012a6af0-0

Comanche

COLLABORATORS

	TITLE : 012a6af0-0		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Comanche	April 13, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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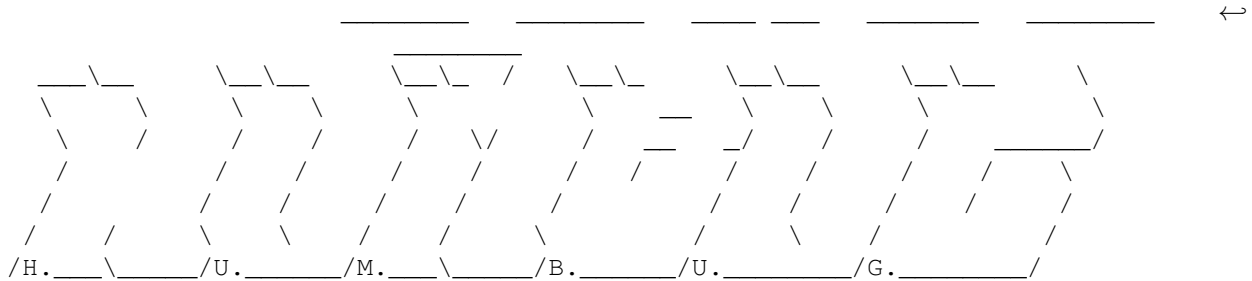
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    /H._____/U._____/M._____/B._____/U._____/G._____/

                   - m - i - m - e - t - i - c - s -
                          LightView v1.07
                     (c) 1998-1999 Humbug Mimetics


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```

1.2 Copyright

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

```
        __ __    *====================================*       __ __
       / // /    *      Standard Amiga FD-Software     *      / // /
      / // /     *         Copyright Note (TM)         *     / // /
     / // /      *====================================*    / // /
 __ __ / // /      *                                    *  __ __ / // /
  \ \ \/ // /       *       Version 1.2 - English        * \ \ \/ // /
   \ \/ // /        *            27-Oct-1996             *  \ \/ // /
    \ / // /        *                                    *   \ / // /
     """ ""         *====================================*    """ ""
```

0. INTRODUCTION ===============

If you are a user I hope you like this Standard Copyright Note for Freely
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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
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              (by email or snailmail).

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.

If you want to include "AFD-COPYRIGHT"(TM) in your own Amiga® FD-Software
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a. Read this whole document carefully and make sure that you agree with
the
   whole text WITHOUT ANY EXCEPTIONS.

   (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:

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 It is SHAREWARE as defined in paragraph 4s.
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   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:

  Dietmar Knoll   InterNet-Email: To: dknoll@gwdg.de
  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 LightWiev, 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: Reqtools.library in the libs: directory

It is nice to run NewWpa8 or PatchWPA8 patches to gain some speed.
The patches are available on Aminet.

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.

Now it runs even on unexpanded A1200!

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 misfeauture 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 – enviorment 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.

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.

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

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.

At AGA system there is a glitch – program uses system routines (WPA8)
to put stuff on screen, so there is huge speed loss on these machines.

Only 'Solid' mode runs on old chunky routines, and therefore does not
work on CGX machines.

It will be fixed soon – you'll be able to select which refresh routine
do you want (AGA/RTG/CGX).

1.8 Authors

Programming (100% assembler):

  Paweî Jackowski (aka Hasid / Amnesty)

Idea, graphics, icons, technical help, docs:

  Rafaî Kwaôny (aka C0manch3 / Amnesty)

  contact: c0manch3@amigascne.org

Russian guide:

  Vassili 'Bedazzle' Smirnov

  contact: vassili@kma.ee

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

Well, thanx go to:

–Marek Pampuch (for putting LV on 'Magazyn Amiga' cover CD),
–Grzegorz 'YoYo' Juraszek for betatesting on CGX.

1.9 History

```
3 Jan 1999

   Fourth Aminet release.
At last there is CGX/RTG support through Wpa8 routine. So there is also
speed loss on AGA machines (we suggest AGA users to use previous
version).
   There is a glitch - 'Solid' mode works on old chunky routines, so
AGA users can compare the speed (in 'Solid' and 'Flat' modes speed should
be the same, so you will see how slow Wpa8 is, even if patched).
So, CGX users should not use the 'Solid' mode, coz it will probablu crash.
   Check out 'LookHere' drawer - there are samples from future version of
LightView. At this time it supports coloured surfaces, but it is far too
unstable to release it now :(.

13 Dec 1998:
   Third Aminet release. This is a special X-mas release! Now works even on
unexpanded A1200! Added some low-memory protections. Executable is now
uncrunched (due to strange behaviours on some machines).

Lots of X-mas trees as a bonus :).

Bugfixes:
-object loading (sometimes it hanged in demoversion),
-more stable now,
-loading of point-based only objects (does't show them yet but doesn't hang
neither:),
-fixed problem with text formatting in status window.


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:

-coloured surfaces (soon!),

-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:

  Rafaî Kwaôny

ul.Goleszowska 14/79

43-300 Bielsko-Biaîa

Poland

   or:

c0manch3@amigascne.org 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.