

012a6af0-0

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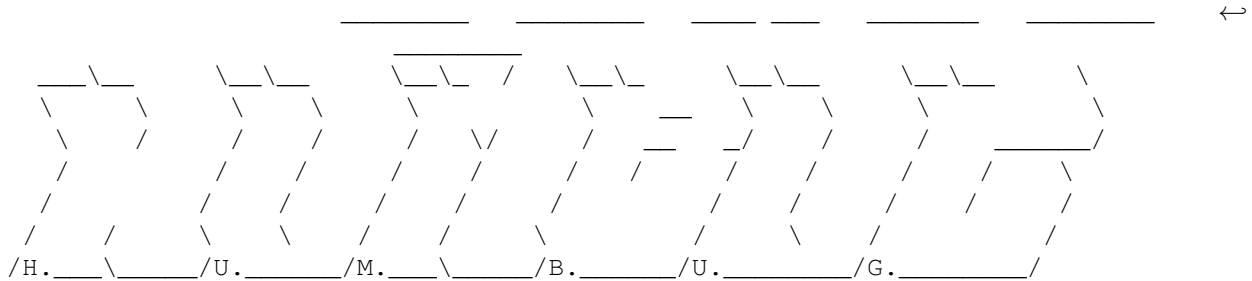
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Chapter 1

012a6af0-0

1.1 LightView



- m - i - m - e - t - i - c - s -
LightView v1.0
(c) 1998 Humbug Mimetics

Copyright

Introduction

Requirements

Features

Usage

Bugs~&~limitations

Authors

History

Future

Registering

1.2 Copyright

\$VER: "AFD-COPYRIGHT"(TM) English Version 1.2 (27.10.96)

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*====*
*      Standard Amiga FD-Software      *
*      Copyright Note (TM)             *
*====*
*
*      Version 1.2 - English           *
*      27-Oct-1996                     *
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*====*

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If you are a user I hope you like this Standard Copyright Note for Freely Distributable Amiga® Software you only have to read once instead of individual notes. There are translated versions of this document available on Aminet® named:

/pub/aminet/docs/misc/AFD-Files1-xx.lha (xx = number of languages).

If you are a software developer and want to include this document in your own FD package then please read it carefully first, especially chapter 5 "DEVELOPERS INFORMATION". Thank you for your support.

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- c. Cardware - You have to send the developer(s) a POSTCARD.
- d. Donationware - You have to make a DONATION to an organization as stated in the documentation to this product.
- g. Giftware - You are requested to send the developer(s) a GIFT, for example:
 - some candy or
 - a package of disks or
 - a copy of a self-made program or
 - some money or
 - an Amiga 5000 PowerTower ;-)
- s. Shareware - You have to send the developer(s) the amount of MONEY demanded in the documentation.

5. DEVELOPERS INFORMATION =====

The concept of a "Standard-Licence" like this one has several advantages:

- You as a developer don't have to think about copyright stuff yourself. -
 - The users of your product have to read it only if they haven't done so before. - This document is available in several languages via Aminet®.
-

So you can be sure that the users have read it at least once and did understand it.

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(If you do not agree with it, do not use it! You are allowed to copy parts

of it, but IF you do so, you MUST NOT use the names "AFD-COPYRIGHT" (TM) and "Standard Amiga FD-Software Copyright Note" (TM).)

- b. Make sure that you use the following Default-Tools in the .info-files you are going to release:

- for ASCII texts: More
- for AmigaGuide® documents: AmigaGuide
- for AmigaOS scripts: IconX
- for ARexx scripts: RX
- for configuration files: Ed
- for Installer scripts: Installer
- for IFF-ILBM pictures: Display

(The idea of this rule was inspired by Osma "Tau" Ahvenlampi, Finland. It was included to set a standard. If someone does not use these tools (s)he has to make not more than one link per file type!)

- c. Include a paragraph like the following in the manual to your product:

-----8<-----

This software is subject to the "Standard Amiga FD-Software Copyright Note".

It is <type_of_software> as defined in paragraph 4<x>. [...]

For more information please read "AFD-COPYRIGHT" (Version 1 or higher).

-----8<-----

Example:

This software is subject to the "Standard Amiga FD-Software Copyright Note".

It is SHAREWARE as defined in paragraph 4s.

If you like it and use it regularly please send \$15 to ...

For more information please read "AFD-COPYRIGHT" (Version 1 or higher).

d. You have to include this file called "AFD-COPYRIGHT"(TM) (English).
IF you include an AmigaGuide® hypertext documentation you can link it
to
this file or include the whole text in the AmigaGuide® file just as
you
like. Please do not add more than two translations of this file to
your
package. So your package doesn't get too big.

6. AUTHORS =====

"AFD-COPYRIGHT"(TM) was written by Dietmar Knoll. It is itself subject to
the above copyright note (© 10.12.1994, 27.02.1996).

If you have any comments, hints or questions or some suggestions for the
next version, please write to the following addresses:

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Iltisweg 6 Subject: AFD D-37081 Göttingen

GERMANY/EUROPE My WWW-Homepage: <http://home.pages.de/~D-Online/>

The translators of this document and their addresses are stated in the
corresponding files. The translations are © by the translators.

1.3 Introduction

Since beginning, the Amiga was considered as a computer for ↔
graphics and
video purposes, but the hardtimes came and the market of software as well as
the hardware began to shrink. The monopolists that didn't left the market
(like Phase5...) DO NOT support the development as people would like
(neverending waiting for things-that-will-never-be-released, high prices,
unwholesome marketing).

All the main software developpers (Scala, Newtek, etc.) are switching to
big blue shitty machines, and there is less and less of brand new software.
Yep, we have PowerPC at last, but it is still unavailable to wide group of
people because of the price. We have to mention that graphics cards are
still not so popular, as they should be.

Even if one has the Cybervision 3D for example, he still can't use all of
its capabilities - there is a lack of common series of drivers for 3D
operations (for S3 chip or Premedia2). It comes to the situation, when Amiga
graphicians are forced to look at ugly 3D objects in FLAT, or - OH NO! -
WIREFRAME representation (Imagine, LightWave (PowerView.p), Maxon Cinema).
Only Real 3D with its' unique rendered views looks just great. There is also
light in the tunnel - Tornado 3D - real masterpiece. But it is just a drop
in the sea of needs.

The worst thing for the 3d graphician is the lack of OpenGL standard. But
even if we have some implementations of it, we're going mad because of speed
of our 68k processor. The example is the MesaGL port. Nice looking, but the
speed is just a failure. And the CyberGL, considered as official standard is

still not used (does Phase5 have programmers or does not?).

And once again we're on our own. What to do? Simple thing :) - just create software that fits to our processors' power - effective and economic. In one word: fast.

And here it is: LightView.

What is this? Just a simple, realtime LightWave objects shower. It started as an idea for LW plug-in, but now you have standalone proggy. At final final stage it crystalized as a program for fast cataloguing (sure it's not an english word:) of your ultra-huge libraries of objects. Of course - the program is small and simple. But it is just a start for us in utility production. We,

Humbug~Mimetics

won't stop on this one - we plan to develop

more useful, and (hope so) more sophisticated tools. But now you can read only about the

future

of this one.

Okee, lets end up these chapter... Just run LightWiew, you'll be amazed (until it crashes :).

Click to find out about the
 requirements
 and the
 features
 of LightView.

1.4 Requirements

Requirements:

An AGA chipset, Kickstart 3.0 or above.

Libraries: Reqttools.library in the libs: directory

2 megabytes of RAM for simple objects. Reccomended at least 0.5 MB of fast RAM to gain some speed for objects like the famous cow :), that have more than 2000 polygons.

1.5 Features

Light View offers:

-showing the LightWave objects (info about other, possible formats in the
,

Future

' chapter)

-showing the objects in some different modes:

- points,
- lines (solid, to be honest),
- simple shading (FLAT),
- Z-Shade shading,
- Gouraud shading,
- fake Phong shading (enviorment mapping),
- three modes of polygon flipping:
 - right faces,
 - left faces,
 - all faces (it helps with some bad converted objects),
- free scaling and rotating of the object with mouse,
- automatic animation of the object (rotation),
- nice user interface :),
- full multitasking.

By the way, during loading of an object, program automatically scales the object and reduces unneccesary, so called double faces, which often appear after converting object from other format.

The demo version has some
 limitations
 , of course. They're not that big, but
 I'm sure they will be enough annoying to
 register
 :

-LightView demo can only load objects in its' own, internal format (that's why program is distributed with some objects).

I hope that this small misfeature will lead you to
 registering
 AFAP :).

1.6 Usage

It's simple like hell. The GUI is so nice and clear, that you won' ←
 t have a
 single problem with it. I know, I know - reminds you a little the
 MetaCreations' products (like Bryce3D) or the famous ElasticDreams. But
 you'll like it for sure :) (those of you who want far simple GUI I send to
 hell - please scream with pleasure when you use your 'Showobj', hahahah!).

The gadgets are clear, and big enough, so you won't miss them:

- Load - simply load the object,
- Save - save the picture of it in IFF format,
- About - short fancy info :),
- Quit - do I have to explain this?

Four gadgets in the middle, starting from left:

- automatic rotation,
- scale object,
- manual rotation (different angles than automatic!)
- options.

The options window:

- little looklike-info window (i hear the sceners screaming - oh no! not the damn donut! :) btw. if people will dislike it i can change it :)),
- change of the face orientation:
 - right -yeah, right...
 - left - hope you got it :)
 - all - no comments,
- change of the graphic representation (once again to easy to explain):
 - points,
 - solid,
 - flat,
 - gouraud,
 - Z-shade,
 - env - enviornment mapping (fake Phong).

As you can see the Z-buffer gadget is still inactive. It will change in the

future
...

1.7 Bugs

Known bugs and limitations.

At the beginning - there is no full support for graphics cards (we still don't have one), so the users of configs like a3k/CGX will have to wait a bit.

There is also no full memory allocation protection. We reccomend not to run

it at some strange situations like .5 MB of free memory. And of course relying only on the chipmem is not interesting experience.

There are tree :(main bugs:

-program hangs/crashes on some machines, we don't know which patch is responsible for this :) - sometimes running from cli helps a lot,

-program hangs when you try to load object build only from points (like RandomStars.lwob),

-there is a problem with text formatting in info window, when other font than 'Topaz' is used.

But the biggest limitation is still to come - there is problem with showing non-triangle polygons, the triangulating part of the code is still in the early development stage.

1.8 Authors

Programming (100% assembler):

Paweł Jackowski (aka Hasid / Amnesty)

Idea, graphics, icons, technical help, docs:

Rafał Kwaśny (aka C0manch3 / Amnesty)

contact: c0manch3@friko.onet.pl

Russian guide:

Vassili 'Bedazzle' Smirnov

contact: vassili@kma.ee

Thanx: we do not thank to no-friends :).

1.9 History

25 Oct 1998:

Second Aminet release. Russian guide by Vassili 'Bedazzle' Smirnov. Russian fonts included.

No major bugfixes :(.

1.10 Future

Future of this program is mostly in yours hands - the feedback, ↔
registering
and fact of NOT seeing this program
registered
version in interesting places
(like Los Endos, Boondocks...).

In simple words - if you want the program to be developed, you have not only to support it with money, but also care about its' saftey.

If it will happen (sooner or later) and everyone will have it, then we'll just drop Amiga market. No, no - we won't take it from ours tables, we'll just return to the roots - we will make demos (under Amnesty label...). ONLY.

But, on the other hand, if everything will go straight (ie, we will buy Ferrari in about 3 months:), we will not only develop this one, but also we'll finish (yep, they're already started!) the others.

To provide security to ourselves, we decided that every registered user will get a unique version of LightView,
protected
in some smart way. The method
of finding the 'leak' is almost 100% (laugh at us, crackers).

Okee, maybe lets say something about future:

- RTG/Cybergraphics support,
- coloured surfaces,
- automatic orientation of faces,
- PowerPC support,
- FPS counter :),
- new object formats (Imagine, Maxon Cinema, anything you wish),
- Phong shading accurate to LightWave's Specular parameter,
- LightWave texture mapping,
- LightWave bump mapping,
- transparent surfaces (060+ :),
- AREXX port,
- FPU support,
- different graphics modes (but only low-res),

As you can see, there is a lot to do (not mentioning the bugs :). It also depends on your feedback, which of the changes will be done first.

There are of course plans of making the PowerPC version of LV. But, it will start to develop only when incomes from registered users will reach that amount of money, which could let us buy half of the PPC board :). We have plans, and so we have the name for them - HeavyView. Of course it will be a lot of faster, and will run in hi-res.

A little bit earlier there will be two others. The first will be just a LightView adapted as a plug-in for LightWave's Modeler. And it will be salvation for Amiga ray-tracers.

The second one will be probably fast preview renderer. Its speed will be much faster than the one offered by LightWave in wireframe mode! Of course it will support all the graphic modes from LightView. If there will be an PPC version, the speed will be just realtime (25 fps). Saving previews as anims will be supported.

Thats about (Amigas) future...

At the end - I would like to ask you a little favor - just fill the questionnaire from this archive and send it back to me - c0manch3@friko.onet.pl, with subject set to [LightView].

1.11 Register

This program is
shareware
.

The registration fee is: 20 DM or 15 USD. All following upgrades are free.

If you want to register over snail-mail you'll have to add 5DM/3USD more for disk & shipping.

Please fill the questionnaire, and send it back to me, no matter if you registered or not.

Attention! If you're registering then you'll HAVE TO fill the questionnaire.

Orders send to:

Rafał KwaŃny

ul.Goleszowska 14/79

43-300 Bielsko-Biała

Poland

or:

c0manch3@friko.onet.pl with subject set to [LightView]

Yeah, some polish people (especially those damn fools from goverment) tend to say that Poland is a part of Europe. This becomes a great lie when we're talking about such simple thing as money transfer.

There is no other possibility to send money than use post, and send it in cash. You won't have to pay ridiculous transfer fees, but as you suppose, this way is less secure. But for me it is the only way.

If you're sending money in envelope the best way is to cover cash with tinfoil, or something non transparent. You know, post-workers are only people :(.

As mentioned earlier, each registered user will get unique version of program. Once again it relies on you to not give it to other person, or place it on some FTP. We have demo version for this.
