

SuperView

COLLABORATORS

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

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

SuperView

1.1 SuperView_Documentation

SuperView V4.0 (30.9.1994)

- SHAREWARE -

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Needs Kickstart V2.04. Kickstart release 3.x compatible.
GUI created under use of GadToolsBox V2.0c.

The program's purpose

About the program's abilities

How to install it

How to use it

Known bugs and program limits

Program history

Possible future enhancements

Where to send bug-reports and donations

Credits and Support

DISTRIBUTION LIMITATIONS

Copyrights

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

1.2 purpose

SuperView in its current phase of development is a program, which has mainly three purposes :

- Displaying of various Graphic File Formats,
e.g. IFF-ILBM, IFF-ACBM, PCX, GIF, JPEG, BMP, FBM, TIFF, WPG, IMG,
MacPaint, Targa, Pictor/PCPaint, SunRaster (RAS), C64, SVO
and DataTypes (OS V3.00+) !
Many of them with 24 Bit-Support.
- Writing/Conversion of most of these Graphic File Formats
- "Screen-Grabbing", which means saving Screens in most of
these Graphic File Formats

All this under usage of internal and external Graphic- and
GraphicCard-Drivers.

More about the program's abilities can be found in the specific chapters.

1.3 abilities

SuperView is a program that has been designed for the purpose, to display
any kind of graphic as fast and as comfortable as possible.

Fast means not only fast in reading and displaying but also in calling
and using the program.

Highest possible flexibility is implemented via the external Driver-System,
consisting of the superview.library, the SVOjects, SVDrivers and
SVOperators.

This allows at the time for example support of IFF-ILBM, IFF-ACBM, PCX,
GIF, BMP and SVO.

These intentions resulted in a bundle of features and options
you have access to when using SuperView and installing it to your System :

- own "superview.library" (supplied in separate archive)
 - intensive use of many special OS V2.04+ and OS V2.1+ capabilities
 - support of many OS V3.00+ and AGA graphics features,
as e.g. support of interleaved BitMaps
 - support of external Viewer-Libraries (svobjects), for
e.g. IFF-ILBM, IFF-ACBM, PCX, GIF, JPEG, BMP, FBM, TIFF, WPG, IMG,
MacPaint, Targa, Pictor/PCPaint, SunRaster (RAS), C64, SVO
and DataTypes (OS V3.00+) !
-

- Many of them with 24 Bit-Support.
- support of external GraphicCard-Drivers (svdrivers), e.g. for :
ECS, AGA, EGS-Cards
 - support of external Operators, as e.g. :
XOR
 - "Screen-Grabbing"
 - Commodity (optional)
 - ARexx-Port (optional)
 - AppIcon (optional)
 - AppMenu (optional)
 - AppWindow (optional)
 - Clipboard reading and writing
 - Localization for OS V2.1+ (not all texts yet)
 - AmigaGuide OnLine-Help for OS V2.1+
 - detailed configuration via Config-File, Cli-Options and
Workbench-Tooltypes
 - Graphical User Interface (GUI) for Workbench-Users (optional)
 - conversion of the supported File-Formats
 - information about the displayed graphics via Requester,
selectable via GUI-Menu
 - and more

And via ILBM.svobject and ACBM.svobject :

- use of "iffparse.library" for reading and writing
- reading and writing of extended CAMGs (OS V2.04+)
and AGA-CMAPs (OS V3.00+)
- intelligent CAMG-Chunk replacement routine
- and more

1.4 installation

Even if you use the supplied Installer-Script, you should read the following notes. If you do not own the standard Installer-Program you should read them even more carefully and follow the instructions given.

The superview.library has to be installed seperately, anyway !

Needed Workbench Resources

HardDisk-Users won't perhaps have to install any additional Workbench Resources to their HardDisk.

Disk-Users will have to copy the following libraries into their "LIBS:"-Directory :

- gadtools.library V37+
- iffparse.library V37+
- asl.library V37+
- commodities.library V37+
- utility.library V37+ (usually in ROM)
- workbench.library V37+ (usually in ROM)
- icon.library V37+ (usually in ROM)

Users of OS V2.1 or greater should also install the following libraries :

- amigaguide.library V38+
- locale.library V38+

Other needed Resources

You will also have to copy the following libraries to your "LIBS:"-Directory (plus SVOjects, SVDdrivers and SVOperators) :

- superview.library V7+
- superviewsupport.library V4+

Installing the Main Program

Copying SuperView to your "WBStartup"-Drawer is perhaps one possible solution, but installing it in any other directory will suffice anyway. You should also install an appropriate Config-File in one of the supported paths (e.g. "ENV:" or "S:").

1.5 usage

How To Use SuperView : An Introduction

1.0 SuperView's Construction

1.0.1 The Workbench Interface

1.0.2 The Graphical User Interface (GUI)

1.0.3 The CLI Interface

1.0.4 The Commodity Support

1.0.5 The ARexx-Port

1.0.6 The App-Features

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2.0 Controlling And Using SuperView

2.0.1 Options for Configuration and ARexx

2.0.2 GUI and WB-App Handling

2.0.3 Controlling the Display-Screen

3.0 Information about the supported Gfx Formats

3.0.1 IFF-ILBM

3.0.2 IFF-ACBM

3.0.3 Other File Formats

1.6 construction

1.0 SuperView's Construction

SuperView bases on several interfaces, of which almost any can be activated/deactivated and accessed separately.

These are :

- The Workbench Interface
- The Graphical User Interface (GUI)
- The CLI Interface
- The Commodity Support
- The ARexx-Port
- The App-Features
- Configuration Commands

1.0.1 The Workbench Interface

The Workbench interface is just a standard WB-Interface, which means that it supports several Tooltypes for program configuration, of which nearly any are also available via ARexx and the ConfigFile.

It is supported to use SuperView as a DefaultTool for Project Icons via the Workbench "Information" Menu as well as displaying pictures via "multiple selection" as described in the Workbench manual.

See

2.0.1

for more details on configuration.

1.0.2 The Graphical User Interface (GUI)

As many other programs SuperView gives the user the possibility to control most activities via a Graphical User Interface, based on the standard Intuition elements as Gadgets, Menus and Windows.

SuperView's GUI

allows to reach nearly all of the program's features and also provides even more of them.

This GUI is not opened automatically, because SuperView is also designed to run as a Commodity in the Background (see 1.0.4), where a GUI often is not actually needed.

The GUI may be activated via Configuration options (see

2.0.1

),

which either have to be placed in the Config-File, as Icon-Tooltypes or as CommandLine-Options (see 1.0.3).

When running SuperView as a Commodity the GUI can also be opened via the standard WB-Program "Commodity Exchange" (see 1.0.4).

If an AppIcon or AppMenu is installed, it also will let the GUI pop up (see 1.0.6).

1.0.3 The CLI Interface

The CLI Interface provides nearly all possibilities as the GUI does (except Screen Saving/Gfx Converting), so that CLI users are completely integrated into the program's idea of concept.

Allowed configuration options can be parsed via CommandLine by

simply adding an "-" to their front (see
2.0.1
).

1.0.4 The Commodity Support

Only one of the currently running copies of SuperView at a time has the possibility to install itself as a Commodity which can be controlled via the standard WB-Program "Commodity Exchange".

Special options (see
2.0.1
) allow to set the HotKey, the Priority and can specify, if the GUI should pop up or not.

Via the HotKey (default : alt esc) SuperView is present everywhere it is needed and even the GUI can appear anywhere as fast as possible, because of the "Commodity Exchange", which allows it to pop up just by pressing the specific button there.

1.0.5 The ARexx-Port

The ARexx-Port is another feature, which strenghtens the interactive capabilities of SuperView, because it allows to contact the SuperView Process from nearly anywhere at nearly any time to tell it to do a specific task.

Most of the ARexx-Commands are also available as configuration options, so they are described there (see
2.0.1
).

The name of the ARexx-Port is "SuperView.rx".
Only one SuperView Process will own such a port at a time.

1.0.6 The App-Features

Another interactive feature of SuperView allows you to install an AppIcon, AppMenu and/or AppWindow.
All these are each optionally.

The AppIcon is placed on the Workbench and allows direct activation of SuperView, as via ARexx or "Commodity Exchange" (Requester).

The AppMenu just works like the AppIcon.

The AppWindow only takes place, when the GUI is opened, so that any pictures of which you drop an Icon into the GUI Window will be displayed immediately.

1.0.7 Configuration Commands

Because of those many options and features is has perhaps to be explained which order takes place when configuring the program at startup time or later. Here's a table :

- Default Options (integrated in SuperView)
- ConfigFile (read from Disk, if available)
- a) Tooltypes (read from Icon(s) at WB-Start)
- b) CLI-Options (supplied via CommandLine at CLI-Start)

- ARexx-Command (received while the program is running)

1.7 control

2.0 Controlling And Using SuperView

As described before, SuperView can either be controlled via Workbench, CLI, "Commodity Exchange", ARexx or its GUI.

The Commands, which are available for configuration and interactive ARexx use follow (2.0.1).

After that the handling of the GUI is described more detailed (2.0.2).

2.0.1 Options for Configuration and ARexx

The letter after the specific command tells you from where it can be reached :

```
C      [ Config-File ]
T      [ Workbench-Tooltypes, CLI-CommandLine]
A      [ ARexx ]
```

Command	Function	Usage
QUIT	Leave SuperView	[A]
HELP	Load AmigaGuide DataBase	[C T A]
REQUEST	Request for displaying a Gfx	[C T A]
SHOW=<FileName>	Display a specific Gfx	[C T A]
LOAD=<FileName>	Load a specific Gfx	[C T A]
UNSHOW	End Displaying / Close Display	[A]
SAVE_TYPE=<SObject-ID>	Set new Save-Type for "SAVE" (does not affect GUI settings)	[C T A]
SAVE=<FileName>	Save current Gfx as SAVE_TYPE	[A]
SVDRIIVER=<SVDriver-ID>	Set Default-SVDriver by ID	[C T A]
OPTION_LOAD=<DISK CLIP>	Disk or Clipboard loading ?	[C T A]
OPTION_SAVE=<DISK CLIP>	Disk or Clipboard saving ?	[C T A]
ERROR_REPORT=<YES NO>	Report Errors ? Or be quiet ?	[C T A]
INSTALL_CX=<YES NO>	Install as a Commodity ?	[C T]
INSTALL_AREXX=<YES NO>	Provide an ARexx-Port ?	[C T]
INSTALL_APPWINDOW=<YES NO>	Provide an AppWindow ? (only together with OPEN_GUI or CX_POPUP=YES)	[C T A]
INSTALL_APPICON=<YES NO>	Provide an AppIcon ?	[C T]
INSTALL_APPMENU=<YES NO>	Provide an AppMenu ?	[C T]
OPEN_GUI	Open the GUI immediately	[C T A]
CLOSE_GUI	Close the GUI immediately	[A]
CX_POPKEY=<key key ...>	Standard CX_POPKEY command (Don't use "+" as a key)	[C T]
CX_POPUP=<YES NO>	Standard CX_POPUP command. CX_POPUP=YES is equivalent to OPEN_GUI.	[C T]
CX_PRIORITY=<-128..127>	Set Priority of SuperView Process and the Commodity	[C T A]

Broker. If called via ARexx
only the process priority is
set new.

The name of the ARexx-Port is "SuperView.rx" (only one is possible
at the same time).

2.0.2 GUI and WB-App Handling

The GUI mainly consists of three regions which are marked by the
specific gadgets with the same name :

Picture Gadgets

View

Load

Save

ViewBuffer

Action

Medium

SVObject / SVDriver Gadgets

SV-Switch

SV-ListView

SVInfo

Remove

Screen Gadgets

Screen-ListView

Update

Save

Info

More options are available via the "Project" Menu, where you ↔
can
select between the following actions :

FileInfo

Help

About

Hide

Quit

By pressing HELP while selecting a Menu, or by selecting a \leftrightarrow Gadget after turning on the Gadget-Help via pressing HELP you may enter the context-sensitive documentation.

2.0.3 Controlling the Display-Screen

SuperView opens for each graphic, which has to be displayed, a suitable Screen. This Screen and the attached Window are usually pushed to the Foreground automatically and become activated, just right after the graphic has been loaded.

After that you have the possibility, to control the program's behaviour via the following actions :

Mouse control :

- left Button quits the display
- left Button below the graphic, while moving the mouse simultaneously scrolls the graphic : ONLY WITH OS V3.00+ DataTypes (see relating note in the Screen-Titlebar)

Keypad control :

- Key "L" : Load new graphic
- Key "Q" : Quit display
- Key "X" : Quit display and leave program
- Key "H" : Open GUI (GUI-Screen still in Background)
- HELP-Key : Open GUI (GUI-Screen still in Background)
- ESC-Key : Quit display and leave program (keep it pressed about 1-2 seconds)
- F1..7 : HardCopy with density 1..7

1.8 gfx-formats

3.0 Information about the supported Gfx Formats

3.0.1 IFF-ILBM

IFF-ILBM is the standard Gfx FileFormat for the Amiga. Currently there do exist two versions of this Format :

- IFF-ILBM, unpacked
- IFF-ILBM, CmpByteRun encoded

The difference is, that the second one contains data, which is encoded with the CmpByteRun method, while the data of the first is unencoded.

The reason, why both methods are included, is that sometimes it may

be more efficient to let the IFF-ILBM file unpacked and then pack it with an other packer instead encoding it with CmpByteRun. Also there may exist some older - actually VERY old - programs, which do not support the packed format.

IFF-ILBM graphics may contain Amiga-specific color cycling (CRNG) and ViewMode (CAMG) information.

3.0.2 IFF-ACBM

IFF-ACBM is the standard Gfx FileFormat for AmigaBASIC. Currently there only does exist one version of this Format :

- IFF-ACBM, unpacked

The reason, why the data is unpacked is nearly the same, why IFF-ILBM is not used here :

From Basic programmes it is not easy to read packed data anyway and it would slow down the program enormously.

Data in an IFF-ACBM is saved BitPlane for BitPlane, to increase the speed of reading.

If you use an automatically packing FileSystem or a patched DOS it might be useful to use IFF-ACBM, because the speed of displaying pictures dos not increase only with AmigaBASIC programs, but also with SuperView.

And if you use such a method of background packing you will not even need more HardDisk space, which is in fact needed if converting from IFF-ILBM (CmpByteRun) to IFF-ACBM.

On the other hand needed space is nearly the same as for unpacked IFF-ILBM graphics - but the speed is higher.

3.0.3 Other File Formats

Library-Versions above V2 of the "superview.library" support displaying via SuperViewObjects (SVOjects), which are placed as external drivers inside "LIBS:svobjects/".

Nevertheless you may also make use of OS V3.00+ DataTypes.

Just select, which one you want to have installed, but please note, that SVOjects will cooperate much more better to superview.library.

1.9 menu_fileinfo

- FileInfo

Gives information about the currently loaded Gfx, as width, height or color-depth.

1.10 menu_help

- Help

Starts this Online-Help.

1.11 menu_about

- About

Informs about SuperView.

1.12 menu_hide

- Hide

Closes the GUI of SuperView (which when in Commodity-Mode, not necessarily means to quit SuperView itself).

1.13 menu_quit

- Quit

Closes the GUI of SuperView and exits the program.

1.14 gadget_view

- View

When clicking on this gadget, any old Display will be closed, a FileRequester will appear and the selected picture - if of a known File-Type - will be displayed immediately and replace the old display.

1.15 gadget_load

- Load

When clicking on this gadget, a FileRequester will appear and the selected picture - if of a known File-Type - will be loaded and held in the Memory for multiple saving (e.g. in different file-formats).

If the specific SVOBJECT (e.g. Datatypes-SVOBJECT) does not support exporting Buffers, a Screen will be opened in the Background to keep the picture.

1.16 gadget_save

- Save

The stored Buffer will be saved as a picture in the desired file-format, as selected in the ListView-Gadget. (Select "SVInfo" Gadget for more information on the specific FileFormats).

1.17 gadget_viewbuf

- ViewBuffer

Allows to take a quick view on the currently loaded buffer. Functionality is not the same as with "View".

Here you'll just take a short look onto the picture and then click it right out of the way.

1.18 gadget_action

- Action

Modifies the currently loaded SV_GfxBuffer in a way, which depends on the currently selected SVOperator.

After that you may save or display the result of the operation via the selected SVOject/SVDriver.

1.19 gadget_medium

- Medium

This gadget switches the Input/Output medium between Disk and Clipboard. This affects loading and saving of graphics. You may e.g load a graphic from Clipboard, then switch to Disk and save it to there.

If disk access is selected, a FileRequester will appear before loading and saving anything, otherwise just the first clipboard unit will be used.

More about clipboard use perhaps can be found in your computer's manual.

1.20 gadget_svgad

- SVOBJECT/SVDRIVER switch Gadget

This gadget switches the
SVListView-Gadget
between SVOBJECT/SVDRIVER Mode.

1.21 gadget_svlist

- SVOBJECT/SVDRIVER ListView Gadget

This gadget is for selection of the SVOBJECT/SVDRIVER, which should be
the source for the actions, which can be performed via

View

,

Load

or

Save

.

1.22 gadget_svinfo

- SVOBJECT/SVDRIVER/SVOPERATOR Information Gadget

This gadget displays more detailed information on SVOBJECTS/
SVDRIVERS/SVOPERATORS.

1.23 gadget_svadd

- SVOBJECT/SVDRIVER/SVOPERATOR Add Gadget

This Gadget adds new SVOBJECTS/SVDRIVERS/SVOPERATORS to the system,
which can be selected via FileRequester.

Don't try to selecting other libraries than those, which have
a name ending with ".svobject", ".svdriver" or ".svoperator" !

Removing is possible via

Remove

.

1.24 gadget_svremove

- SVOBJECT/SVDRIVER/SVOPERATOR Remove Gadget

This Gadget removes unusede SVOBJECTS/SVDRIVERS/SVOPERATORS from
the system.

This is only possible, if the current SuperView-Task is the only

program, which accesses superview-Library at the time.
Otherwise the action will result in nothing.

Adding is possible via
Add
.

1.25 gadget_screenlist

- ScreenListView Gadget

This gadget is for selection of the Screen, which should be the
source for the actions, which can be performed via

Update
,
Info
or
Save
.

1.26 gadget_scrupdate

- Update

If the list of selectable Screens is not up-to-date an update
can be forced by pressing this Gadget.

1.27 gadget_scrsave

- Save

The Save-Gadget in the Screen area allows you to save the selected
Screen in the desired File-Format.
(Select "Detailed Info" Gadget for more information on the specific
FileFormats).

1.28 gadget_scrinfo

- Info

This Gadget presents various information on the currently
selected Screen.

1.29 bugs

Known Bugs and program limits :

Bugs

- two or three people reported me, that SuperView (or the Library, one never know) did not startup at all and that there were some Enforcer Hits.
I wasn't able to reproduce these bugs with newer (even older) versions of SuperView and the Library, so that these problems might only concern some people.
Nevertheless I will at least try to find and fix this (possible) bug.

On the other hand there are many A1200/3000/4000 users, which reported, that everything works fine.

Don't panic.

Limits

- When trying to create some kind of a "slide show", you have to decide how long the user should see a picture displayed, because a mouse click by the user will end displaying as well as sending an ARexx/Commodity/Tooltype command to SuperView, which immediately will cause it to display the new picture. This is not a real bug, this is just because of interactive message receiving while a picture is displayed.
Multiple picture displaying is only possible when starting different SuperView Tasks, which then all have to be "quit"ted by a mouse click.
- Another point is, that only one currently running SuperView Task can be reached interactively via ARexxPort and Commodity Exchange.
This lies in the nature of SuperView and Commodity Exchange.
Nevertheless multiple AppIcons and AppMenus - as well as their corresponding tasks - are possible, so do not forget to disable this feature if you don't want to get a Workbench full of SuperView-Icons ...

1.30 history

The SuperView ILBM-Viewer bases on my older program project "KILBM", which has been designed for usage under older versions of the Amiga OS.
SuperView is not related to the program with the same name from AmigaLib Disk 367, about which I read after programming it.

V4.0 : - added SVOperator-support
- superview.library V9+ now is needed

V3.5 : - added KeyFile-support
- * ToolType-routines no longer case-sensitive
* changed way of flag-checking for App-things
This should (hopefully) fix the problems in switching them on/off separately.

- plus more little improvements
- V3.4 :
- changed Menus from Quit/Exit to Hide/Quit, also changed the related shortcuts
 - "evaluation"-requester did not work under V37 :-((because of Locale-Library : aargh !!)
 - Displaying of already loaded (stored) files now is possible ("View Buffer")
- V3.3 :
- RAW-Keys (Help, Esc) did not work on display screen, as described. Now they do.
 - HardCopy function added (F1..F7)
 - localization of the "ScreenInfo"-Requester texts
- V3.2 :
- This release was only for registered Users (and Beta-Testers)
 - Beta-Versions : V3.2 (20.7.94)
 - german GuideFile slightly changed
 - now requires `superview.library V7+` and `superviewsupport.library V4+`
 - fixed small bug, which caused unknown filetypes to be checked twice
 - users of OS V37/38 now also get a Busy-Pointer
 - adding/removing of SVOjects/SVDrivers now is possible without any restrictions, by using the functions of `superview.library V7+`. (Only possible, if there's not an other program accessing `superview-library` at the time : `OpenCnt-Check`)
 - added new - more flexible - ARexx-Commands for saving and converting of graphics : `"SAVE_TYPE"` and `"SAVE"`. These replace the old `"SAVE_ILBM0"`, `"SAVE_ILBM1"` and `"SAVE_ACBM"`, which have been removed completely.
 - SVDriver-ListView now also shows right SVDriver at startup.
 - new ARexx-Command for setting Default-SVDriver : `"SVDRIVER"`
 - added some more example scripts for ARexx, which also demonstrate usage of the new commands
 - re-worked ScreenInfo function
 - Config-Menu was accidentally in German, although not localized
 - re-wrote Installer-Script : - localized now (for "intermediate" and "expert" mode only)
 - OS Version now checked
 - no longer requires SourceDir to be available as `":SuperView"`
 - and more
 - last not least : I'm now reachable via EMail (Fido : 2:2457/345.10)
- V3.1 :
- major revision
 - now requires `superview.library V6+` (to prevent us to share the bugs of the previous versions)
 - new GUI, with more and better features (special thanks to Gerd Frank for his many ideas and suggestions concerning a new GUI)
 - GUI is font-sensitive now and appears on Public Screen
 - improved AmigaGuide Online-Help
 - now the favorite SVDriver can be selected inside SuperView, and also SVOjects can be removed there. SuperViewPrefs now is only needed for default settings so far.
 - information on SVOjects and SVDrivers can be found here
 - splittet and re-organized Gadgets for viewing, loading and saving
-

- removed Medium selection from Menus and added specific Gadgets : internally there are still two variables, but on the GUI those are set together for loading and saving. You may use ARexx commands to set them different, but when working on the GUI you'd just read a file into the buffer and then switch the settings.
- fixed bug, which might have kept SuperView in memory, although it was no longer active
- changed way of loading and saving ConfigFile, in parts now using superviewsupport.library's functions for that (loading). Now no longer "+" in hot-key descriptions are needed to separate single key, but old way still supported (thus don't use "+" as a key)
- added new "LOAD" command, which allows simple conversion of graphics (to ILBM) via ARexx-Scripts (see Example-Script)
- and more

V2.5 : - we no longer use fscanf/fprintf for ConfigFile reading, but FGets/VFPrintf of Dos V37+ instead now : this saves about 6900 Bytes Codesize and is as effective as before !

- fixed History : superview.library V3.9 was released as V4.1
- supports direct writing of GfxBuffers with superview.library V6+ (a buffer-Screen is no longer needed). Includes fall-back option for versions below V6 or SVOjects without GfxBuffer-Support. Conversion of large pictures will now be possible with less memory usage in most cases.

V2.4 : - use of SAS/C V6.51

- now again supporting amigaguide.library V38 (own risk)
- changed/updated documentation
- AmigaGuide stuff might not have been closed/removed
- removed memory management routines : if needed, we will take them from superviewsupport.library (introduced with superview.library V3.8)
- OS version is checked earlier now (>= V37)
- the AppIcon now also accepts dropping Icons of Pictures on it, as one would expect (mentioned by Gerd Frank)
- SuperView no longer crashes, when started with question mark ("?" from CLI/Shell
- removed "anchor window" for the FileRequester
- Clipboard feature did not work with superview.library releases V2.4 to V3.8. You must use V4+ (and the bug-fixed SVOjects) for enabling this again. This was not a bug of SuperView.

V2.3 : - SuperView crashed without locale.library, although it shouldn't have been able to do so. (fixed as a result of former bug-reports by Gerd Frank, see amigaguide-fixed in V2.1 and V2.2)

- fixed bug in handling underscored Gadgets
- added Underscore to "*" -Gadget
- added possibility to get information on Screens ("i" -Gadget) (mentioned by Gerd Frank)
- completely reworked internal ScreenList creation and handling (also reported by Gerd Frank). Besides, this saves some memory and disk space.

- V2.2 : - fixed bug (Guru), which occurred, when selecting Help-Menu, while amigaguide-Library V39+ was not available.
(mentioned by Gerd Frank)
- new "Exit"-Menu, which leaves the program - other than "Quit" completely
(mentioned by Gerd Frank)
- V2.1 : - now under OS V3.00+ the Busy-Pointer is set while calling superview.library
- fixed bug (Guru), which occurred when calling HELP while amigaguide-Library V39+ was not available (mentioned by Gerd Frank)
- accidentally asked for amigaguide.library V38+ instead V39+
- added support for "ESC"aping and "HELP"ing while displaying
- V2.0 : - needs superview.library V3+ with SVDriver-Support
- fixed small bug in memory management routines
- localization of program texts (except GUI) for OS V2.1+
- now uppercase (shifted) keys accepted on the Display-Screen
- each written PicFile now becomes its own Icon
- fixed possible ChipMem-problem with AppIcon-Data
- V1.4 : - complete recompilation under use of SAS/C V6.5
- fixed bug with wrong SaveType (ILBM1 instead of ILBM0, or totally wrong, if ILBM not installed)
- fixed bug in memory usage (not freed)
- some improvements and bug-fixes
- V1.3: - new Library with DataTypes-Support
- make use of the new concept of external Viewer-Libraries (svobjects) of superview.library V2+
- V1.01 : - forgot to mask BADFLAGS out in CAMG-Write-Routine
- BitMap-Height and -Depth is under V39+ now checked via GetBitMapAttr()
- improved BODY and ABIT size calculation
- own "superview.library" V1+
- and many more improvements
- forgot GadToolsBox-Note (Sorry, Jan van den Baard !)
- V1.00 : first version.

1.31 future

Possible future enhancements might be :

- more functions for working with SVOjects
- new features for image processing (still thinking about it)
- an improved ARexx-Port
- and more

1.32 correspondence

Send donations, bug reports, ideas, etc. to the following address :

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For `_urgent_` calls :

Phone : +49/271/332147 (weekdays later than 18.00h)

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. Please also mention the version number of SuperView you used and describe your system configuration (Amiga model 500/1000/.../4000-040, Kickstart/OS, RAM, HardDisk, special configurations).

If you want to get a newer - and maybe debugged - version of SuperView do not forget to register as an user of SuperView with the included registration form.

Nevertheless unregistered users are as welcome to report bugs as users who decide(d) to register.

1.33 credits_and_support

I perhaps have to thank many persons, but I won't list them all up here, since many of them are already mentioned in the documentation to "superview-Library" (so read it, please).

Thanks go to (in alphabetical order) :

- Jan van den Baard

... for his great tool GadToolsBox, which I used to design the GUI of SuperView.

- Gerd Frank

... for Beta-Testing, Bug-Reports and last not least for his many ideas and suggestions, especially concerning the re-design of SuperView's GUI in V3.x !

- 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 ;-)

- and last NOT LEAST
- all registered users of SuperView for supporting Shareware
- all people I already mentioned in the documentation to
superview-Library

1.34 distribution

Copyright

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