck

Or

Kto.No.: 12155004

BLZ: 612 910 30 (Volksbank Kirchheim)

1.7 History

History

1.0 PPC Native GIF Viewer (Killed GIF Format later again, due to GIF license stuff)

1.1 PCX 8 Bit Added

1.2 JPEG Added (Display only in 8 Bit)

1.3 Lot of indirect display Formats added

1.4 JPEG now works in 15/16/24 Bit Display, also, LMB Fractal Image Format added

1.5 Final changes (removal of GIF Format and others...) for first release, added 68k version

1.6 Bugfix: Now JPEGs and "indirect Formats" with "strange dimensions" (for example 367x831) work, what they did not do before. Sorry :)

Added PNG Format Support (All color_types, including Alpha-Channel ones.

COLOR_TYPE_GRAY_ALPHA is not tested, though, as i do not have example images of this one, it should work, though. <8 Bit PNG also work, and 24 Bit PNG).

Added 24 Bit PCX (not very useful, though, quite slow and big).

"WB Color Change Bug" should now be removed.

1.8 Future

Future

- Support for IFF and 1-7 Bit PCX (More info or sources welcome !!!)

- Making Datatypes using the source of WarpView

1.9 Troubleshooting

Troubleshooting

Possible Problems:

- After the Screen for a 24 Bit Image opens, there is quite some delay, the same as to closing the Screen of a 24 Bit Image.

Well, you apparently use Picasso96, but have the rtgCGX.library installed.

Please delete the rtgCGX.library, and use the rtgP96.library, then the problem will disappear.

- Does not work at all

Install WarpOS (On my system: powerpc.library V13.2 and warp.library V2.1) and rtgmaster V32 or higher (V35 recommended, for optimal WB Window Support).

- Does not work from Workbench, only from CLI.

Yes, this is true.

- Sometimes it does not recognize an image.

This happens if the image does not have the correct ending (.jpg or .jpeg for JPEG, for example, case-insensitive)

- Sometimes my WB Colors change

Should not happen anymore with V1.6. If it does anyways, please contact me (but i think i fixed it finally...)

- It crashes, when loading a LMB/PGM/PPM Image

Put the stack to a higher value. This is only needed if you want to load .LMB files. For all other file formats the stack is big enough. Only these three exotic formats cause trouble.

- It says "No screenmode found"

Apparently you are using OCS/ECS/AGA or EGS. WarpView does not support them.

You need Picasso96 or CyberGraphX or Probench3.

1.10 Options/Commands

Options/Commands

--- snip ---

WarpView V1.6 - Help

WarpView [switches] filename

-quant : Enables 8 Bit Color Quantization for 24 Bit Formats

-credits : Outputs the Credits

-greetings : Outputs the Greetings

-help : Outputs the help

-window : Lets WarpView run in a window (if the Screen is big enough)

-formats : Lists the supported formats

-out file : For Indirect Display this saves the JPEG somewhere (Image Conversion)

-thead : To make this PD i had to include some adds (just joking...)

Soon: WarpView Datatype?

WarpView runs PPC Native, thanks to WarpOS.

--- snap ---
