

SuperView-Library

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REVISION HISTORY

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Contents

1 SuperView-Library	1
1.1 SuperView Library Documentation	1
1.2 Copyright	2
1.3 Disclaimer	3
1.4 Distribution	3
1.5 Abilities, Purposes and much more	5
1.6 Installation and Configuration	5
1.7 Overview of currently available SVOjects	6
1.8 Overview of currently available SVDrivers	8
1.9 Overview of currently available SVOperators	9
1.10 Software supporting superview.library	10
1.11 Thanks, greetings, credits and the rest	10
1.12 How to contact the author	12
1.13 The future of the SuperView.library	13
1.14 History	13
1.15 ILBM.svobject	16
1.16 ACBM.svobject	17
1.17 Datatypes support	18
1.18 PCX.svobject	18
1.19 SVO.svobject	20
1.20 GIF.svobject	22
1.21 BMP.svobject	24
1.22 WinIcon.svobject	25
1.23 FBM.svobject	25
1.24 PNM.svobject	26
1.25 C64.svobject	27
1.26 IMG.svobject	28
1.27 TIFF.svobject	29
1.28 EPS.svobject	30
1.29 Targa.svobject	31

1.30 WPG.svobject	32
1.31 SunRaster.svobject	34
1.32 Pictor.svobject	35
1.33 MAC.svobject	35
1.34 JPEG.svobject	37
1.35 PCD.svobject	39
1.36 FastILBM24.svobject	40
1.37 YUVN.svobject	40
1.38 QRT.svobject	41
1.39 UtahRLE.svobject	42
1.40 ECS.svdriver	42
1.41 AGA.svdriver	44
1.42 CyberGraphics.svdriver	46
1.43 EGS7.svdriver	48
1.44 PicassoII.svdriver	50
1.45 OPAL.svdriver	51
1.46 Retina.svdriver	52
1.47 PICASSO.svdriver	54
1.48 MERLIN.svdriver	54
1.49 XOR.svoperator	55
1.50 24BitToHAM.svoperator	56
1.51 Crop.svoperator	58
1.52 Dither24Bit.svoperator	58
1.53 HilbertDither256.svoperator	59
1.54 24BitToHAM.svoperator	60
1.55 AnyTo24Bit.svoperator	62
1.56 ExtractGrayScales	62
1.57 ExtractRed	64
1.58 ExtractGreen	64
1.59 ExtractBlue	65
1.60 TopToBottom	66
1.61 LeftToRight	67
1.62 Rotate	67
1.63 Scale50	68
1.64 Used literature for developing this program	69
1.65 Credits	70
1.66 Requirements for the SuperView.library Package	74

Chapter 1

SuperView-Library

1.1 SuperView Library Documentation

superview.library V11.9

- Freeware (Licenseware) -
product-specific Licenseware

Any usage from and by other programs without an
explicit license is strictly forbidden (see "Distribution").

© 1993-95 by Andreas R. Kleinert. All rights reserved.

This program has been written under OS V3.1 and is therefore
fully compatible. It needs OS V2.04+.

Release Date: 2.8.1995

Copyrights

Disclaimer

Distribution

Requirements

How to install and configure it

Short: Purpose and Abilities

Supporting Software

SVObject Descriptions/History

SVDriver Descriptions/History

SVOperator Descriptions/History

Possible future enhancements ...

History

Thanks and Greetings

Used literature for developing

Credits

How to contact the author

— // —
Only \X/ Amiga makes it possible!

Die CHAOS-Theorie:

"Dabei geht es zum Beispiel darum, den verdammten Schmetterling zu finden, dessen Flügelschläge die vielen Stürme in letzter Zeit verursacht haben."
(Terry Pratchett in "Total verhext")

Dedicated to all people, who actually READ docfiles ;-)

1.2 Copyright

The superview.library and the distributed files - e.g. the documentation files - are (C)opyright 1993-95 by Andreas R. Kleinert.
All rights reserved.

(For some files there may additional or substitutive Copyrights take place, which then are stated locally within the documentation.)

The following usage and license conditions are announced for all parts of the distribution, which means SVOjects, SVDrivers, SVOperators and all other files.

The usage and distribution of superview.library takes place under the concept of product-specific Freeware (Licenseware).

For more details on distribution rules and developers restrictions, you have to see paragraph "Distribution".

Some of the mentioned names or products within this or other documents may be copyrighted by companies or trademarks of companies or persons.

This software is based in part on the work of the Independent JPEG Group (concerning JPEG.svobject).

1.3 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.

1.4 Distribution

As with V11.8 of the Library the following distribution conditions take place:

Distribution in Common

~~~~~

The Library must not be distributed isolated, detached from any specific program package, whose author has licensed the library.

If the licensed library is included within the licensing program's program distribution, the distribution conditions of this program take place as long as these do not explicitly contradict to the disposals described in the following text.

Licensed programs are not restricted to have any special legal copying conditions, so the Library may appear together with any form of Software, like e.g. Freeware, Shareware or commercial programs, perhaps with exception of "pure" Public Domain.

### Restrictions

~~~~~

The program SuperView-Library in this version is product-specific Freeware (Licenseware), which at first means, that a single distribution of the Library is as well forbidden as an unauthorized distribution together with programs of non-licensees.

Also, as with V11.8, the Library MUST not:

- be included into other program's distributions without my explicitly written permission
- be copied as a single package without being directly related to a specific program
- without a license be copied and also not be used directly or - via any tricks - indirectly

Licensing

~~~~~

There is no way of automatic licensing via "agree-to-the-above-terms". Any license since V11.8 has to be given in written, non-electronic form. Interim-licenses may be promised via phone, email, etc but have to be confirmed in paper form.

The only one, who is authorized to write and send licenses or promise licensing is the author of superview.library, which is

Andreas R. Kleinert.

If you want to license the library, please send me the following information:

- STATUS - what's the status of your planned or actually existing program ?
- Main categories are Freeware, Shareware, Commercial.
- WHO - what's your (or your companies') name, adress and phone number, maybe also email adress ?
- WHAT - what kind is your program of ?  
Not any programmer of any kind of program will get a licence. I am not going to support programs, which may concern my vital interests by beeing direct competitors of other programs where I am involved as a participator, depending on the success of the programs. [ ;-) ]  
On the other hand there are various ways to synchronize programming efforts and to come to a solution, which is acceptable for both sides.
- PLANS - according to the type of your program you might also tell me something about your plans for future versions of the program as long as it does concern a fundamental change in the program's concept and function (competitor)
- SAMPLE - would be nice to see a copy of the previous, beta or final version of the program
- PAYMENT - are you gonna pay for the licence ?
- Freeware authors will not have to pay anything, if they get a license. Shareware authors might. Commercial programs will perhaps.  
Tell me what you think, then we'll talk about it.  
Fees aren't expensive in my opinion.

After Licensing

~~~~~

Each license is specific to the licensee and his wishes.

Common to all licensees is the following:

- The Right to use the unmodified library within the program or program-group it has been licensed for
- Access to not publicly documented functions
- The Right to distribute the library together with your program
- The Right to integrate the library into the concept of your program as long as no basic parts have to be changed
- The Obligation to respect the distribution conditions and to add a ReadMe file and documentation remark reflecting this to the program
- The Obligation to send me a copy of the final, registered or

register-able version fo the program using superview.library

If there are more questions, please don't regret to ask me, because just asking doesn't cost you anything.

1.5 Abilities, Purposes and much more

The "superview.library" consists of many functions and sub-libraries, which allow quick and easy displaying, saving, converting and processing of various picture formats (IFF-ILBM, GIF, JPEG, PCX, Targa, TIFF, ...).

It has been designed for the purpose to display and process any common type of bitmap graphics as fast and as comfortable as possible on almost any Amiga hardware configuration.

External Viewer-Libraries (SVObjects), Graphic Card Drivers (SVDDrivers) and various Operators (SVOperators) allow easy but flexible configuration, usage and expansion.

Programmers may send me their own SVObjects, SVDDrivers or SVOperators, if they want to have them added to the main distribution archive or put onto the DeveloperDisk, which is available for the library.

1.6 Installation and Configuration

Main Installation

~~~~~

Just use the supplied Installer-Script, or "by hand"-copy "superview.library" and "superviewsupport.library" to your "LIBS:"-Directory, the SVObjects to "LIBS:svobjects/", the SVDDrivers to "LIBS:svdrivers/" and the SVOperators to "LIBS:svoperators/" !

Customized Installation for 680x0 systems

~~~~~

The Installer script may also install some special 68030(020) and 68040 versions of several library modules (auto-detection).

If you did not install the Library via Installer, you should copy these to LIBS: by hand just after the main installation has taken place (copy "libs/68030" or "libs/68040" to the destination path).

Datatypes-Support for OS 3.x

~~~~~

"datatypes.library" V39+ is only needed, if OS3-DataTypes are wished to be supported.

Please take care, which libraries are also additionally needed by the single SVObjects/Drivers/SVOperators !!!

Add-On's

~~~~~

The "Bonus" directory of the library archive does contain several

addon-modules which might wished to be installed.
This has to be done separately.

Additional Settings

~~~~~

##### Directory Caching

-----

"AddBuffers"-Values for the used Drives should at least be around 25,  
sometimes more might be useful.

##### Stacksize

-----

If you don't set this one to a reasonable value, the system  
might crash when using some specific modules (e.g. Dither24Bit).  
It is strongly recommended to use values  $\geq 32768$ .

#### Assignments

~~~~~

As always, there have to be the standard assignments to be present
like "ENV:", "ENVARC:" and so on.

Additionally, you should create an assignment called "VMEM:", which
is intended to contain virtual memory image files, which may
be created either by superviewsupport.library (vmem_XXXXXXXX)
or JPEG.svobject (jpeg_XXX).

It does not always make sense, to place this directory somewhere
at a Ram-Disk, because most programs will perhaps only try to place
files there, after they already checked, that there's no more
memory available (so even your Ram-Disk would not grant more space).

It is suggested to place this Assign on a fast harddisk or partition,
with a high AddBuffers value.

Preferences

~~~~~

For modifying any Preferences you should take a look into the  
file "ControlPads", where several optional settings are described.

For editing ControlPad Files you need a TextEditor, although  
SuperViewPrefs may be used as a shell to manage this.

## 1.7 Overview of currently available SVOjects

Available SVOjects (as far as known) :

| SVOject       | Type | Read-Support          | Write-Support         |
|---------------|------|-----------------------|-----------------------|
| IFF-ILBM      | EXT  | (system-dependent)+24 | (system-dependent)+24 |
| IFF-ACBM      | EXT  | (system-dependent)    | (system-dependent)    |
| OS3-DataTypes |      |                       |                       |

|                     |                       |                       |
|---------------------|-----------------------|-----------------------|
| INT                 | all Pictures          | (not available)       |
| PCX upto V3.0       |                       |                       |
| EXT                 | max. 8/24bit Files    | max. 8/24bit Files    |
| SVO upto V1.0       |                       |                       |
| EXT                 | (system-dependent)+24 | (system-dependent)+24 |
| GIF upto 89a        |                       |                       |
| EXT                 | max 8bit Files        | max 8bit Files        |
| BMP (W*nd*ws)       |                       |                       |
| EXT                 | max 8/24bit Files     | max 8/24bit Files     |
| Icon (W*nd*ws)      |                       |                       |
| EXT                 | 16 Color Icons        | (not available)       |
| FBM (*nix)          |                       |                       |
| EXT                 | max 8/24bit Files     | max 8/24bit Files     |
| PNM (*nix)          |                       |                       |
| EXT                 | max 8/24bit Files     | always as 24bit Files |
| C64 (Koala, Doodle) |                       |                       |
| EXT                 | max 4bit Files        | (not yet available)   |
| IMG (GEM/Ventura)   |                       |                       |
| EXT                 | max 8bit Files        | (not yet available)   |
| TIFF (V5.0)         |                       |                       |
| EXT                 | max 8/24bit Files     | max 8/24bit Files     |
| EPS                 |                       |                       |
| EXT                 | (various)             | (not yet available)   |
| Targa               |                       |                       |
| EXT                 | max 8/24bit Files     | max 8/24bit Files     |
| WPG (W*rdP*rf*ct)   |                       |                       |
| EXT                 | max 8bit Files        | (not yet available)   |
| SunRaster (RAS)     |                       |                       |
| EXT                 | max 8/24bit Files     | max 8/24bit Files     |
| Pictor/PCPaint/PIC  |                       |                       |
| EXT                 | max 8bit Files        | (not yet available)   |
| MAC (MacPaint)      |                       |                       |
| EXT                 | max 1bit Files        | (not yet available)   |
| IFF-YUVN            |                       |                       |
| EXT                 | 24bit Files           | always as 24bit Files |
| JPEG (JFIF)         |                       |                       |
| EXT                 | max 8/24bit Files     | always as 24bit Files |
| PCD                 |                       |                       |

---

```

                                EXT   24bit Files           (not available)

FastILBM24
                                EXT   24bit Files           (-> via IFF-ILBM)

QRT/POV
                                EXT   24bit Files           24bit Files

Utah RLE
                                EXT   24bit Files           24bit Files

```

There's also an "Unpack.svobject" in the Bonus-Directory, which allows reading of packed files without explicitly unpacking them before (supports XPK and PP20).

Planned SVObjects (no guarantee !) :

- RIFF-BMP
- Mac PICT
- MTV
- SGI
- Imagine Textures (if possible)
- RGB8/RGB24
- Atari formats (if I get my hands on some pictures -> send some, if PD !)
- and more (you may send me gfx's and/or descriptions, if PD)

## 1.8 Overview of currently available SVDivers

Available SVDivers (as far as known) :

| SVDriver      | Requirements             | BITPLANE | ONEPLANE         |
|---------------|--------------------------|----------|------------------|
| ECS           | ECS*, OS V2.04+ (V37)    |          | (system) 8/24bit |
| AGA           | AGA*, OS V3.x+ (V39)     |          | (system) 8/24bit |
| CyberGraphics | CyberGraphics RTG System | 8bit     | 8/24bit          |
| EGS-System    | EGS-Graphic-Libraries V7 | 8bit     | 8/24bit          |
| Picasso II    | PicassoII-Card           | 8bit     | 8/24bit          |
| OpalVision    | OpalVision Card          | 8bit     | 8/24bit          |
| Retina        | Retina ZII/ZIII Card     | 8bit     | 8/24bit          |

|        |                      |      |         |
|--------|----------------------|------|---------|
| Merlin | Merlin Graphics Card | 8bit | 8/24bit |
|--------|----------------------|------|---------|

Additional or alternative NOT INCLUDED SVDivers (e.g. on AmiNet)

|         |                |      |         |
|---------|----------------|------|---------|
| Picasso | PicassoII-Card | 8bit | 8/24bit |
|---------|----------------|------|---------|

\* ECS- and AGA.svdriver will both work with Graphic Cards, if they are configured with "BITMAPCOPY=RTG" and the GfxCard software does supply a Workbench Emulation and/or ScreenMode Catcher. If you own a Graphics Card, without having an appropriate SVDriver for it, always try using AGA.svdriver at first.

Planned SVDivers:

Send me a card, I write the Driver... ;-)  
(At least trying to do so.)

## 1.9 Overview of currently available SVOperators

Available SVOperators (as far as known) :

SVOperator

XOR

nice effects ...

24BitToHAM

dithers 24 Bit RGB to HAM6/HAM8

Dither24Bit

dithers 24 Bit RGB to 2..256 Colors

AnyTo24Bit

converts input to 24 Bit

Crop

"crops" boxes of any size from 8/24 Bit graphics

HilbertDither256

dithers to Black & White

ExtractGrayScales

converts (upto) 256 Colors or 24 Bit to Gray

ExtractRed

extracts Red values from (upto) 256 Colors or 24 Bit

ExtractGreen

extracts Green values from (upto) 256 Colors or 24 Bit

```

ExtractBlue
    extracts Blue values from (upto) 256 Colors or 24 Bit

TopToBottom
    turns top to bottom ...

LeftToRight
    turns left to right ...

Rotate
    rotates by 90/180/270 degrees ...

Scale50
    scales to half/double size

```

Planned SVOperators (no guarantee !) :

- HAM6/8 -> 2..256 Colors  
(currently you will have to convert them to 24 Bit before)
- some more operators for common image processing
- and more

Maybe, some of the currently included SVOperators may be merged to more integrated modules (e.g. 24 Bit dithering).

## 1.10 Software supporting superview.library

The following programs are currently supporting the "superview.library" :

- SuperView THE program for use with superview.library
- SimpleView (superview.library Example Program)
- MicroView (superview.library Example Program)
- KFractPlus (fractal generator with superview-based saving option)
- SIP (for examinations)
- DRAFU (unreleased Beta-Version; ask for a demo)
- SuperLoader (Steve Quartly's OpalVision-Loader)
- SqOpal (by Steve Quartly; steveq@sndcrft.DIALix.oz.au)
- ImageConvert (by Andre Bergmann)
- SVShow (by Andre Bergmann)
- Image Engineer (by Simon Edwards; s9407349@yallara.cs.rmit.edu.au)
- ...

There are several more programs (Shareware, commercial), but since they are not yet available I don't list them here.

## 1.11 Thanks, greetings, credits and the rest

I perhaps have to thank many persons for supporting me with ideas, Bug-reports and so on :

Thanks go to (in alphabetical order) :

\* Jan van den Baard

... for his great tool GadToolsBox, which I used to design the GUI of SuperViewPrefs. Thanks!

\* Gerd Frank

... for Beta-Testing, Bug-Reports and for his many ideas and suggestions, concerning superview.library and SuperView (also see notes there) !  
And last not least for the new AmigaGuide Documentation... ;)

\* 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. With superview.library only the InstallerScript-Icon is used yet (several times ;-)

\* Jürgen Schäfer

... for specific Beta-Testing and related Bug-Reports, as well as several useful hints and suggestions on implementing new features to the library

\* 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

... for the new Icons for Doc- and AmigaGuide-Files, included with the Library. He also designed some more Icons for use with SuperView and new Drawer-Icons. Additionally, he had some ideas and suggestions on 24 Bit ILBM and YUVN.

\* and last NOT LEAST

- all \_registered\_ users of SUPERVIEW for supporting Shareware !!  
(ORDER YOUR KEYFILE NOW !)

- the people mentioned below (still in alphabetical order ;-)

|         |            |                                               |
|---------|------------|-----------------------------------------------|
| Andre   | Bergmann   | made bug-reports and uses superview.library   |
| Alex    | Carbin     | TuC / Co-Sysop Century                        |
| Rüdiger | Dombrowski | ADX-Datentechnik, "Amiga Demos+Tools" CD-ROMs |
| Sven    | Drieling   | Indy - Creator of "PowerBrei" DiskMag         |
| Simon   | Edwards    | author of Image Engineer                      |
| Oliver  | Eichhorn   | author of EGSTasy                             |
| Thomas  | Eigentler  | Programmer of Merlin-SVDriver (included),     |
| Thomas  | Fischbach  | Sysop of "GM-Box", my current Fido-Boss       |
| Fred    | Fish       | AmigaLibDisks and Fish CD-ROMs                |
| Stefan  | Grad       | GPD-Disks                                     |

Klaus Holtorf for several information on graphic file formats  
 Paul Huxham (Co-)Programmer of OpalVision-SVDriver (included)  
 Ing.-büro Helfrich for supplying the PiccoloSD64 Graphics Card  
 Stefan Kremer TuC / Sysop Century  
 Alex Lange Time PD-Disks  
 H.P. Lattka Franz PD-Disks  
 Andreas Manewaldt Taifun PD-Disks  
 Axel Melzener Game Object Design  
 Andreas Neumann Creator of the PCQ-Support includes and modules.  
 Patrick Ohly Programmer of PICASSO.svdriver (AmiNet)  
 Michael Petrikowski Amiga Szene PD-Disks  
 Albi Rebmann Operator of my favoured Fido-InterNet-Gateway,  
 supplier of my InterNet address  
 Thomas Saenger Sysop of "elephant BBS"(down), my former Fido-Boss  
 Michael Trautmann PC-Programmer, for information on WinIcons.  
 Steve Quartly (Co-)Programmer of OpalVision-SVDriver (included),  
 also wrote "SuperLoader" and "SqOpal".  
 NJ Verenini The one, who created this nice "Spumoni's Workbench"  
 JPEG-Picture (AmiNet) with SuperView ... :-)  
 Florian Zeiler Sending me the RetinaZ2 and PicassoII graphic  
 cards enabled me to write my own Drivers for these.

- some users, which e.g. reported bugs via mail, e-mail or telephone or did something else related to my programming work on the library (only the ones, which have not already been listed above) :

Thomas Alexnat  
 Rudi Brand  
 Aaron Digulla  
 Thomas Gundlach  
 Richard Hartmann  
 Jim & Becky Maciorowski (thanks for the nice card :-)  
 Jürgen Schneider  
 Klaus Stengel  
 Reinhard Theling  
 Tilo Winkler (thanks for the strange TIFFs ;-)

and more.

Maybe I forgot some people to list here, but nobody's perfect... ;-)

## 1.12 How to contact the author

You may reach me the following way.  
 Send bug-reports, money or whatever to:

Andreas R. Kleinert,  
 Grube Hohe Grethe 23,  
 D-57074 Siegen,  
 Germany.

Phone: +49-271-331859 (weekdays after 18.00h)  
 +49-271-332147 (weekdays after 18.00h)

When calling via phone you may leave a message,



if I'm not available. - Andy

E-Mail: Fido Andreas Kleinert 2:2457/435.10  
 Usenet/InterNet Andreas\_Kleinert@superview.ftn.sub.org  
 Andreaskleinert@n2usx.sauerland.de

If nothing else works, try one of these Fido-InterNet gateways:

Andreas\_Kleinert@p10.f435.n2457.z2.fido.sub.org (in Germany)  
 Andreas\_Kleinert@p10.f435.n2457.z2.fidonet.org (USA or other)

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. Also mention the version number of superview.library (and e.g. SuperView) which caused the bug and describe your system configuration (Amiga model CDTV/CD-32/600 (HD)/500 (+)/1000/1500/1200 (HD)/1300/2000/2500 (UX)/3000 (T)/4000 (/030/040/060) (T)/DraCo, Kickstart/OS Version, RAM, HardDisk, GfxCard, any special Hardware/Software). Since their recently have been some problems: please don't forget to mention, whether your machine is accelerated in any way, or not (68020/.../060, 68881/882).

## 1.13 The future of the SuperView.library

The Future (or: The Undiscovered Zone ;-)  
 =====

Well, ideas cannot be planned and creativity is not able to be calculated ;-)

So I can only express, what I'm thinking about the future of the library: There are many things, which I want to implement, on the other hand there are things, which are just necessary to be implemented sooner or later. So much work has to be done (still).

I'll try to do this, but I hope that there's enough support from the Amiga programmers all over the world (via Inter/AmiNet, Fido, etc.) to help me to continue doing so.

This does not only mean financial support, but also additional programming efforts like third-party improvements on the library (why not write your own SVOjects/SVDrivers/SVOperators ?)

- Andy

## 1.14 History

Please note the version-dependencies :

| superview.library | SVOjects  | SVDrivers | SVOperators |
|-------------------|-----------|-----------|-------------|
| Version 1         | -         | -         | -           |
| Version 2         | Version 1 | -         | -           |

|              |             |             |           |
|--------------|-------------|-------------|-----------|
| Version 3-8  | Version 1,2 | Version 1   | -         |
| Version 9-10 | Version 1,2 | Version 1   | Version 1 |
| Version 11   | Version 1,2 | Version 1,2 | Version 1 |

V11.9 (2.8.1995) :

-----

- SVOjects:
  - added 68000 version of JPEG.svobject
  - reworked all of the supplied SVOjects to close files immediately after reading/writing (if successful)
  - reworked all of the supplied SVOjects to allow immediate changing of the selected default SVDriver
  - all SVOjects now require superview.library V11+ for displaying
  - reworked 8 and 24 Bit ViewMode generation for all related SVOjects (correct ViewModes on ECS systems)
  - ILBM, ACBM now do now longer export plain 16 Bit ViewModes within the 32 Bit field (mask 0x0000FFFF)
  - JPEG would have crashed on several configurations at `_startup_` time (did not concern 68040, since FPU initialization causes math-libs to be already open)
  - HAM8 fixes on: Cybergraphics, Retina, EGS7
  - AGA, ECS: added new "SCREENINFRONT" switch
  - introduced new SVOject flags to indicate ClipBoard support (might work, even if not set yet)
  - ILBM, ACBM, YUVN: set new ClipBoard flags (bit #7->reading, #8->writing)
  - PCX: fixed problem with ineffectively compressed gfx
  - AND MORE
- SVDDrivers:
  - added MERLIN.svdriver with friendly permission by its author, Thomas Eigentler
  - ECS, AGA now clear Screen before writing and disable menu selection (also CyberGraphics)
  - ECS now may be configured to automatically dither non-ECS type graphics to 16 Colors (256 Colors, HAM8, >16 HighRes, >32 LowRes). Default is "not active". Needs "8BITOPERATOR" to be set.
  - CyberGraphics' cpinfo-file was incomplete
  - wrote my own PicassoII.svdriver, which is included with the library distribution from now on
  - added 68000 version of AGA.svdriver for plain 68000-A2000 systems with 3.x and GfxCard
  - AND MORE
- SVOperators:
  - HAM8 fixes on: AnyTo24Bit
  - speed optimized ExtractGrayScales
  - AND MORE
- Library:
  - added some new error codes (if either 24 Bit data is needed or has to be rejected, we use these instead of more common ones)

- requests superviewsupport.library V6+ now
- InstallerScript: fixed possible bug; did some changes
- Bonus:
  - JPEG.svobject is no longer part of the Bonus dir, but the main library instead
  - reworked CallPNM, FastILBM24, PCD
- Docs:
  - reworked
- MISC:
  - got another InterNet address. Try this one when your binaries don't come trough or you don't get a reply (or takes too long ;-)

#### V11.8 (27.6.1995) :

- 
- Bugfixes:
    - SVDDrivers:
      - BitMap/Chunky fixes on: ECS, AGA, CyberGraphics
      - ViewMode list fixes on: all supplied SVDDrivers
      - added "EGS7.svdriver" (great enhancements), removed "EGS.svdriver" (still runs with V6, but...)
    - SVObjects:
      - PCX did not set correct viewmode when loading 24 Bit graphics (was always INVALID\_ID) (-> Jürgen Schäfer)
      - PCX still failed on some strange plane-compressed gfx
      - improved file recognition on PCX, MAC, Targa and TIFF
      - ILBM wrote garbage in last few lines of uncompressed files sometimes (-> Jürgen Schäfer)
      - Also, there still had been some alignment bugs (-> Jürgen Schäfer)
      - BMP: fixed several bugs. Recognized HD-Maxtransfer
    - Libs:
      - superviewsupport.library
  - Reworks:
    - small changes: TIFF
  - Documentation:
    - revised and updated
    - renamed "Crashes.doc" to "IMPORTANT.doc"
  - COMING SOON:

New OPAL.svdriver by Steve Quartly and Paul Huxham.

#### V11.7 (27.5.1995) :

- 
- New features:
    - included "CyberGraphics.svdriver" for CyberVision and any other GfxCards, which are supported by CyberGraphics. There have already been single releases of this SVDriver. (thanks to Ingenieurbüro Helfrich for the PiccoloSD64 Card)
  - Fixes:
    - Retina.svdriver did not fail on missing retina\*.libraries, but instead when trying to display anything (Guru). Fixed.
    - fixed bug within AGA.svdriver
  - Misc:
    - added some new Icons, e.g. SuperViewPrefs.info now contains the "selected" part of the ConfigFile-Icon of SuperView (nice) and the Drawer Icons have been replaced by a new one from Detlef Winkler
    - revised SuperViewPrefs to allow also settings for SVOperators,
-

- also completely revised GUI and soem more things.
- Documentation and Programmers Section:
    - again reworked some parts of the documentation
    - added note on availability of Merlin.svdriver V1.1
  - Installation:
    - completely rewrote Installer-Script; e.g. libraries may now be installed to an other directory than LIBS: (for those who make use of "Assign LIBS: [PATH] ADD")
    - added configuration for CyberGraphics
    - ECS and AGA settings now also included with some specific GfxCard configurations (BITMAPCOPY=RTG)

```
*****
* Revision history entries below V11.7 have been deleted          *
*           to save diskspace !                                   *
*****
```

## 1.15 ILBM.svobject

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Version : 2.22  
 Release Date : 30.07.1995

Description  
 ~~~~~

ILBM.svobject is an external Library-Module for the superview.library, which needs any SVDriver with Bitplane-Support.

It supports reading and writing of IFF-ILBM Files.
 In detail these are :

Reading :

- IFF-ILBM uncompressed 1..24 Bit
- IFF-ILBM CmpByteRunl compressed 1..24 Bit

Writing :

- IFF-ILBM uncompressed 1..24 Bit
- IFF-ILBM CmpByteRunl compressed 1..24 Bit

Reading/writing from/to ClipBoard is supported.

History
 ~~~~~

V2.22 (30.07.1995) :

- reworked to close files immediately after reading/writing - if successful
- enabled immediate SVDriver switching
- fixed generation of 24 Bit ViewModes
- no longer exports 16 Bit viewmodes (mask 0x0000FFFF) but instead either add PAL\_MONITOR\_ID o NTSC\_MONITOR\_ID (so that promotion to 31KHz should work now)

- set new ClipBoard flags

V2.21 (21.06.1995) :

- there had been a conflict in using the internal planesize and the IFF planesize, which sometimes resulted in uncompressed IFF files with garbage in the last few lines. Fixed.  
(-> Jürgen Schäfer, and more)
- also, there were some alignment bugs in the reading code, which sometimes caused compressed pictures with non-even width to get slightly damaged  
(-> Jürgen Schäfer, and more)
- another bug with compressed pictures: when compression had been inefficient (output larger than input), unallocated memory might have been overwritten by graphics data (usually not much, but might have caused crashes). We now use a safely calculated additional amount of buffer memory.
- removed some unused, CRNG-related code (and data)

V2.20 (14.05.1995) :

- sometimes produced garbage on uncompressed and CmpByteRun1 compressed files, which wasn't logically explainable (compiler-bug ?)  
Changed some parts for compressed files (works now), and bypassing this for uncompressed files by directly writing the single lines to disk
- side-effect: uncompressed pictures now use much less memory than before when being written
- again fixed some more things within the CAMG handling (should really accept "foreign" viewmodes now when reading)

```
*****
* Revison history entries before V2.20 have been deleted for space reasons *
*****
```

## 1.16 ACBM.svobject

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Version : 2.16  
Release Date : 30.07.1995

Description  
~~~~~

ACBM.svobject is an external Library-Module for the superview.library, which needs any SVDriver with Bitplane-Support.

It supports reading and writing of IFF-ACBM Files.
In detail these are :

Reading :

- IFF-ACBM uncompressed

(except 24 Bit-ACBMs)

Writing :

- IFF-ACBM uncompressed

(except 24 Bit-ACBMs)

Reading/writing from/to ClipBoard is supported.

History

~~~~~

V2.16 (30.07.1995) :

- reworked to close files immediately after reading/writing - if successful
- enabled immediate SVDriver switching
- no longer exports 16 Bit viewmodes (mask 0x0000FFFF) but instead either add PAL\_MONITOR\_ID o NTSC\_MONITOR\_ID (so that promotion to 31KHz should work now)
- set new ClipBoard flags

V2.15 (14.05.1995) :

- again fixed some more things within the CAMG handling (should really accept "foreign" viewmodes now when reading)

V2.14 (14.04.1995) :

- recompiled with SAS/C V6.55
- now saves A1 when opened/closed
- well, previous version was V2.13, not V2.18 (docs)

\*\*\*\*\*  
 \* Revison history entries before V2.14 have been deleted for space reasons \*  
 \*\*\*\*\*

## 1.17 Datatypes support

The library optionally accesses OS3-Datatypes.

Usually only the Datatypes for pictures are supported.

This means, no Samples, Text, Amigaguide File or anything else will be displayed via the SuperView.Library (see configuration section for information on how to bypass this) !

## 1.18 PCX.svobject

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Version : 2.20

Release Date : 02.08.1995

## Description

~~~~~

PCX.svobject is an external Library-Module for the superview.library, which needs any SVDriver with Bit-/Oneplane-Support.

It supports reading and writing of PCX Files.

In detail these are :

Reading :

2-256 Colors, 24 Bit. In detail:

- PCX V2.5 upto 16 Colors (supports 4/8 color EGA/VGA palette)
- PCX V2.8a upto 16 Colors (supports 4/8 color EGA/VGA palette)
- PCX V2.8b upto 16 GreyScales
- PCX V3.00 upto 256 Colors
- PCX V2.5 - V3.00 with 24 Bit Data (see Remarks !)

Writing :

Depending on the Colordepth of the source - no matter, which WriteSubType has been specified - the following is written :

Source Colors	Version	Type	Destination Colors
2 .. 16	PCX V2.8a	planar bitmap	16
32 .. 256	PCX V3.00	chunky pixel	256
(24 Bit)	PCX V3.00	RGB planar	(24 Bit)

For 2-256 Colors It is always tried, to write the files RLE-encoded, but if encoding is ineffective (output data nearly as large or even larger than input data), the files will be written unencoded.

24 Bit files will currently only be written unencoded.

Remarks

~~~~~

- Why writing only 16/256 Color files ?

When loading 4 Color PCX files, some programs might expect a CGA style color palette, while we only write EGA/VGA palettes. For 8 Color graphics it is not clear how they should be handled.

Also, most programs do not support 32 .. 128 Color graphics, perhaps because it is not clear, how the colormap has to be stored :

all at the end of the file or one hunk in the header and only the rest at the end of the file ?

So why should PCX.svobject support things, which are not defined as clear as they should be ?

- Then, why reading 4/8 Color files nevertheless ?

Because PCX.svobject wrote them - this was my fault - before I fixed this bug. So it still reads them, but no longer writes them.

- What about 24 Bit-Files :

Reading of RLE-encoded files works. It has been tested.  
 Reading of uncompressed files should now work, due to the bug-fix  
 in V2.11, although it has not been tested yet.  
 Send me your Public Domain 24 Bit Pictures, if they do not work  
 with PCX.svobject yet !

#### History

~~~~~

V2.20 (02.08.1995) :

- reworked to close files immediately after reading/writing - if successful
- enabled immediate SVDriver switching
- fixed generation of ViewModes (important for 24 Bit and 8 Bit with ECS)
- extremely ineffective compressing (output larger than input) might have caused unallocated bytes to be overwritten. Should not happen any longer.

V2.19 (21.06.1995) :

- did not set correct viewmode when loading 24 Bit graphics (was always INVALID_ID) (-> Jürgen Schäfer)
- file recognition works safer now
- strange-aligned planar PCX graphics with upto 16 colors sometimes might have over their assigned limits. Now the output is buffered safely (similar fix as already been done for IFF-ILBM). (-> graphics from Jürgen Schäfer)

V2.18 (29.04.1995) :

- recompiled with SAS/C V6.55
- now saves AI when opened/closed
- (hopefully) fixed the last remaining problems with differing internal and pcx-defined "bytes per line" values. All PCX-brushes/PCC-files should now be read correctly.

 * Revison history entries before V2.18 have been deleted for space reasons *

1.19 SVO.svobject

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Version : 2.12
 Release Date : 29.07.1995

Description

~~~~~

SVO.svobject is an external Library-Module for the superview.library, which needs any SVDriver with Bit-/Oneplane-Support.

It supports reading and writing of SVO Files.  
 In detail these are :



Reading :

- SVO V1.0 ONEPLANE/BITPLANE (includes 24 Bit Files)

Writing :

- SVO V1.0 ONEPLANE/BITPLANE (includes 24 Bit Files)

ControlPad-Switches

~~~~~

ControlPad-Name : "ENV:superview-library/SVO.controlpad"

ControlPad-Commands : - PACKMETHOD=<xxxx>

```

; if this one is specified, it is tried to
; pack the resulting file with the specified
; XPK-Packer. If this fails, the file keeps
; unpacked.

```

File Format Information

~~~~~

Pictures in the "SVO Graphics File Format" consist of two Files :  
 The Header-File (<Picture>.svo) and the Data-File (<Picture>).  
 The Header-File contains information about the Raw-Data in the  
 Data-File. For loading and saving the Graphics it makes no difference,  
 which FileName - Header-File or Data-File - is given.  
 This is managed by the svobject.

Because recognition of the Types of packed Files is only possible  
 by reading the whole File into a buffer and then check it, we use  
 two different Files for both : Graphics Information and Graphics.  
 The Data-File CAN be packed, the Header-File MUST NOT be packed.

The SVO.object does NOT save packed data by default, but you may either  
 specify an appropriate Xpk-Packer in the ControlPad or just pack it  
 with a Xpk-Packer-Program after writing.

The Data saved into the <Picture> File is read from a SV\_GfxBuffer  
 structure, which has either been supplied by the calling application  
 or has been created from a supplied Screen-Pointer.  
 This data may be of type BITPLANE (just like an IFF-ACBM: BitPlane  
 after BitPlane, but without padding) or ONEPLANE (8 Bit ChunkyPixel  
 or 24 Bit RGB-Data).

This allows efficient packing and unpacking with PowerPacker and all  
 other XPK-Packers.

Remember, that the original Data written by the SVO.object may not  
 necessarily be packed and therefore might need a lot of disk space.  
 So better pack it immediately after it has been written.

Source-Code

~~~~~

The "SVO Graphics File Format" is an "Open File Format", which means,
 that everyone is invented to use and support it and to make suggestions
 to improve the File Format or the Algorithms to handle it.

To allow support of the File Format and to give an example, how to write your own superview.library compatible "svobjects", this distribution contains the full SourceCode of the "SVO.svobject".

Feel free to use it for your own, commercial or non-commercial, programs !

History

~~~~~

V2.12 (29.07.1995) :

- reworked to close files immediately after reading/writing - if successful
- enabled immediate SVDriver switching

V2.10 (08.04.1995) :

- recompiled with SAS/C V6.55
- added CPInfo-File
- now saves A1 when opened/closed

V2.9 (05.03.1995) :

- now fills in NativeDIPF of V2 GfxBuffers
- also fixed initialization bug

V2.8 (01.07.1994) :

- writing of SVO-Files did not work since V2.6
- now it may be specified in "ENV:superview-Library/SVO.controlpad", whether written SVO-Files should be packed and which packer should be used ("PACKMETHOD=xxxx")
- SVO-Files now are written in the way the data has been stored in the GfxBuffer (either ONEPLANE or BITPLANE). Screens are transferred to BITPLANE data. Reading of such files was already possible, but not yet writing. This will sometimes allow more efficient packing with XPK (e.g. when ONEPLANE-8 data with only 16 Colors is used as input).

\*\*\*\*\*  
 \* Revison history entries before V2.8 have been deleted for space reasons \*  
 \*\*\*\*\*

## 1.20 GIF.svobject

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(Also see notes under "Credits".)

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Version : 2.16

Release Date : 29.07.1995

Description

~~~~~

GIF.svobject is an external Library-Module for the superview.library, which needs any SVDriver with Oneplane-Support.

It supports reading and writing of GIF Files.
In detail these are :

Reading :

- GIF 87a
- GIF 89a

Writing :

- GIF 87a
- GIF 89a

Source Colors	Version	Type	Destination Colors
2 .. 256	GIF 87/89a	chunky pixel	2 .. 256

There are also 68030(020) and 68040 versions of GIF.svobject, which can be found at "libs/680?0/svobjects".

Bugs and other Problems

~~~~~

Decoding is reentrant, encoding isn't:

Please note, that the Encoding Routines of the Library are not (yet) fully re-entrant, so that only one Task may Encode a picture at a time. The Library itself manages it, that the other Task has to Delay() until the Encoding Routines are "free" again.

This makes NOT REALLY A MATTER, because Encoding takes so much of the processor's time, that it is NOT EFFICIENT to ENCODE TWO OR MORE pictures AT THE SAME TIME ANYWAY !

History :

~~~~~

V2.16 (29.07.1995) :

- reworked to close files immediately after reading/writing - if successful
- enabled immediate SVDriver switching
- fixed generation of ViewModes (important for 8 Bit with ECS)

V2.15 (07.05.1995) :

- fixed memory handling a little
- saved some bytes of memory

V2.14 (14.04.1995) :

- recompiled with SAS/C V6.55
- now saves A1 when opened/closed
- added 68040 version

* Revison history entries before V2.14 have been deleted for space reasons *

1.21 BMP.svobject

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Version : 2.16

Release Date : 29.07.1995

Description

~~~~~

BMP.svobject is an external Library-Module for the superview.library, which needs any SVDriver with Bit-/Oneplane-Support.

It supports reading and writing of W\*nd\*ws V3.x (TM) BMP Files.

In detail these are :

Reading :

- unencoded BMP "wallpapers" in 1, 4, 8 or 24 Bit ColorDepth.
- RLE-encoded BMP "wallpapers" in 8 Bit ColorDepth.

Writing :

Depending on the Colordepth of the source the following is written :

| Source Colors | Version   | Type             | Destination Colors |
|---------------|-----------|------------------|--------------------|
| 2             | BMP V3.00 | packed chk. pix. | 2                  |
| 4 .. 16       | BMP V3.00 | packed chk. pix. | 16                 |
| 32 .. 256     | BMP V3.00 | chunky pixel     | 256                |
| (24 Bit)      | BMP V3.00 | RGB pixel        | (24 Bit)           |

History

~~~~~

V2.16 (29.07.1995) :

- reworked to close files immediately after reading/writing - if successful
- enabled immediate SVDriver switching
- fixed generation of ViewModes (important for 24 Bit and 8 Bit with ECS)

V2.15 (11.06.1995) :

- fixed several small bugs in writing BMPs

V2.14 (14.04.1995) :

- recompiled with SAS/C V6.55
- now saves A1 when opened/closed

 * Revison history entries before V2.14 have been deleted for space reasons *

1.22 WinIcon.svobject

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Version : 2.3

Release Date : 22.07.1995

Description

~~~~~

WinIcon.svobject is an external Library-Module for the superview.library, which needs any SVDriver with Oneplane-Support.

It supports reading of W\*nd\*ws V3.x (TM) Icon Files.

In detail these are :

Reading :

- WinIcon files with \_exactly\_ 16 Colors  
(more than one Icon per file should work, but hasn't been tested yet.)

History

~~~~~

V2.3 (22.07.1995) :

- reworked to close files immediately after reading/writing - if successful
- enabled immediate SVDriver switching

V2.2 (14.04.1995) :

- recompiled with SAS/C V6.55
- now saves A1 when opened/closed

V2.1 (06.11.1994) :

- first version.

1.23 FBM.svobject

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(Also see notes under "Credits".)

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Version : 2.11

Release Date : 29.07.1995

Description

~~~~~

FBM.svobject is an external Library-Module for the superview.library, which needs any SVDriver with Oneplane-Support.

It supports reading and writing of FBM (\*nix) Files.

In detail these are :

---

Reading :

|                               |                     |
|-------------------------------|---------------------|
| FBM 8 Bit, 1 Plane            | FBM 8 Bit, 3 Planes |
| 2..256 Colors; 256 Greyscales | 24 Bit              |

Writing :

|                    |                     |
|--------------------|---------------------|
| FBM 8 Bit, 1 Plane | FBM 8 Bit, 3 Planes |
| 2..256 Colors      | 24 Bit              |

Following to the specifications, an 2..128 Colors file takes as much space as an 256 Colors file : always 8 Bits are written.  
Only the ColorMap is sized differently for different ColorDepths.

History

~~~~~

V2.11 (29.07.1995) :

- reworked to close files immediately after reading/writing - if successful
- enabled immediate SVDriver switching
- fixed generation of ViewModes (important for 24 Bit and 8 Bit with ECS)

V2.10 (14.04.1995) :

- recompiled with SAS/C V6.55
- now saves A1 when opened/closed

V2.9 (11.03.1995) :

- now rejects HAM

* Revison history entries before V2.9 have been deleted for space reasons *

1.24 PNM.svobject

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Version : 2.4
Release Date : 29.07.1995

Description

~~~~~

PNM.svobject is an external Library-Module for the superview.library, which needs any SVDriver with Oneplane-Support.

It supports reading and writing of PNM (\*nix) Files.  
In detail these are :

Reading :

All binary (non-ASCII) variations of the PNM format will be read

(P4/P5/P6), non-binary (ASCII) variations are not supported (P1/P2/P3).

|               |                |                  |
|---------------|----------------|------------------|
| PBM (P4)      | PGM (P5)       | PPM (P6)         |
| Black & White | 256 GreyScales | 24 Bit TrueColor |

Writing :

All input data, no matter how many Colors actually are used, will be written as binary 24 Bit PPM data (P6).

History

~~~~~

V2.4 (29.07.1995) :

- reworked to close files immediately after reading/writing - if successful
- enabled immediate SVDriver switching
- fixed generation of ViewModes (important for 24 Bit and 8 Bit with ECS)

V2.3 (14.04.1995) :

- recompiled with SAS/C V6.55
- now saves A1 when opened/closed

V2.2 (11.03.1995) :

- now rejects HAM

V2.1 (25.12.1994) :

- first version

1.25 C64.svobject

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(Also see notes under "Credits".)

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Version : 2.7

Release Date : 22.07.1995

Description

~~~~~

C64.svobject is an external Library-Module for the superview.library, which needs any SVDriver with Oneplane-Support.

It supports reading of C64 Graphics Files (Koala, Doodle).

In detail these are :

Reading :

| Format | Dimensions | Colors | Displayed as | FileSize | Flexibility        |
|--------|------------|--------|--------------|----------|--------------------|
| Doodle | 320x200    | 2/16   | 320x200      | 9218     | (9200 < fs < 9230) |
| Koala  | 160x200    | 4/16   | 320x200      | 10003    | (fs == 10003)      |

Writing :

(not supported yet)

History

~~~~~

V2.7 (22.07.1995) :

- reworked to close files immediately after reading/writing - if successful
- enabled immediate SVDriver switching

V2.6 (14.04.1995) :

- recompiled with SAS/C V6.55
- now saves A1 when opened/closed

V2.5 (07.05.1994) :

- use of SAS/C V6.51
- use of new "superviewsupport.library" V1
This saves some space again (here : ca. 1100 Bytes).

 * Revison history entries before V2.5 have been deleted for space reasons *

1.26 IMG.svobject

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Version : 2.9

Release Date : 29.07.1995

Description

~~~~~

IMG.svobject is an external Library-Module for the superview.library, which needs any SVDriver with Bitplane-Support.

It supports reading of IMG (GEM/Metafile) Files.

In detail these are :

Reading :

- IMG (16 Byte Header) GreyScaled (1..8 Bits = 2..256 Colors)
- IMG (18 Byte Header) GreyScaled (1..8 Bits = 2..256 Colors)

Writing :

(not supported yet)

History

~~~~~

V2.9 (29.07.1995) :

- reworked to close files immediately after reading/writing - if successful
- enabled immediate SVDriver switching
- fixed generation of ViewModes (important for 8 Bit with ECS)

V2.8 (14.04.1995) :

- recompiled with SAS/C V6.55
- now saves A1 when opened/closed

V2.7 (15.05.1994) :

- fixed version history (V2.5 mentioned twice)
- fixed subtype strings (one blank too much)

```
*****
* Revison history entries before V2.7 have been deleted for space reasons *
*****
```

1.27 TIFF.svobject

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(Also see notes under "Credits".)

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Version : 2.13
Release Date : 29.07.1995

Description

~~~~~

TIFF.svobject is an external Library-Module for the superview.library, which needs any SVDriver with Bit-/Oneplane-Support.

It supports reading and writing of TIFF-Files (V5.0).

In detail these are :

Reading :

| Compression  | Code  | PixelBits | Planes   | max. Depth | storage type |
|--------------|-------|-----------|----------|------------|--------------|
| None         | 1     | 1         | (system) | 1*(system) | BITPLANE     |
| None         | 1     | 8         | 1,3      | 8 / 24     | ONEPLANE     |
| Mac PackBits | 32773 | 1         | (system) | 1*(system) | BITPLANE     |
| Mac PackBits | 32773 | 4         | 1        | 4          | ONEPLANE     |
| Mac PackBits | 32773 | 8         | 1        | 8          | ONEPLANE     |
| LZW          | 5     | 8         | 1,3      | 8 / 24     | ONEPLANE     |

Not all of these modes may always work correctly. Please report any bugs.

Writing :

| Depth                       | written as                                                                 |
|-----------------------------|----------------------------------------------------------------------------|
| upto 256 Colors<br>(24 Bit) | Motorola (MM), None, 8, 1, ONEPLANE<br>Motorola (MM), None, 8, 3, ONEPLANE |

## Remarks

~~~~~

This SVOBJECT was quite a hard piece of work and is still perhaps not fully free of bugs yet.

Files with unknown compression types (e.g. CCITT Fax) will as well be rejected as files with unsupported Compression/PixelBits/Plane combinations, like e.g. None/4/2.

If you have some FREELY DISTRIBUTABLE TIFF-Files, which do not work with this program, you may send them to me, so that I can try - at least `_try_` - to improve this program to also allow reading of these.

History

~~~~~

V2.13 (29.07.1995) :

- reworked to close files immediately after reading/writing - if successful
- enabled immediate SVDriver switching
- fixed generation of ViewModes (important for 24 Bit and 8 Bit with ECS)

V2.12 (27.06.1995) :

- small internal changes
- file recognition works safer now

V2.11 (14.04.1995) :

- recompiled with SAS/C V6.55
- now saves A1 when opened/closed
- added 68030 and 68040 versions

\*\*\*\*\*  
 \* Revison history entries before V2.11 have been deleted for space reasons \*  
 \*\*\*\*\*

## 1.28 EPS.svobject

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Version : 2.3  
 Release Date : 22.07.1995

## Description

~~~~~

EPS.svobject is an external Library-Module for the `superview.library`, which needs any SVDriver with Bit-/Oneplane-Support.

It supports reading of the Trailers/Previews/Thumbnails which may be part of EPS.graphics. This will usually be TIFF graphics, but it makes not matter, which file format actually is included, because EPS.svobject will create a temporary file, which then will be parsed

through superview.library in in_ .
 (See documentation of "TIFF.svobject" to get informed, which TIFF
 file variations are currently supported).

Reading :

(Any contained Trailers/Previews/Thumbnails, as long as the specific
 contained file format - if any - is supported by superview.library).

History

~~~~~

V2.3 (22.07.1995) :

- nothing special ;-)

V2.2 (14.04.1995) :

- recompiled with SAS/C V6.55  
 - now saves A1 when opened/closed

V2.1 (30.12.1994) :

- first version

## 1.29 Targa.svobject

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Version : 2.9  
 Release Date : 29.07.1995

Description

~~~~~

Targa.svobject is an external Library-Module for the superview.library,
 which needs any SVDriver with Bit-/Oneplane-Support.

It supports reading and writing of TGA (Truevision Targa) Files.
 In detail these are :

Reading :

Colors	Depth	Organisation	RLE-Compression
1	1	planar monochrome	supported
256	8	chunky pixel (colors/gray)	supported
(24	Bit)	BGR-Pixel	supported

Writing :

Depending on the Colordepth of the source the following is written :

Source Colors	Type	Destination Colors
2 .. 256	Uncompressed chunky pixel	256

(24 Bit) Uncompressed BGR (24 Bit)

Remarks

~~~~~

- Currently files with Colorbits other than 1, 8 or 24 (16, 32) are not supported yet.
- ColorMaps have to be of type "3-Byte RGB".
- The flags for "mirroring" Images vertically and/or horizontally are not fully interpreted yet, nevertheless they are checked and reported via SVL\_FileInfoRequest().  
If the VERTINV flag is not set, the picture will be assumed to be written as "from bottom to top", otherwise as "from top to bottom". Some programs do not set these flags right, when writing, so that you might get just the opposite result as expected.  
The HORIZINV flag is currently ignored : when reading such a picture as usual, you'd get a mirrored image. But this flag is also set wrong sometimes ...

#### History

~~~~~

V2.9 (29.07.1995) :

- reworked to close files immediately after reading/writing - if successful
- enabled immediate SVDriver switching
- fixed generation of ViewModes (important for 24 Bit and 8 Bit with ECS)

V2.8 (27.06.1995) :

- file recognition works safer now

V2.7 (01.05.1995) :

- recompiled with SAS/C V6.55
- now saves AI when opened/closed
- when determining the best ViewMode, the OS would have returned a HAM6/8 ID for 24 Bit data. Now this is prevented the same way as inside the other SVOjects.

* Revison history entries before V2.7 have been deleted for space reasons *

1.30 WPG.svobject

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Version : 2.6
Release Date : 29.07.1995

Description

~~~~~

WPG.svobject is an external Library-Module for the superview.library, which needs any SVDriver with Bit-/Oneplane-Support.

It supports reading of WPG (WordPerfect) BitMap Files.  
In detail these are :

Reading :

- WPG BitMap (GreyScaled) with 1, 2, 4 or 8 Bits ColorDepth
- WPG BitMap (ColorMap) with 1, 2, 4 or 8 Bits ColorDepth

Writing :

(not supported yet)

Remarks

~~~~~

WordPerfect WPG Files do not necessarily have to contain BitMap-Graphics, they also may contain various other data, e.g. Vector-Graphics. If a WPG File contains a BitMap-Graphic in any of its Chunks, this will be displayed, otherwise the file will be rejected.

If a file does not contain any color information, WPG.svobject will generate GreyScales by default. This will be mentioned in the FileInfoRequester.

This version actually has been tested with graphics with 1, 4 and 8 Bit ColorDepth (2, 16 and 256 Colors). Due to the fact, that the 2 Bit-Routine is identically to the 1 Bit-Routine should not get any problems with those pictures.

History

~~~~~

V2.6 (29.07.1995) :

- reworked to close files immediately after reading/writing - if successful
- enabled immediate SVDriver switching
- fixed generation of ViewModes (important for 24 Bit and 8 Bit with ECS)

V2.5 (14.04.1995) :

- recompiled with SAS/C V6.55
- now saves A1 when opened/closed

V2.4 (22.05.1994) :

- fixed bug, which caused the last 4 Bytes of the ColorMap not to be read (last two Colors have been wrong, then). This did not concern grey-scaled Files without own ColorMaps ;-)
- fixed the same bug for BitMap data : the last 10 Bytes might not have been read.
- modified Doc-File slightly to reflect, that 8 Bit-Files are read correctly (not just since V2.4 ...)

\*\*\*\*\*  
\* Revison history entries before V2.4 have been deleted for space reasons \*  
\*\*\*\*\*

---

## 1.31 SunRaster.svobject

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Version : 2.5  
Release Date : 29.07.1995

### Description

~~~~~

SunRaster.svobject is an external Library-Module for the superview.library, which needs any SVDriver with Bit-/Oneplane-Support.

It supports reading and writing of SunRaster (RAS) Files.
In detail these are :

Reading :

- SunRaster with 2 Colors (1 Bit, planar)
- SunRaster with 256 Colors (8 Bit, chunky pixel)
- SunRaster with 24 Bit (24 Bit, R-G-B)

Writing :

Depending on the Colordepth of the source the following is written :

Source Colors	Type	Destination Colors
2..256	Uncompressed Chunky Pixel	256
(24 Bit)	Uncompressed 24 Bit RGB	(24 Bit)

Remarks

~~~~~

- Currently files with Colorbits other than 1, 8 or 24 are not supported yet.
- only RGB-plane ColorMaps supported (or monochrome, without map)
- max. 1 plane of BitMap data allowed

### History

~~~~~

V2.5 (29.07.1995) :

- reworked to close files immediately after reading/writing - if successful
- enabled immediate SVDriver switching
- fixed generation of ViewModes (important for 24 Bit and 8 Bit with ECS)

V2.4 (14.04.1995) :

- recompiled with SAS/C V6.55
- now saves A1 when opened/closed

V2.3 (11.03.1995) :

- now rejects HAM

V2.2 (24.12.1994) :

- when writing 24 Bit files, Colormap specification would have been wrong, which e.g. would have confused NetPBM.
Also the wrong planetype flag had been set. Fixed.

V2.1 (26.06.1994) :

- first version

1.32 Pictor.svobject

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Version : 2.3
Release Date : 29.07.1995

Description

~~~~~

Pictor.svobject is an external Library-Module for the superview.library, which needs any SVDriver with Bit-/Oneplane-Support.

It supports reading of Pictor/PC Paint (PIC) Files.  
In detail these are :

Reading :

- Files with 1, 4, or 8 Bit ColorDepth  
(monochrome or with EGA or VGA palette).

Writing :

(not yet supported)

History

~~~~~

V2.3 (29.07.1995) :

- reworked to close files immediately after reading/writing - if successful
- enabled immediate SVDriver switching
- fixed generation of ViewModes (important for 8 Bit with ECS)

V2.2 (14.04.1995) :

- recompiled with SAS/C V6.55
- now saves A1 when opened/closed

V2.1 (13.06.1994) :

- first version

1.33 MAC.svobject

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Version : 2.4
Release Date : 22.07.1995

Description

~~~~~

MAC.svobject is an external Library-Module for the superview.library,  
which needs any SVDriver with Bitplane-Support.

It supports reading of MAC (MacIntosh MacPaint) Files.  
In detail these are :

#### Reading :

- MAC Black & White 576x720

#### Writing :

(not supported yet)

#### Remarks

~~~~~

MacPaint Files, which are to be loaded into "MAC.svobject" should contain
the specific MacBinary Header (first the 128 Byte-Header, then the
MacPaint specific data appended to it).

In the PC area, there may sometimes files be found, which just contain
the MacPaint 576x720 black and white Data.

These files - without the header - can only be identified via the three
leading zero bytes at the beginning of the 512 Byte MacPaint header.
But there's never a 100% guarantee that a File with three leading zeroes
really is a MacPaint File, so we also request a filename ending with
".mac" or ".MAC" in this special case.

History

~~~~~

V2.4 (22.07.1995) :

- reworked to close files immediately after reading/writing - if successful
- V2.3 had not been written in 1954... |-)
- enabled immediate SVDriver switching

V2.3 (17.04.1995) :

- ID-less files now have to end with ".mac" or ".MAC" within their name

V2.2 (14.04.1995) :

- recompiled with SAS/C V6.55
- now saves A1 when opened/closed

V2.1 (12.05.1994) :

- first version
-



## 1.34 JPEG.svobject

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(Also see notes under "Credits".)

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This software is based in part on the work of the Independent JPEG Group.

Version : 2.9

Release Date : 29.07.1995

Description

~~~~~

JPEG.svobject is an external Library-Module for the superview.library, which needs any SVDriver with Oneplane-Support.

It supports reading and writing of JPEG Files as they are written by "The Independent JPEG Group's JPEG Software" (release 4).

In detail these are :

Reading :

- JPEG (IJG-JFIF), with output in 256 Colors or 24 Bit

Writing :

- JPEG (IJG-JFIF), from upto 8 or 24 Bit Input

Remarks

~~~~~

\* VMEM:

- \* Temporary data might be written to a directory assigned to "VMEM:", if necessary, but please note, that this might affect your HardDisk, if this program crashes (e.g. on a corrupt JPEG-picture) !  
So don't blame me, if this happens, but select a safe place for this temporary-file directory !

\* Writing JPEG-Files :

- \* Note, that JPEG-compression is lossy, which means that the original picture cannot be reconstructed totally.  
Only JPEG-compress files, of which you have backups, or files which you never want to edit and enhance again.  
You should always control the results from saving an JPEG-File : in some special cases (e.g. many thin lines on the screen) there may occur strong differences to the original picture.

ControlPad-Switches

~~~~~

ControlPad-Name : "ENV:superview-library/JPEG.controlpad"

ControlPad-Commands : - COLORDEPTH = <8/24>
; should the output be done as 8 or 24 Bit Data ?
; default is 8 Bit data
- QUANTIZATION = <0..100>

```
; 0 - no quality, big compression
; 100 - best quality, no compression
; never use these values, but try something
; like 20, 50, 75 (default: 75)
```

Limitations

~~~~~

Please note, that the De/Encoding Routines of the Library are not (yet) fully re-entrant, so that only one Task may De/Encode a picture at a time. The Library itself manages it, that the other Task has to Delay() until the De/Encoding Routines are "free" again.

This makes NOT REALLY A MATTER, because De/Encoding takes so much of the processor's time, that it is NOT EFFICIENT to EN/DECODE TWO OR MORE pictures AT THE SAME TIME ANYWAY !

Nevertheless parallel Decoding while Encoding should be possible without problems (if it does not work, please report it to me !).

#### History

~~~~~

V2.9 (29.7.1995) :

- changed order of opening mathieeee-Libraries (doubbas first now), since JPEG would have crashed on several configurations at `_startup_` time (did not concern 68040, since FPU initialization cause math-libs to be open). Seems to be either an SAS/C problem (how?) or an OS problem (why?). Anyway, it works now.
- reworked to close files immediately after reading/writing - if successful
- fixed CPInfo-file, now correct version is as well included with `superview-lib's env-dir` as `JPEG's env-dir` (-> Simon Brett Edwards)
- requests `superviewsupport.library V5+` now
- No longer "Bonus": included with `superview.library's` main distribution with V11.9 now
- enabled immediate SVDriver switching
- fixed generation of ViewModes (important for 24 Bit and 8 Bit with ECS)

V2.8 (9.6.1995) :

- fixed bug, which caused the memory lists to be often damaged due to internal faults by making the memory management more dynamically. Now this solved much more better and the workaround-tooltype "AVAILMEM" (which caused the guru to appear later ;-)) has been removed.

V2.7 (8.4.1995) :

- fully recompiled with SAS/C V6.55
- oops: V2.6 contained wrong release date in the docs' header
- forgot some XDEFs and externs
- added CPInfo-File
- now saves A1 when opened/closed

V2.6 (1.4.1995) :

- recompiled JPEG-Code for accessing the IEEE-Libraries instead of SAS/C's replacements (`mathieeedoubbas/trans.library`)
-

V2.5 (19.11.1994) :

- recompiled JPEG-Code:
 - now "VMEM:" will be used for temporary files (just like with conventional VMem of superviewsupport.library)
 - changed naming conventions of temporary VMem files
 - the internal memory allocation routines now will work more efficient in using the actually available memory. Former releases did only use a maximum of 1 MB non-virtual memory, which was a hard-coded value. Now we use something like AvailMem(MEMF_LARGEST) to get a snapshot of the biggest currently available chunk of memory. This will not affect average system configurations, but may significantly increase speed on systems with more than 2 MB FastRam (on a 16 MB system you might no longer need VMem).

V2.4 (18.09.1994) :

- now requesting superviewsupport.library V3+, as needed (in docs was V1+, in code it was V2+ instead)
- startup-code now is definitely 68000 compatible (should have been before, also)
- new ControlPad "QUANTIZATION", which allows to determine the ratio between quantity/quality when JPEG-compressing (something like a compression factor)

V2.3 (08.06.1994) :

- now also writes JPEG-Files.
 - Input : - BIT/ONEPLANE upto 8 Bit
 - ONEPLANE with 24 Bit
 - Output : 24 Bit JPEG
- Note : if you do not need writing of JPEG-Files, you may still use the previous versions. They have almost the same functionality, but because they are "read-only", they're much shorter ...

V2.2 (06.06.1994) :

- removed superviewsupport.library from package, use the version supplied with superview.library V6+ instead !

V2.1 (21.05.1994) :

- beta-version(s) : V2.0 (nearly all major bugs fixed now)
- first "public release" version

1.35 PCD.svobject

This one is a "bonus product", which has been written by me and is not meant as an integral part of the main archive.

You find it - together with its documentation and an appropriate Installer-Script - inside the Directory "Bonus".

Show Documentation

1.36 FastILBM24.svobject

This one is a "bonus product", which has been written by me and may only be installed, when needed.

You find it - together with its documentation and an appropriate Installer-Script - inside the Directory "Bonus".

Show Documentation

1.37 YUVN.svobject

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(Also see notes under "Credits".)

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Version : 2.5

Release Date : 30.07.1995

Description

~~~~~

YUVN.svobject is an external Library-Module for the superview.library, which needs any SVDriver with 24 Bit Oneplane-Support.

It supports reading and writing of IFF-YUVN (YUVN) Files.

In detail these are :

Reading :

- IFF-YUVN 24 Bit (Y, 1/4 U, 1/4 V)

Writing :

- IFF-YUVN 24 Bit (Y, 1/4 U, 1/4 V)

Reading/writing from/to ClipBoard is supported.

Remarks

~~~~~

- only 24 Bit sources will be written as IFF-YUVN. There's no conversion done from e.g. 256 Colors to 24 Bit to perform the requirements of this file format.

Idea

~~~~~

The integration of this file format has been suggested by Detlef Winkler,

---

who asked me to do some more support for amiga-like 24 Bit file formats,  
as e.g. IFF-24.  
He sent me some digitized IFF-YUVN graphics, so that I was able to  
analyze the file format and to add support to superview-Library.  
Thanks !

#### History

~~~~~

V2.5 (30.07.1995) :

- reworked to close files immediately after reading/writing - if successful
- enabled immediate SVDriver switching
- fixed generation of ViewModes
- set new ClipBoard flags

V2.4 (14.04.1995) :

- recompiled with SAS/C V6.55
- now saves A1 when opened/closed

V2.3 (02.01.1994) :

- fixed the same bug as in V2.2, now also for encoding/writing

V2.2 (29.12.1994) :

- Y-values (brightness) had not been interpreted in the right way

V2.1 (15.10.1994) :

- first version with both, read- and write support
(reading/writing from/to ClipBoard also is possible)

1.38 QRT.svobject

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Version : 2.2

Release Date : 29.07.1995

Description

~~~~~

ILBM.svobject is an external Library-Module for the superview.library,  
which needs any SVDriver with 24 Bit Oneplane-Support.

It supports reading and writing of QRT (POV RayTracer) Files.

In detail these are :

Reading :

- QRT Dump 24 Bit

Writing :

---

- QRT Dump 24 Bit

#### Remarks

~~~~~

- only 24 Bit sources will be written as QRT.
There's no conversion done from e.g. 256 Colors to 24 Bit to perform the requirements of this file format.

History

~~~~~

V2.2 (29.07.1995) :

- reworked to close files immediately after reading/writing - if successful
- enabled immediate SVDriver switching
- fixed generation of ViewModes

V2.1 (14.04.1995) :

- first version with both, read- and write support
- already compiled with SAS/C V6.55
- already saves A1 when opened/closed

## 1.39 UtahRLE.svobject

This one is not included with this distribution, but can be found on AmiNet or any related BBS.

Look out for an archive called "svoUtah22.LHA" or similar.

## 1.40 ECS.svdriver

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Version : 2.5

Release Date : 30.07.1995

#### Requirements

~~~~~

- OS V2.04+ (V37)+ and its libraries
- superviewsupport.library V5+
- AMIGA with Enhanced Chip Set (ECS)

Description

~~~~~

ECS.svoperator is an external SV\_GfxBuffer display module for superview.library, which allows object-oriented displaying on ECS displays.

This Driver supports the following :

---

| Dimensions | Depth  | Type                    |
|------------|--------|-------------------------|
| [ECS]      | [ECS]  | BITPLANE                |
| [ECS]      | 8/(24) | ONEPLANE (Chunky Pixel) |

The 8-Bit mode will perhaps only work on ECS systems which have any Graphic Card installed, which allows 256 or more colors in a way of an Intuition emulation.

24 Bit Graphics will be displayed as "best guess of 256 colors" if no SVOperator is specified.

Autoscrolling of Screens larger than the actual display is supported :  
Just move the mouse to the boundings !

#### ControlPad-Switches

~~~~~

```
ControlPad-Name      : "ENV:superview-library/ECS.controlpad"
ControlPad-Commands : - 24BITOPERATOR=<OperatorName>
                       ; (case-sensitive, ".svoperator" may be added)
                       ; e.g. "24BITOPERATOR=24BitToHAM.svoperator"
                       ; or   "24BITOPERATOR=ExtractGrayScales"
                       ; specifies, which operation should be performed
                       ; on 24 Bit graphics before displaying them
                       ; (if not specified displaying will fail)
- 8BITOPERATOR=<OperatorName>
  ; (case-sensitive, ".svoperator" may be added)
  ; e.g. "8BITOPERATOR=ExtractGrayScales"
  ; specifies, which operation should be performed
  ; on non-ECS graphics (more than 16 Colors in
  ; HighRes, more than 32 Colors in LowRes, HAM8)
  ; (if not specified, will be tried to display)
- BITMAPCOPY=<DIRECT|RTG>
  ; "BITMAPCOPY=RTG" prevents ECS.svdriver from
  ; directly copying into Bitmaps, which will
  ; result in a usage of more memory, but keeps it
  ; working.
  ; Default is "BITMAPCOPY=DIRECT".
- SCREENINFRONT
  ; Put Screen to front before the graphics
  ; has been displayed (useful with GfxCards)
```

History

~~~~~

V2.5 (30.7.1995) :

- clears Screen before writing now (SetRast #0)
- menu selection disabled
- added new ControlPad "SCREENINFRONT"
- requests superview.library V11+ for operations now
- added "8BITOPERATOR" switch
- increased priority to install kind of a fall-back option when a pre-selected GfxCard Driver could not be binded (ECS=64, AGA=32)

V2.4 (13.6.1995) :

- source buffer (copy) for c2p conversion now better aligned (was not aligned, 16 was required, now is 32 Bit aligned ;-)

- removed old "cut off last upto 7 pixels" restriction.  
Seems to work now properly.
- hardcoded version was 2.2 instead of 2.3
- internal mode list (if requested) would not have been delocated

V2.3 (6.5.1995) :

- sometimes crashed on trying to open 24 Bit Screens (no longer tries)

V2.2 (30.4.1995) :

- recompiled with SAS/C V6.55
- added CPInfo-File
- now saves A1 when opened/closed
- now supports a new switch (BITMAPCOPY=RTG), which enables it to work with more Workbench Emulations than before when displaying BITPLANE type GfxBuffers
- fixed svsupport.library's version requirements (V1 did not suffice)

V2.1 (25.3.1995) :

- upgraded to version 2 specifications
- removed some unused data from the handle structure
- changed ViewMode validity check
- added palette check for HAM6/EHB

\*\*\*\*\*  
 \* Revison history entries before V2.1 have been deleted for space reasons \*  
 \*\*\*\*\*

## 1.41 AGA.svdriver

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Version : 2.5  
 Release Date : 30.07.1995

Requirements

~~~~~

- OS V3.00+ (V39)+ and its libraries (takes advantage of V40)
- superviewsupport.library V5+
- AMIGA with AGA ChipSet (ECS still supported, but with restrictions)
or an appropriate Graphics Card with Workbench Emulation

Description

~~~~~

AGA.svoperator is an external SV\_GfxBuffer display module for superview.library, which allows object-oriented displaying on AGA displays.

This Driver supports the following :

| Dimensions | Depth | Type |
|------------|-------|------|
|------------|-------|------|



```
[AGA]          [AGA]          BITPLANE
[AGA]          8/(24)         ONEPLANE   (Chunky Pixel)
```

24 Bit Graphics will be displayed as "best guess of 256 colors" if no SVOperator is specified.

Autoscrolling of Screens larger than the actual display is supported : Just move the mouse to the boundings !

#### ControlPad-Switches

~~~~~

```
ControlPad-Name      : "ENV:superview-library/AGA.controlpad"
ControlPad-Commands : - 24BITOPERATOR=<OperatorName>
                       ; (case-sensitive, ".svoperator" may be added)
                       ; e.g. "24BITOPERATOR=24BitToHAM.svoperator"
                       ; or   "24BITOPERATOR=ExtractGrayScales"
                       ; specifies, which operation should be performed
                       ; on 24 Bit graphics before displaying them
                       ; (if not specified, "best guess" colors will
                       ; be used, which is really slow)
- BITMAPCOPY=<DIRECT|RTG>
  ; "BITMAPCOPY=RTG" prevents AGA.svdriver from
  ; directly copying into Bitmaps, which will
  ; result in a usage of more memory, but keeps it
  ; working.
  ; Default is "BITMAPCOPY=DIRECT".
- SCREENINFRONT
  ; Put Screen to front before the graphics
  ; has been displayed (useful with GfxCards)
```

History

~~~~~

V2.5 (30.7.1995) :

- clears Screen before writing now (SetRast #0)
- menu selection disabled
- added new ControlPad "SCREENINFRONT"
- requests superview.library V11+ for operations now
- increased priority to install kind of a fall-back option when a pre-selected GfxCard Driver could not be binded (ECS=64, AGA=32)

V2.4 (5.6.1995) :

- source buffer (copy) for c2p conversion now better aligned (was not aligned, 16 was required, now is 32 Bit aligned ;-)
- aligned width of temporary BitMap to 32, although should be done by AllocBitMap(). Safer this way, if routines are patched.
- removed old "cut off last upto 7 pixels" restriction. Seems to work now properly.
- under V40 we now do only one call to WriteChunkyPixels()
- internal mode list (if requested) would not have been delocated

V2.3 (23.5.1995) :

- ViewPortExtra structure always had been free'd just right before the Screen has been closed. Possibly might have caused Gurus,

when other active tasks did heavy memory allocation actions during the Screen was still open.

```
*****
* Revison history entries before V2.3 have been deleted for space reasons *
*****
```

## 1.42 CyberGraphics.svdriver

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Version : 2.5  
Release Date : 28.07.1995

### Requirements

~~~~~

- OS V3.00+ (V39)+ and its libraries
- 68020 or greater processor

- superviewsupport.library V5+
- cybergraphics.library V40+

- AMIGA with CyberGraphics System and appropriate Graphics Card

Description

~~~~~

CyberGraphics.svdriver is an external SV\_GfxBuffer display module for superview.library, which allows object-oriented displaying on Amigas with the 16/24 Bit CyberGraphics Workbench Emulation System.

This Driver displays any 1..8 or 24 Bit graphics via the CyberGraphics System. Graphics upto 256 Colors will be displayed via usual graphics routines, 24 Bit graphics will be displayed via CyberGraphics in either 16 or 24 Bit (16 Bit is default, because the unregistered version of CyberGraphics does not support more and I guess, that not yet all the users out there registered it already).

Currently BITPLANE with more than 8 Bit Colordepth and ONEPLANE with other pixelbits than 8 or 24 (e.g. 16 Bit R5:G5:B5:1) are not supported. Also EHB graphics may not result in correct displays.

HAM6/8 will be converted to 24 Bit, which then will either be displayed as 16 or 24 Bit.

The driver will not open any Screens in standard ECS/AGA modes, since it makes more sense to use AGA.svdriver in such a case. If no CyberGraphics screenmode is specified, it will be generated, which is just the same effect like with an intelligent screen promoter. No ECS/AGA screenmodes will be passed through, since this is neither useful nor practicible on two Monitor systems or with

single 31kHz-limited Monitors.

#### Credits

~~~~~

Thanks to Ingenieurbüro Helfrich, for supplying the PiccoloSD64 card.

The CyberGraphics Software is of course copyrighted by its authors,
which is hereby expressively respected in all points.

ControlPad-Switches

~~~~~

```
ControlPad-Name      : "ENV:superview-library/CyberGraphics.controlpad"
ControlPad-Commands : - EMUSCREENDEPTH=<16|24>
                      ; beginning depth for opening CyberGraphics Screens
                      ; Default is 16 Bit (which will also be tried
                      ; when opening of a 24 Bit Screen fails)
                      ; This does not concern colordepths < 16 Bit,
                      ; except HAM6/8.
                      - SMALLSCREENS
                      ; unless this KeyWord is specified, it is not
                      ; tried to open screens smaller than 320x240
```

#### History

~~~~~

V2.4 (28.7.1995) :

- menu selection disabled
- fixed HAM8 -> 24 Bit conversion

V2.3 (13.6.1995) :

- V40: WriteChunkyPixels() was called slightly wrong, so that some additional garbage lines might have been written to the screen
- V39: we now do only one call to WritePixelFormat8() instead of several to WritePixelFormat8()
 - This call does only work due to the patches done by CyberGraphics and would not work with plain AGA routines (does not matter, since we do promote the Screens to CyberGraphics, anyway)
- aligned width of temporary BitMap to 32, although should be done by AllocBitMap(). Safer this way, if routines are patched.
- fixed another bug in finding best CG-ViewMode for 16/24 bit. If both, OS and CG, do fail on this, we just use our own routine.
- internal mode list (if requested) would not have been delocated

V2.2 (23.5.1995) :

- removed AGA WritePixelFormat8() workaround with adjusted width and additional line buffer, also for WriteChunkyPixels() (V40)
- under V40 we now do only a single call to WriteChunkyPixels(), not line-by-line (removed another AGA workaround)
- removed any HAM6/8 related screenmode generation code, since these will be displayed in 16/24 bit
- removed possible generation of AGA screenmodes, if no appropriate CyberGfx mode had been available (now will fail instead)
- will no longer try to set palettes on opened 16/24 Bit Screens,

- when graphics is HAM6/8
- does no longer request "interleaved BitMaps"
- when searching for a screenmode, at least 256 colors are requested, since the BestModeID() variation of cybergraphics.library did not handle lower values very well sometimes. The Screen itself then will only opened with the desired number of colors.
- now using original BestModeID() for 16/24 Bit depths, since it was possible to confuse the CG pendant to return an 8 Bit mode even if 16 Bit had been requested (did not return INVALID_MODE, but 8 Bit mode instead). The OS function works fine instead.
- removed attached ViewPortExtra, which might confuse CyberGraphics (!?)
- added "SMALLSCREENS" keyword, which is absent by default, since CyberGraphics sometimes has problems with screens, which are extremely smaller than 320x240. Since I do not know the exact values (may differ from GfxCard to GfxCard) I use the default minimum values of CyberGraphics Screenmodes instead. Set this keyword, if you are sure, that it will work, only.
- should be quite faster now due to the changes

V2.1 (21.5.1995) :

- first public release

1.43 EGS7.svdriver

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Version : 2.1
Release Date : 28.07.1995

Requirements

~~~~~

- OS V2.04+ (V37)+ and its libraries
- superviewsupport.library V5+
- egs.library V1+ (should be V7+)
- egsintui.library V1+ (should be V7+)
- egsgfx.library V1+ (should be V7+)
- AMIGA with EGS Graphic Card (or EGS distribution with Amiga Emulation)

### Description

~~~~~

EGS7.svdriver is an external SV_GfxBuffer display module for superview.library, which allows object-oriented displaying on EGS V7 (Enhanced Graphic System).

This Driver displays any 1..8 or 24 Bit graphics via the EGS7 System. Any source Graphics with less than 24 Bit, like 256 Color or HAM6/8 graphics, are converted to 24 Bit before displaying them.

Currently BITPLANE with more than 8 Bit Colordepth and ONEPLANE with other pixelbits than 8 or 24 (e.g. 16 Bit R5:G5:B5:1) are not supported. Also EHB graphics may not result in correct displays.

This EGS7.svdriver is based on my former "EGS.svdriver", which is to be replaced by the new one. But of course you may still continue using the older one.

The difference is, that the EGS7.svdriver really does display any of the available source graphics formats (even HAM) and is x-times faster than the old one. Also, it is now possible to directly close the EGS-Displaywindow via its Close-Gadget, since some kind of self-written Intuition-Emulation enables us to do so.

Credits

~~~~~

Thanks to Ingenieurbüro Helfrich, for supplying the PiccoloSD64 card.

The EGS7 Software is of course copyrighted by its authors, which is hereby expressively respected in all points.

#### Notes

~~~~~

This EGS-SVDriver should still work with the AMIGA driver for EGS.

When using the ECS/AGA emulation, you should set the max. possible ColorDepth in the ScreenMode preferences program.

AGA:

With AGA any Graphics with less than 256 Colors should be displayed 100% correctly. Only 256 Color-graphics will usually have some Colors wrong, because those are obtained by the EGS-System for the Display itself (Window-Borders, etc.), so that they usually can't be used for the graphics. 24 Bit graphics will be dithered to 256 Colors under AGA (usually GreyScaled).

ECS:

Using the ECS emulation will perhaps nearly always result in very ugly Colors, if you're displaying more than, let's say, 8 Colors. This results out of the maximum ColorDepth of 16 Colors in Hires, of which some - see AGA notes - are already reserved. Of course 24 Bit graphics may also be dithered to 16 Colors/GreyScales, but better don't try it out ...

History

~~~~~

V2.1 (28.7.1995) :

- rewrote "EGS.svdriver" and called it "EGS7.svdriver" now
  - is x-times faster now
  - displays any available GfxBuffer format (even HAM) in 24 Bit now
  - uses kind of self-made Intuition Emulation now, no longer a requester-window on the Workbench has to be used to close the EGS-Screen, but instead using the EGS-Window's Close-Gadget suffices now (also the most important IDCMP actions, like IDCMP\_MOUSEBUTTONS, -RAWKEY, -VANILLAKEY and -CLOSEWINDOW are already supported). Suffices e.g. for SuperView.
-

## 1.44 Picassoll.svdriver

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Version : 2.1

Release Date : 01.08.1995

### Requirements

~~~~~

- OS V2.04+ (V37)+ and its libraries
- superviewsupport.library V5+
- vilintuisup.library V1+
- AMIGA with Picasso II Graphics Card and Software

Description

~~~~~

PicassoII.svdriver is an external SV\_GfxBuffer display module for superview.library, which allows object-oriented displaying on Amigas with the Picasso Workbench Emulation System.

The corresponding Picasso-libraries are needed.

This Driver supports the following :

| Source   | Depth | Special Modes | Dimensions           | Dest. Depth |
|----------|-------|---------------|----------------------|-------------|
| ONEPLANE | 8/24  | HAM6, HAM8    | [ Picasso-Dependent] | 8 / 24      |
| BITPLANE | 1..8  | HAM6, HAM8    | [ Picasso-Dependent] | 8 / 24      |

Currently BITPLANE with more than 8 Bit Colordepth and ONEPLANE with other pixelbits than 8 or 24 (e.g. 16 Bit R5:G5:B5:1) are not supported. Also EHB graphics may not result in correct displays.

HAM6/8 will be converted to 24 Bit, which then will either be displayed as 16 or 24 Bit.

24 Bit will either be displayed in 16 or 24 Bit.

### Credits

~~~~~

Thanks to Florian Zeiler (Irseesoft) for supplying the Gfx Card.

The Picasso Emulation Software is of course copyrighted by Village Tronic Marketing GmbH, which is hereby expressively respected in all points.

Known Bugs

~~~~~

#### Problem:

As with V1.8 (6. Apr 1994) of the Picasso II Software Set, the vilintuisup.library sometimes supplies Screens, which differ between internal dimensions and actual dimensions.

A 24 Bit graphics with 1165x712 would be displayed on a Screen with correct dimensions in best ViewMode. But for some reason, the Intuition

Part of the Screen will be opened in 1168x712 with a related ViewMode. Whenever this ViewMode is the best fitting one, this seems to make problems to the Picasso Emulation. If the ViewMode is one with a larger or smaller display (so that either Autoscroll has to be used, or the graphics does not fill the whole screen) this does not occur. This is not a bug of the PicassoII.svdriver, since width adjustments will occur independently from the viewmode selection.

Solution:

Whenever the Picture is weirdly distorted, at first try an other viewmode. This bug does not seem to cause crashes, only destroyed displays.

Maybe a newer version of the Picasso Software already did fix this (seems to be an alignment problem when copying from RAM into the Picasso onboard-memory).

Problem:

When using AUTOSCROLLADJUST the Picasso Software may destroy about two lines within the displayed picture (get black).

Solution:

Don't use it.

ControlPad-Switches

~~~~~

```
ControlPad-Name      : "ENV:superview-library/PicassoII.controlpad"
ControlPad-Commands : - SMALLSCREENS
                      ; unless this KeyWord is specified, it is not
                      ; tried to open screens smaller than 320x240
- BLITTER
                      ; uses the Picasso blitter to copy graphics
                      ; into screens. Otherwise CPU is used.
                      ; On 68000 systems you may wish to use the blitter
- EMUSCREENDEPTH=<16|24>
                      ; beginning depth for opening Picasso Screens
                      ; Default is 24 Bit (if opening fails, it is
                      ; also tried to open a 16 Bit Screen, then)
- SCREENMODEREQUEST
                      ; if this one is specified, the SVDriver ITSELF
                      ; will open a ScreenMode-Requester and ask
                      ; for an appropriate Screenmode to use.
                      ; Useful, if you always like to change modes.
- AUTOSCROLLADJUST
                      ; this keyword will force Autoscroll whenever
                      ; it would make sense, but the Picasso Software
                      ; would not manage it by itself (when either
                      ; only width or height need to be autoscrollled)
```

History

~~~~~

V2.1 (1.8.1995) :

- first release

## 1.45 OPAL.svdriver

This one is a "third party product", which has been written by Steve Quartly and Paul Huxham.

You find it - together with its documentation and an appropriate Installer-Script - inside the Directory "Bonus".

Show Documentation

## 1.46 Retina.svdriver

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Version : 2.5  
Release Date : 28.07.1995

### Requirements

~~~~~

- OS V2.04+ (V37)+ and its libraries
- superviewsupport.library V5+
- retina.library V7+
- retinaemu.library V1+
- AMIGA with Retina Z2/Z3 Graphics Card and Software

Description

~~~~~

Retina.svdriver is an external SV\_GfxBuffer display module for superview.library, which allows object-oriented displaying on Amigas with the 16/24 Bit Retina Workbench Emulation System.

The corresponding Retina-libraries are needed.

This Driver supports the following :

| Source   | Depth | Special Modes | Dimensions          | Dest. Depth |
|----------|-------|---------------|---------------------|-------------|
| ONEPLANE | 8/24  | HAM6, HAM8    | [ Retina-Dependent] | 16 / 24     |
| BITPLANE | 1..8  | HAM6, HAM8    | [ Retina-Dependent] | 16 / 24     |

Currently BITPLANE with more than 8 Bit Colordepth and ONEPLANE with other pixelbits than 8 or 24 (e.g. 16 Bit R5:G5:B5:1) are not supported. Also EHB graphics may not result in correct displays.

HAM6/8 will be converted to 24 Bit, which then will either be displayed as 16 or 24 Bit.

### Credits

~~~~~

Thanks to Florian Zeiler (Irseesoft) for supplying the Gfx Card.

The Retina Emulation Software is of course copyrighted by MS MacroSystem Computer GmbH Germany, which is hereby expressively respected in all points.

ControlPad-Switches

~~~~~

```
ControlPad-Name      : "ENV:superview-library/Retina.controlpad"
ControlPad-Commands : - EMUSCREENDEPTH=<16|24>
                      ; beginning depth for opening Retina Screens
                      ; Default is 24 Bit (if opening fails, it is
                      ; also tried to open a 16 Bit Screen, then)
- AUTOSCROLL=<ON|OFF>
  ; Disables any Autoscroll features, which
  ; results in STD_WIDTH for any Retina Screens
  ; Default is ON.
- MAX_AUTOSCROLL_WIDTH=<Width>
  ; If the picture is wider than this value,
  ; we don't try to use autoscroll any longer.
  ; You should set this value, if your
  ; Retina has not much on-board RAM.
  ; Default is: (no restrictions)
- MAX_AUTOSCROLL_HEIGHT=<Height>
  ; If the picture is higher than this value,
  ; we don't try to use autoscroll any longer.
  ; You should set this value, if your
  ; Retina has not much on-board RAM.
  ; Default is: (no restrictions)
- PASSTHROUGH_MODES
  ; If Retina should ever support own
  ; ScreenMode definitions like "Retina:...",
  ; you should enable this switch.
  ; Default: (NOT SET !)
```

## History

~~~~~

```
V2.5 (28.7.1995) :

- fixed HAM8 -> 24 Bit conversion

V2.4 (13.6.1995) :

- internal mode list (if requested) would not have been delocated
- hardcoded version was 2.2 instead of 2.3 (now V2.4)

V2.3 (21.5.1995) :

- does no longer install itself to the lists, when the retina*.libraries
  are missing and thus does not crash, if so.

V2.2 (18.5.1995) :

- fixed small bug concerning oversized buffers (no more copying
  across window borders)

V2.1 (29.4.1995) :

- first release (pre-released a V2.1β as V2.0 on 29.04.1995)
```

1.47 PICASSO.svdriver

This one is a "third party product", which has been written by Patrick Ohly.

It is not included with this distribution, but can be found on AmiNet or any related BBS.

Look out for an archive called "SVDPicasso.LHA" or similar. On AmiNet:

```
V1.0:  SVDPicasso.LHA
V2.0:  SVDPicasso2_0.LHA
```

Any of the official SuperView Support BBSs should also supply a copy.

1.48 MERLIN.svdriver

This one is a "third party product", which has been written and is © 1995 by Thomas Eigentler.

```
Version      : 2.2
Release Date : 28.07.1995
```

Description
~~~~~

Merlin.svdriver is an external SV\_GfxBuffer display module for superview.library, which allows object-oriented displaying on Amigas with the 16/24 Bit Merlin Workbench Emulation System.

The corresponding Merlin-libraries are needed.

Upto V11.8 it had been distributed separately, e.g. on AmiNet, but as with V11.9 it has been included into the superview.library distribution with friendly permission by the author.

Author  
~~~~~

For any suggestions, bug-reports and ideas you should directly contact Thomas Eigentler, via one of his email addresses:

```
FidoNet:  Thomas Eigentler 2:246/1511.0
UseNet:   Thomas_Eigentler@damage.tynet.sub.org
          thomas.eigentler@student.uni-tuebingen.de
```

Credits
~~~~~

The Merlin Emulation Software is of course copyrighted by it's authors, which is hereby expressively expected in all points.

---

## History

~~~~~

Here's a short overview of the previous releases of the Driver
(concatenated and translated by me, not Thomas - so don't rely on it ;-)

V2.2 (28.07.1995):

- now also can handle ONEPLANE HAM-Graphics
(was the reason why Merlin.svdriver always did crash during
24Bit/HAM conversion. Works now.)
- checks, whether the systems actually contains a Merlin Graphics
(it is checked, whether the hrgsystem.library is available.
Versions <41 return a NULL pointer with inactive WB-Emu.
The current version (>41) is able to be opened even without
WB-Emu, so that Merlin-Driver will then be selectable, but
can't open a screen, though.
Will only be relevant for Merlin-Users, anyhow. It would be
possible to test the WB-Emu via opening any screen, but
that wouldn't be very useful).
- is a little bit faster now

V2.0:

- shipped with beta-releases of superview.library 11.9
- includes 68000 and 68020 versions

V1.01:

- up to superview-rules Merlin Driver is now released as SVD_MerlinDriver.
- some 24-Bit pictures crashed - fixed.
- support of HAM8/HAM6 pictures
- problem with BytesPerRow - fixed.

V1.00:

- first public release

1.49 XOR.svoperator

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Version : 1.7
Release Date : 13.07.1995

Description

~~~~~

XOR.svoperator is an external SV\_GfxBuffer modification module  
for superview.library V9+.

XOR.svoperator modifies a graphics in a way, that the color register  
numbers of the supplied picture's pixels are XOR'ed with a given value,  
which may be specified via ControlPads (see below).

---

```
ControlPad-Switches
~~~~~
ControlPad-Name : "ENV:superview-library/XOR.controlpad"
ControlPad-Commands : - XORVALUE = <0..255>
 ; 0 and 255 will not be the best decision.
 ; Use 15 or something like this.
```

#### History

~~~~~

V1.7 (13.7.1995) :

- making use of new 24 Bit error codes

V1.6 (30.04.1995) :

- requests Dos, Intui, Gfx V37 and SVSupport V5 now
- recompiled with SAS/C V6.55
- added CPInfo-File
- now saves A1 when opened/closed
- fixed GfxBuffer version handling  
(sets correct version now; fixed NativeDIPF problems)

V1.5 (12.03.1995) :

- was compiled for '020 previously. Fixed.

V1.4 (28.12.1994) :

- fixed bug in (re-)initialization module

V1.3 (01.11.1994) :

- now rejects 24 Bit data (would have produced garbage)

V1.2 (09.10.1994) :

- there was a big memory black hole in V1.1 (internal memory lists had not been delocated). Fixed.

V1.1 (30.09.1994) :

- first version

## 1.50 24BitToHAM.svoperator

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(Also see notes under "Credits".)

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Version : 1.8  
Release Date : 13.07.1995

Description

~~~~~

---

24BitToHAM.svoperator is an external SV\_GfxBuffer modification module for superview.library V9+.

24BitToHAM.svoperator dithers 24 Bit RGB graphics to HAM6/HAM8, either quick or well.

```
ControlPad-Name : "ENV:superview-library/24BitToHAM.controlpad"
ControlPad-Commands : - DITHERMODE=< HAM6_QUICK|HAM6_WELL
 |HAM8_QUICK|HAM8_WELL>
 ; specifies the HAM-Mode to be used and
 ; the resulting speed/quality
```

#### History

~~~~~

V1.8 (13.7.1995) :

- making use of new 24 Bit error codes

V1.7 (07.05.1995) :

- removed some garbage
- revised memory handling

V1.6 (30.04.1995) :

- requests Dos, Intui, Gfx V37 and SVSupport V5 now
- recompiled with SAS/C V6.55
- added CPInfo-File
- now saves AI when opened/closed
- fixed GfxBuffer version handling  
(now returns version 2 GfxBuffer with NativeDIPF = DIPF\_IS\_HAM)

V1.5 (12.03.1995) :

- was compiled for '020 previously. Fixed.

V1.4 (09.02.1995) :

- "HAM6\_WELL" procuded "HAM8\_QUICK" and vice versa. Fixed.

V1.3 (05.01.1995) :

- modified "24BitToHam6.svoperator" to create HAM8 output, if requested, also added "quick" options for both, HAM6 and HAM8
- renamed to "24BitToHAM.svoperator"

V1.2 (28.12.1994) :

- fixed bug in (re-)initialization module

V1.1 (04.12.1994) :

- first version
-

## 1.51 Crop.svoperator

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Version : 1.1  
Release Date : 30.04.1995

### Description

~~~~~

Crop.svoperator is an external SV\_GfxBuffer modification module for superview.library V9+.

Crop.svoperator may extract shapes of any size from any 2..256 Color or 24 Bit graphics.

Values for "LeftEdge", "TopEdge", "Width" and "Height", describing the crop box have to be supplied via ControlPad settings.

### ControlPad-Switches

~~~~~

```
ControlPad-Name : "ENV:superview-library/Crop.controlpad"
ControlPad-Commands : - CROP_LEFTEDGE=<Value>
 ; crop from x position
 ; (will be adjusted, if >= source width)
- CROP_TOPEdge=<Value>
 ; crop from y position
 ; (will be adjusted, if >= source height)
- CROP_WIDTH=<Value>
 ; crop how many x pixels from leftedge
 ; (will be adjusted, if too large)
- CROP_HEIGHT=<Value>
 ; crop how many y pixels from topedge
 ; (will be adjusted, if too large)
```

### History

~~~~~

V1.1 (30.04.1995) :

- first version

## 1.52 Dither24Bit.svoperator

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(Also see notes under "Credits".)

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Version : 1.5  
Release Date : 13.07.1995

### Description

~~~~~

Dither24Bit.svoperator is an external SV\_GfxBuffer modification module for superview.library V9+.

Dither24Bit.svoperator dithers 24 Bit RGB graphics to 256 Colors by default. Possible is also dithering to less colors (2..256), if specified via ControlPad-Settings.

Technically, a modified version of Heckbert's median cut is applied to Floyd-Steinberg dithered data.

ControlPad-Switches

~~~~~

```
ControlPad-Name : "ENV:superview-library/Dither24Bit.controlpad"
ControlPad-Commands : - COLORDEPTH=<1..8>
 ; specifies the colordepth of the dithering
 ; output (1->2 Colors .. 8->256 Colors)
```

History

~~~~~

V1.5 (13.7.1995) :

- making use of new 24 Bit error codes

V1.4 (7.5.1995) :

- the color with the highest intensity will no longer be the first color, so that the first color will usually be black (if the graphics contained enough of it)
- revised memory management

V1.3 (30.04.1995) :

- requests Dos, Intui, Gfx V37 and SVSupport V5 now
- recompiled with SAS/C V6.55
- added CPInfo-File
- now saves AI when opened/closed
- fixed GfxBuffer version handling  
(sets correct version now; fixed NativeDIPF problems)

V1.2 (12.03.1995) :

- was compiled for '020 previously. Fixed.

V1.1 (26.12.1994) :

- first version

## 1.53 HilbertDither256.svoperator

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(Also see notes under "Credits".)

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Version : 1.6

Release Date : 13.07.1995

Description

~~~~~

HilbertDither256.svoperator is an external SV\_GfxBuffer modification module for superview.library V9+.

HilbertDither256.svoperator modifies any supplied source SV\_GfxBuffer in a way, that all supplied graphics with upto 256 Colors are dithered to Black & White graphics (2 Colors), as e.g. needed for desktop publishing or output on matrix printers.

It uses the fractal Hilbert curve for getting best results in eliminating the resulting errors.

As a side effect, the resulting picture will always have a width and height, which is divideable by 16 (graphics will be adjusted this way).

ControlPad-Switches

~~~~~

ControlPad-Name : "ENV:superview-library/HilbertDither256.controlpad"

ControlPad-Commands : - BACKGROUND=<BLACK|WHITE>  
                           ; defines, which of the two colors will act  
                           ; as background color. Useful e.g. for printing.

History

~~~~~

V1.6 (13.7.1995) :

- making use of new 24 Bit error codes

V1.5 (30.04.1995) :

- requests Dos, Intui, Gfx V37 and SVSupport V5 now
- recompiled with SAS/C V6.55
- added CPInfo-File
- now saves AI when opened/closed
- fixed GfxBuffer version handling  
     (sets correct version now; fixed NativeDIPF problems)

V1.4 (12.03.1995) :

- was compiled for '020 previously. Fixed.

V1.3 (28.12.1994) :

- fixed bug in (re-)initialization module

V1.2 (09.10.1994) :

- added ControlPad-Switch for selection of the background color

V1.1 (09.10.1994) :

- first version

## 1.54 24BitToHAM.svoperator





## 1.55 AnyTo24Bit.svoperator

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Version : 1.6

Release Date : 28.07.1995

Description

~~~~~

AnyTo24Bit.svoperator is an external SV\_GfxBuffer modification module for superview.library V9+.

AnyTo24Bit.svoperator converts any input graphics into TrueColor RGB graphics with 24 Bit.

Input may be any (upto) 256 Color graphics or HAM6/HAM8 data.

History

~~~~~

V1.6 (28.7.1995) :

- fixed HAM8 -> 24 Bit conversion

V1.5 (14.5.1995) :

- it was still possible to get a 24 Bit graphics with a HAM ViewMode, which sometimes might have had unexpected side-effects (rejected by HAM-insufficient operators or dithered to 256 Colors but displayed in HAM mode, etc.)

V1.4 (7.5.1995) :

- revised and updated memory handling

V1.3 (30.04.1995) :

- requests Dos, Intui, Gfx V37 and SVSupport V5 now
- recompiled with SAS/C V6.55
- now saves A1 when opened/closed
- did not recognize HAM, if ViewMode had been changed before
- fixed GfxBuffer version handling (sets correct version now; fixed NativeDIPF problems)

V1.2 (12.03.1995) :

- was compiled for '020 previously. Fixed.

V1.1 (09.02.1995) :

- first version

## 1.56 ExtractGrayScales

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---

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Version : 1.6  
Release Date : 30.07.1995

Description  
~~~~~

ExtractGrayScales.svoperator is an external SV\_GfxBuffer modification module for superview.library V9+.

ExtractGrayScales.svoperator modifies any supplied source SV\_GfxBuffer in a way, that its colormap will be changed to reflect gray-scales (works with (upto) 256 Colors and 24 Bit Files).  
Output is done in input colordepth or 256 Colors by default (fastest).

This is a sample SVOperator for simple demonstration how to write one. It's simple, but effective.

ControlPad-Switches  
~~~~~

ControlPad-Name : "ENV:superview-library/ExtractGrayScales.controlpad"  
ControlPad-Commands : - COLORDEPTH=<1..8>  
; specifies the colordepth of the grayscaled  
; output (1->2 Colors .. 8->256 Colors)  
- QUICK  
; uses >>2, >>1, >>3 (\*0.25, \*0.5, \*0.125)  
; instead of \*0.3, \*0.59, \*0.11

History  
~~~~~

V1.6 (30.07.1995) :

- did some speed optimizations
- added "QUICK" mode, which uses  
>>2, >>1, >>3 (\*0.25, \*0.5, \*0.125) instead of \*0.3, \*0.59, \*0.11

V1.5 (30.04.1995) :

- requests Dos, Intui, Gfx V37 and SVSupport V5 now
- recompiled with SAS/C V6.55
- added CPInfo-File
- now saves A1 when opened/closed
- fixed GfxBuffer version handling  
(sets correct version now; fixed NativeDIPF problems)

V1.4 (11.03.1995) :

- now rejects HAM
- was compiled for '020 previously. Fixed.

V1.3 (29.01.1995) :

- added ControlPad-Support for creating grayscaled graphics with less than input colors (greyscales); even 24 Bit may now be scaled to less than 256 greyscales

V1.2 (28.12.1994) :

---

- fixed bug in (re-)initialization module

V1.1 (30.09.1994) :

- first version

## 1.57 ExtractRed

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Version : 1.4

Release Date : 30.04.1995

Description

~~~~~

ExtractRed.svoperator is an external SV\_GfxBuffer modification module for superview.library V9+.

ExtractRed.svoperator modifies any supplied source SV\_GfxBuffer in a way, that only the RED values of a picture will be extracted for creation of a new (upto) 256 Color graphics (works with (upto) 256 Colors and 24 Bit Files).

History

~~~~~

V1.4 (30.04.1995) :

- requests Dos, Intui, Gfx V37 and SVSupport V5 now
- recompiled with SAS/C V6.55
- now saves A1 when opened/closed
- fixed GfxBuffer version handling  
(sets correct version now; fixed NativeDIPF problems)

V1.3 (12.03.1995) :

- now rejects HAM
- was compiled for '020 previously. Fixed.

V1.2 (28.12.1994) :

- fixed bug in (re-)initialization module

V1.1 (29.09.1994) :

- first version

## 1.58 ExtractGreen

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---

Version : 1.4  
Release Date : 30.04.1994

Description  
~~~~~

ExtractGreen.svoperator is an external SV\_GfxBuffer modification module for superview.library V9+.

ExtractGreen.svoperator modifies any supplied source SV\_GfxBuffer in a way, that only the GREEN values of a picture will be extracted for creation of a new (upto) 256 Color graphics (works with (upto) 256 Colors and 24 Bit Files).

History  
~~~~~

V1.4 (30.04.1995) :

- requests Dos, Intui, Gfx V37 and SVSupport V5 now
- recompiled with SAS/C V6.55
- now saves A1 when opened/closed
- fixed GfxBuffer version handling  
(sets correct version now; fixed NativeDIPF problems)

V1.3 (11.03.1995) :

- now rejects HAM
- was compiled for '020 previously. Fixed.

V1.2 (28.12.1994) :

- fixed bug in (re-)initialization module

V1.1 (29.09.1994) :

- first version

## 1.59 ExtractBlue

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Version : 1.4  
Release Date : 30.04.1995

Description  
~~~~~

ExtractBlue.svoperator is an external SV\_GfxBuffer modification module for superview.library V9+.

ExtractBlue.svoperator modifies any supplied source SV\_GfxBuffer in a way, that only the BLUE values of a picture will be extracted for creation of a new (upto) 256 Color graphics (works with (upto) 256 Colors and 24 Bit Files).

---

## History

~~~~~

V1.4 (30.04.1995) :

- requests Dos, Intui, Gfx V37 and SVSupport V5 now
- recompiled with SAS/C V6.55
- now saves A1 when opened/closed
- fixed GfxBuffer version handling  
(sets correct version now; fixed NativeDIPF problems)

V1.3 (12.03.1995) :

- now rejects HAM
- was compiled for '020 previously. Fixed.

V1.2 (28.12.1994) :

- fixed bug in (re-)initialization module

V1.1 (29.09.1994) :

- first version

## 1.60 TopToBottom

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Version : 1.4

Release Date : 30.04.1994

## Description

~~~~~

TopToBottom.svoperator is an external SV\_GfxBuffer modification module for superview.library V9+.

TopToBottom.svoperator modifies any supplied source SV\_GfxBuffer in a way, that it will be swapped from bottom to top (works with (upto) 256 Colors and 24 Bit Files).

## History

~~~~~

V1.4 (30.04.1995) :

- requests Dos, Intui, Gfx V37 and SVSupport V5 now
- recompiled with SAS/C V6.55
- now saves A1 when opened/closed
- fixed GfxBuffer version handling  
(sets correct version now; fixed NativeDIPF problems)

V1.3 (12.03.1995) :

- was compiled for '020 previously. Fixed.

V1.2 (28.12.1994) :

- fixed bug in (re-)initialization module

V1.1 (01.11.1994) :

- first version

## 1.61 LeftToRight

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Version : 1.4  
Release Date : 30.04.1995

Description

~~~~~

LeftToRight.svoperator is an external SV\_GfxBuffer modification module for superview.library V9+.

LeftToRight.svoperator modifies any supplied source SV\_GfxBuffer in a way, that it will be swapped from left to right (mirrored) (works with (upto) 256 Colors and 24 Bit Files).

History

~~~~~

V1.4 (30.04.1995) :

- requests Dos, Intui, Gfx V37 and SVSupport V5 now
- recompiled with SAS/C V6.55
- now saves A1 when opened/closed
- fixed GfxBuffer version handling  
(sets correct version now; fixed NativeDIPF problems)

V1.3 (12.03.1995) :

- now rejects HAM
- was compiled for '020 previously. Fixed.

V1.2 (28.12.1994) :

- fixed bug in (re-)initialization module

V1.1 (01.11.1994) :

- first version

## 1.62 Rotate

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---

Version : 1.3  
Release Date : 30.04.1995

Description  
~~~~~

Rotate.svoperator is an external SV\_GfxBuffer modification module for superview.library V9+.

Rotate.svoperator rotates any (upto) 256 Color or 24 Bit graphics by (default) 90 degrees (reverse clockwise). The default behaviour may be overwritten via controlpad settings, which also allow 180 and 270 degrees (no extra memory needed: uses different algorithm).

ControlPad-Switches  
~~~~~

ControlPad-Name : "ENV:superview-library/Rotate.controlpad"  
ControlPad-Commands : - DEGREES=<90|180|270>  
; rotate by how many degrees (reverse clockwise) ?

History  
~~~~~

V1.3 (30.04.1995) :

- requests Dos, Intui, Gfx V37 and SVSupport V5 now
- recompiled with SAS/C V6.55
- added CPInfo-File
- now saves A1 when opened/closed
- fixed GfxBuffer version handling  
(sets correct version now; fixed NativeDIPF problems)

V1.2 (12.03.1994) :

- now rejects HAM
- was compiled for '020 previously. Fixed.

V1.1 (02.01.1995) :

- first version

## 1.63 Scale50

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Version : 1.5  
Release Date : 14.06.1995

Description  
~~~~~

Scale50.svoperator is an external SV\_GfxBuffer modification module for superview.library V9+.

Scale50.svoperator scales any (upto) 256 Color or 24 Bit graphics to their half size by default.

---



The default behaviour may be overwritten via controlpad settings, which also allows to double the size instead.

ControlPad-Switches

~~~~~

ControlPad-Name : "ENV:superview-library/Scale50.controlpad"

ControlPad-Commands : - METHOD=<HALF|DOUBLE>  
; scale to which size ?

History

~~~~~

V1.5 (14.06.1995) :

- fixed some memory problems. Smarter now.

V1.4 (30.04.1995) :

- requests Dos, Intui, Gfx V37 and SVSupport V5 now  
- recompiled with SAS/C V6.55  
- added CPInfo-File  
- now saves A1 when opened/closed  
- fixed GfxBuffer version handling  
(sets correct version now; fixed NativeDIPF problems)

V1.3 (12.03.1995) :

- now rejects HAM  
- was compiled for '020 previously. Fixed.

V1.2 (25.02.1995) :

- sometimes failed on downscaling odd-width/height graphics

V1.1 (02.01.1995) :

- first version

## 1.64 Used literature for developing this program

Literature:

~~~~~

- [ 1] "Bitmapped Graphics", 2nd Edition, Steve Rimmer, Windcrest/McGraw-Hill, © 1993 by Windcrest Books (registered Trademark of TAB Books). ISBN 0-8306-4209-9
- [ 2] "Supercharged Bitmapped Graphics", Steve Rimmer, Windcrest/McGraw-Hill, © 1992 by Windcrest Books (registered Trademark of TAB Books). ISBN 0-8306-3788-5
- [ 3] "Das Handbuch der Grafikformate", Klaus Holtorf, © 1994 Franzis-Verlag GmbH, München ISBN 3-7723-6392-X
- [ 4] "Amiga Magazin", Issue 2/1992, Markt & Technik Verlag AG
- [ 5] "DOS Extra", Issue 4/1993, DMV-Verlag
- [ 6] "Das Aufsteigerbuch" (C64 -> Amiga), Michael Strauch, Alexander Stellmach, © 1987 by DATA BECKER GmbH, Düsseldorf. ISBN 3-89011-134-4

- [ 7] "Formats.doc" of the ShowVIC distribution on SaarAG-Disk #616.  
ShowVIC is (C)opyright 1993 by Matt Francis.
- [ 8] "Einführung in die digitale Bildverarbeitung", Wolfgang Abmayr,  
© 1994 B.G. Teubner, Stuttgart.  
ISBN 3-519-06138-4
- [ 9] The Independent JPEG Group's software package with Source-Code(s)  
and Documentation.
- [10] ... and perhaps books/magazines/articles, which I don't remember yet !
- [11] ... as well as texts found on AmiNet, BBS or CD-ROM.

## 1.65 Credits

Credits:

~~~~~

24BitToHAM.svoperator  
-----

This SVOperator bases on code, which has been included with FBM Release 1.0 25-Feb-90 by Michael Mauldin. The original code had been written by Harald C. Koch to convert 24 Bit RGB data (FBM format) to HAM6-ILBM files. I modified it to create format-independent 8 Bit chunky Pixel buffers, which can be handled by superview-library.

Also, the code has been rewritten to also be abled to create palette-based HAM8-output. The code used for the "quick" option of the SVOperator (without palette) is not related in any way to code of the FBM package.

Here's the copyright notice as found in "fbham.c"  
(revision headers cut off / left out) :

```
* fbham.c: FBM Release 1.0 25-Feb-90 Michael Mauldin
*
* Copyright (C) 1989,1990 by C. Harald Koch & Michael Mauldin.
* Permission is granted to use this file in whole or in part for
* any purpose, educational, recreational or commercial, provided
* that this copyright notice is retained unchanged. This software
* is available to all free of charge by anonymous FTP and in the
* UUNET archives.
[...]
```

```
*
* based on ray2.c from DBW_Render, Copyright 1987 David B. Wecker
*
[...]
```

Dither24Bit.svoperator  
-----

This SVOperator bases on code, which has been included with FBM Release 1.0 25-Feb-90 by Michael Mauldin. The original code had to be strongly modified to work with common 24 Bit RGB Pixels instead of R-G-B planes and has been made fully re-entrant (also various other changes had to be done).

Only the basic algorithm is similar to the original code.  
 Here's the copyright notice as found in "fbquant.c"  
 (revision headers cut off / left out) :

```

/*****
 * fbquant.c: FBM Release 1.0 25-Feb-90 Michael Mauldin
 *
 * Copyright (C) 1989,1990 by Michael Mauldin. Permission is granted
 * to use this file in whole or in part for any purpose, educational,
 * recreational or commercial, provided that this copyright notice
 * is retained unchanged. This software is available to all free of
 * charge by anonymous FTP and in the UUNET archives.
 *
 * [...]

```

#### C64.svobject

-----

For getting information about the C64 Koala and Doodle formats I took a look into the source code of ComView 1.0 by Paul Grebenc, which can be found as "C64View" on the SaarAG-Disk #523.

I did not include and use the Source Code as such, but I really learnt a much out of it. The algorithms are perhaps nearly the same, but because I do not use file-to-screen decoding my code is perhaps some 100% faster (different structure, many optimizations).

#### FBM.svobject

-----

For getting information on the FBM-Format I took a look into the file "fbm.h" and other source-files, which describe this file format and are part of FBM Release 1.0 25-Feb-90 by Michael Mauldin. No source-code from this package - only the "pure information" - has been used for FBM.svobject.

#### GIF.svobject

-----

For the GIF LWZ Decoding Routines I used some code of the FBM Package. The code of the original routines has been strongly modified and enhanced/improved (there are almost no similarities to the original code left now).

Here's the Copyright notice as found in the file "flgifr.c"  
 (revision headers cut off / left out) :

```

 * flgifr.c: FBM Release 1.0 25-Feb-90 Michael Mauldin
 *
 * Modifications to GIFTORLE are Copyright (C) 1989,1990 by Michael
 * Mauldin. Permission is granted to use this file in whole or in
 * part for any purpose, educational, recreational or commercial,
 * provided that this copyright notice is retained unchanged.
 * This software is available to all free of charge by anonymous
 * FTP and in the UUNET archives.
 *
 * Derived from 'giftorle', written by David Koblas
 *
 * +-----+

```

```
* | Copyright 1989, David Koblas. |
* | You may copy this file in whole or in part as long as you |
* | don't try to make money off it, or pretend that you wrote it. |
* +-----+

```

For the GIF LWZ Encoding Routines I used some code of the FBM Package. The code of the original routines has been strongly modified and enhanced/improved.

Here are the Copyright notice of these modules as found in the files "flgife.c" and "flgifc.c" (revision headers cut off / left out) :

```
* flgife.c: FBM Release 1.0 25-Feb-90 Michael Mauldin
*
* Modifications to GIFENCODE are Copyright (C) 1989,1990 by
* Michael Mauldin. Permission is granted to use this file in whole
* or in part for any purpose, educational, recreational or commercial,
* provided that this copyright notice is retained unchanged.
* This software is available to all free of charge by anonymous
* FTP and in the UUNET archives.
*
* flgifc.c: FBM Release 1.0 25-Feb-90 Michael Mauldin
*
* Modifications to GIFENCODE are Copyright (C) 1989,1990 by
* Michael Mauldin. Permission is granted to use this file in whole
* or in part for any purpose, educational, recreational or commercial,
* provided that this copyright notice is retained unchanged.
* This software is available to all free of charge by anonymous
* FTP and in the UUNET archives.
*
* Based on: compress.c - File compression ala IEEE Computer, June 1984.
*
* Spencer W. Thomas (decvax!harpo!utah-cs!utah-gr!thomas)
* Jim McKie (decvax!mcvax!jim)
* Steve Davies (decvax!vax135!petsd!peora!srd)
* Ken Turkowski (decvax!decwrl!turtlevax!ken)
* James A. Woods (decvax!ihnp4!ames!jaw)
* Joe Orost (decvax!vax135!petsd!joe)
*

```

#### JPEG.svobject

-----

This software is based in part on the work of the Independent JPEG Group. Release 4 of 10-Dec-92 was used (as found on the Walnut Creek "Source Code CDROM", March 1994, Directory "MSDOS/GRAPHICS", File "JPEGSRC4.ZIP").

#### TIFF.svobject

-----

Some parts of this software are based in part on code from the "Aldus Developers Desk" Release 90-06-14 (as found on the Nova Media "Grafik-Collection I CDROM", 1993, Directory "ZIP", File "TIFFRD.ZIP").

Many work had to be done, to get that code working on the Commodore Amiga (or even compileable under SAS/C V6.51).

(Actually I'm not sure, if it really works ...)  
In detail, I'm making use of strongly modified versions of the lzw  
(lzwde.c) and CCITT 1D (tiff2.c) decoding routines.

YUVN.svobject

-----

For the 24 Bit YUV <-> RGB Conversion Routines I used some code of the  
NetPBM Package.

The code of the original routines has been strongly modified and  
enhanced/improved (there are almost no similarities to the original  
code left now, except the main algorithm).

Here are the Copyright notices as found in the specific source files :

```
/* ppmtoyuvsplit.c - convert a portable pixmap into 3 raw files:
** - basename.Y : The Luminance chunk at the size of the Image
** - basename.U : The Chrominance chunk U at 1/4
** - basename.V : The Chrominance chunk V at 1/4
** The subsampled U and V values are made by arithmetic mean.
**
** If CCIR601 is defined, the produced YUV triples are scaled again
** to fit into the smaller range of values for this standard.
**
** by A.Beck
** Internet: Andre_Beck@IRS.Inf.TU-Dresden.de
**
** Based on ppmtoyuv.c
**
** Permission to use, copy, modify, and distribute this software and its
** documentation for any purpose and without fee is hereby granted, provided
** that the above copyright notice appear in all copies and that both that
** copyright notice and this permission notice appear in supporting
** documentation. This software is provided "as is" without express or
** implied warranty.
*/

/* yuvsplittoppm.c - construct a portable pixmap from 3 raw files:
** - basename.Y : The Luminance chunk at the size of the Image
** - basename.U : The Chrominance chunk U at 1/4
** - basename.V : The Chrominance chunk V at 1/4
** The subsampled U and V values are made by arithmetic mean.
**
** If ccir601 is defined, the produced YUV triples have been scaled again
** to fit into the smaller range of values for this standard.
**
** by Marcel Wijkstra <wijkstra@fwi.uva.nl>
**
** Based on ppmtoyuvsplit.c
**
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** documentation for any purpose and without fee is hereby granted, provided
** that the above copyright notice appear in all copies and that both that
** copyright notice and this permission notice appear in supporting
** documentation. This software is provided "as is" without express or
** implied warranty.
*/
```

HilbertDither256.svperator  
 -----

The description of the "fractal Hilbert dithering" method has been found in the "mc magazine, issue 6/94, Franzis-Verlag GmbH". The basic techniques (L-System, 16x16 block error approximation) are perhaps the same, but the source code as such has been rewritten completely in almost any of its parts, so that it has not just been "taken out of there" (e.g. the original source was a standalone-program, which only worked with TARGA graphics, which had a width and height divideable by 16, but max. 1280x960 or 2560x1920).

## 1.66 Requirements for the SuperView.library Package

Generally, you need at least an 68000 Amiga, running with OS 2.04+. Better performance results require better Software/Hardware.

\textdegree{} For usage of the IFF-based SVOjects, like ILBM, ACBM and YUVN, you should take care to have iffparse.library V37+ on your bootdisk.  
 \textdegree{} For DataType support with OS 3.x+ you need datatypes.library V39 ←  
 +  
 to be present. If it is not present, datatype-support is disabled, but you might not need it, anyway.

Additionally there are some more requirements, which do not necessarily depend on the OS or the Hardware:

\textdegree{} superviewsupport.library V1+ upto V6+,  
 where the version depends on the SVOjects/SVDrivers/SVOperators.  
 This distribution always includes the latest version of the library.

Some SVOjects,SVDrivers or SVOperators additionally require different Hardware/Software configurations, but usually this is stated within their own documentation.

If these are placed within the "Bonus" directory, you may have to check this out by yourself, but usually turbo versions will be installed by the Installer Scripts, if it makes sense (auto-detection).