

## **NotesAndHints**

**COLLABORATORS**

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WRITTEN BY		April 16, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# NotesAndHints

### 1.1 NotesAndHints

"Notes and Hints" FAQ - V11.11 (24.9..95)

SuperView-Library sounds impressive, but...

How much Memory does this program eat ?!

What about Datatypes ?

Problems with converting HAM Files

Problems with displaying 24 Bit Files

Problems with converting 24 Bit Files

Programmers note for releasing SObjects/Drivers/Operators

One of the advertised features does not work...

Philosophy... :-)

Copyrights

### 1.2 usagenote

SuperView-Library sounds good, but how shall I use it ?

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As with V11.8 superview.library will only be distributed together with programs, whose authors did get a license for usage and distribution. This may be Freeware, Shareware or commercial programs.

For example, my program SuperView, which is SHAREWARE and also currently most appropriate Viewer-Program for the library, always comes together with the latest available Library-Version within

a subdirectory. You then just have to install to program itself and also the library.

When using more than one program with `superview.library-support`, take care only to install the most up-to-date versions and not to overwrite them with older ones.

### 1.3 memprobs

How much Memory does this program eat ?!

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Well, er, this is a good question, because there are no fixed limits ...

`superview.library` and its attached `SVObjects`, `SVDrivers` and `SVOperators` request as much memory as they need - which directly depends on the size of the processed graphics - and there's no automatic virtual memory manager or such (I introduced some `vmem-support` it with V9.9, but upto now there aren't any modules making use of it).

But actually nearly no CHIP memory is needed for most of the actions, so 1-2 MB CHIP mem should suffice for almost all actions (if you don't want to display graphics sized 2048x2048x8 with AGA - I mean, what do we talk about ?!).

Most of the actions are performed in FAST Ram if possible, so you should have at least 2 MB Ram at all (1 CHIP, 1 FAST or 2 CHIP), better 4 MB (2 CHIP, 2 FAST) or more.

The large memory usage results out of the buffering-technique, which is used in the `superview-Library` system.

This technique increases memory usage by using large (full-sized) buffers, which often do exist twice e.g. for conversion from chunky-pixel to bitplane format or vice versa.

But this increases SPEED !!

There are perhaps no "real" multimedia-systems out there, which have less than 6 - 16 MB and why shouldn't we use this memory ?

On a 68040/68060 system you should see `superview.library` flying ...

OK, back to earth ! Here's what you can do to make more memory available to `superview.library` :

- first of all, check if there are some background-programs running, which you do not really need (especially Commodities).  
Remove them !
- call "avail flush" in the Shell or select "flushlibs" in the WB-debug menu (available when started with "LoadWB -debug").  
As with V4.2 SuperView also allows flushing Libraries via Menu calls.
- decrease the "AddBuffers" values of drives, which you do not really need (e.g. DF2, DF3, PC0, ...)
- last not least : close Workbench, stay in the Shell
- start your favorite Viewer or Conversion program (e.g. SuperView)
- again : call "avail flush"  
(this time also all unused `SVObjects` and `SVDrivers` will be flushed)

out of the memory, so that we later only will have the needed ones in Ram)

If you tried all of the above, and memory still does not suffice, you should buy some more SIMMs at your local Computer Shop ...

## 1.4 datatypes

What about Datatypes ?

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Well, guess what: since superview.library deals with graphics files, there might be no need to support other kinds of datatypes. On the other hand, it would be nice, to have one viewer/player for all the Datatypes and - maybe - for replacing the standard viewer.

The current implementation of Datatypes-Support inside superview-library allows it to read and/or display ANY Picture-Datatype and to link it - keeping all its functionality - into superview.library's control structures.

Putting the single keyword "ANYDATATYPES" into "ENV:SuperView-Library/LIBRARY.controlpad" enables support for datatypes other than Graphics (recognition of changes to this one does REQUIRE a re-initialization of the library, e.g. via reboot/reset or "avail flush" when not accessed).

superview.library (i.e. SuperView) will then be able to display ANIMs, CDXLs, WAVs, and so on, if the according datatype is already in memory (that's the most important part ;-)

This enables you to replace the standard DT-Viewer of the WB in most of its facilities.

## 1.5 hamprobs

Problems with converting HAM Files

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The Problem

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You have problems converting HAM6 or HAM8 files into GIF, PCX or such "alien" File Formats ?

The Reason

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Well, this is because those FileFormats do not preserve any ScreenMode information, so that a HAM6 file would become just a plain 64 Color BitMap graphic and HAM8 turns into a 256 Color graphic. And this would look really UGLY without doing any further dithering, so the savers for non-viewmode-preserving fileformats just don't accept HAM data as input.

The solution

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There are two possible ways :

- a) only convert to FileFormats, which preserve the ScreenMode information (currently there are only IFF-ILBM, IFF-ACBM and SVO).
- b) convert (and maybe dither) them before saving, e.g. do a 24 Bit conversion via "AnyTo24Bit" and then - maybe - dither them down to 2..256 colors via "Dither24Bit"

## 1.6 24bitprobs2

Problems with displaying 24 Bit Files :

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The Problem

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"All of my attempts in displaying my really nice 24 Bit graphics with AGA.svobject resulted in really ugly colors. What shall I do ?"

The Reason

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You did not set an available or valid 24 Bit SVOperator, which AGA.svdriver - or as well ECS.svdriver - could use for adjusting the numer of colors to less than 256.

The solution

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Within AGA.controlpad (respectively ECS.controlpad) you may set "24BITOPERATOR=<operatorname>" and specify a specific operator for e.g. dithering 24 Bit graphics to 256 colors, converting them to grayscales or HAM6/8 etc.

The same trick may take place for ECS.svdriver on systems, which can't display more than 16/32(64EHB) colors, so that specifying the (optional) "8BITOPERATOR=<operatorname>" would allow automatic conversion to less colors.

For AGA-only systems it might also be useful to adjust the output of SVOobject to AGA needs wherever possible.

For example the JPEG.svobject does allow on-the-fly dithering which may be activated via the switch "COLORDEPTH=8" within JPEG.controlpad. Output then will always be done in 256 Colors (or grayscales) only.

The alternative to always do the dithering by hand via calling SVOperators from SuperView's GUI also is another possible way.

## 1.7 24bitprobs

Problems with converting 24 Bit Files :

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The Problem

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You have problems converting from one 24 Bit file format into other 24 Bit file formats ?

The Reason

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Not necessarily all SVOjects, which support reading of 24 Bit Files do also support writing of 24 Bit Files.

SVOjects, which support writing 24 Bit data yet are:

ILBM	JPEG	Targa
BMP	SunRaster	YUVN
PCX	FBM	PNM
SVG	SGI	DEEP
TIFF	QRT	

The solution

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A temporary solution might be to use other 24 Bit programs for conversion, if you don't want to use one of the file formats, which are already supported.

## 1.8 prgnote1

Programmers note for releasing own SVOjects/Drivers/Operators:

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The Idea

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When writing your own SVOjects/Drivers or Operators, and distributing them via Nets or MailBox/BBS, please name your archives in the following way :

|    |                |                  |
|----|----------------|------------------|
|    | "svo*.*xy.EXT" | for SVOjects     |
| or | "svd*.*xy.EXT" | for SVDdrivers   |
| or | "svp*.*xy.EXT" | for SVOoperators |

where - "\*.\*" stands for the library's name (e.g. "JPEG")  
 - xy stands for the version and revision number (e.g. "22")  
 - EXT stands for the archiver's extension (e.g. "LHA")

The Reason

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The space for describing files on BBS is not very large (let's say about 20 characters) and most people do not really read the attached mails or readme-files usually.

So it might be useful to see right from the FileName :

"Yes, it's a SVOject" (svo#?) or "Yes, it's a SVDriver" (svd#?)  
 and so on.

An Example

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For example, version 2.2 of my JPEG.svobject had been distributed as :

"svoJPEG22.LHA"



(now it is integral part of superview.library's "Bonus" directory,  
but there may still occur separate archives containing single modules  
from time to time)

## 1.9 bugnote

One of the advertised features does not work ...

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Well, sometimes it happens, that the elimination of one minor bug  
causes two major bugs, so that a version of a SVObject or SVDriver  
is actually much less useful, than previous versions, although a bug  
has been fixed.

If you sometimes face such a problem, just install the old version of  
this specific SVObject or SVDriver and keep the rest of the new  
installation intact. SVDivers and SVObjects are fully compatible  
from the first version upto the current version.

Of course there might be exceptions, but those would be again Bugs ...

If you do not have any older versions to replace an existing SVObject  
or SVDriver, you have to decide, whether you'll remove it completely  
and just wait, until the next version comes out, or if you want to  
use the buggy one nevertheless.

BTW, if you'll decide to report the bugs to me, they'll  
perhaps be eliminated sooner ...

Example: (1) In V9.1-9.4 of superview.library there was a slightly buggy  
AGA.svdriver (autoscroll deactivated), which resulted out of  
an other bug-fix.

Three possible solutions: a) using ECS.svdriver  
b) using old AGA.svdriver  
(with old bug)  
c) waiting for V9.5 ...

(2) In V11.8, JPEG.svobject would have crashed the whole  
system at library startup-time when beeing installed  
(<= 68030 systems only).

Solution: Since it still was located within the bonus dir,  
it would have sufficed not to install it and  
just continue using the old version (bug has been  
fixed as with V11.9).

## 1.10 philosphy

"Bei Risiken und Nebenwirkungen essen Sie die Packungsbeilage  
und @\$\_!@\*# Sie Ihren Arzt oder Apotheker"

(I do not feel able to translate this ^ into any other languages ...  
It's just a parody on a slogan, which has to be placed at the end  
of german commercials, if they offer pharmaceutical products, which  
might cause physical problems for the consumer ...)

Murphy's laws of working with BitMapped Graphics:  
(Andy's release ;-)

(excerpt)

- No. 23 : When you've integrated the fastest, smartest C routines for Huffman-decoding, which you were able to find in the whole public domain, you'll see, that there's someone out there, which wrote a 20 times faster version in 68030 assembler.
- No. 34 : If you try to send files via UUCP, they'll be bigger than 20 K with a likelihood greater than 99.999%.  
But only, if you don't see an other way to send them.
- No. 41 : If you make backups you'll overwrite them with the next buggy version, nevertheless.  
Guess ?
- No. 55 : After 20 nights and days of un-interrupted programming it'll happen, that in the 21th night a mysterios bug appears, which will make all of your previous work obsolete.
- No. 58 : Never believe, that the mysterious behaviour of your program might not necessarily be a "real bug".  
It's ALWAYS a "really big bug".  
Even bigger than you ever thought one single bug might be ...
- No. 64 : If you're making great usage of the OS and you've integrated all features, which this version offers to the programmers, it will take about half an hour and all BBS will post the message, that the new OS 999.1 is out and that it contains support for almost any BitPlane graphic formats in the whole wide world.
- No. 77 : If you've converted all your pictures to an other FileFormat - of course without making copies, 'cause you'd like to save a lot of diskpace - you'll detect that the Writer program of the FileFormat has been slightly defective, so that the supplied Reader program is the only one, which will read your pictures then, any longer.
- No. 87 : Ever tried to port some code from XX-DOS ?  
Still working on it ?  
Never mind, it's the best way to waste your time - really !
- No. 99 : If you've written a program, that writes BitMaps, you will perhaps have forgotten that sometimes the data has to be padded to giga-word boundaries, to make reading of the data faster on the new H.A.L. 5000.

## 1.11 copyrights

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### Copyrights

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