# FastView

John Hendrikx

### COLLABORATORS

| | TITLE : | | |
|---|---|---|---|
| | FastView | | |

| ACTION | NAME | DATE | SIGNATURE |
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| WRITTEN BY | John Hendrikx | April 16, 2022 | |

### REVISION HISTORY

| NUMBER | DATE | DESCRIPTION | NAME |
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| | | | |

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# FastView

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```
                          FastView 1.51

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                   All rights reserved

                Release date 3 June 1995

                       SHAREWARE

                      User Manual


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## 1.2  FastView: Introduction

                FastView is a program which shows IFF, GIF, BMP, PCX and JPEG
pictures on your screen.  Of course many programs exist for this
task, but this one is special because it is very fast and was
designed with both OCS/ECS and AGA users in mind.  For example:
FastView can show HAM8 and IFF24Bit pictures on OCS/ECS machines
in HAM which was one of the things I missed in all the other
viewing-programs I've seen.

JPEG pictures are shown using the Tower JPEG Codec Class by
Christoph Feck.


COPYRIGHT NOTICE

FastView software and documentation are Copyright (C) 1995 by John
Hendrikx.  All rights reserved.

The JPEG codec is Copyright (C) 1994 Christoph Feck,
TowerSystems.  All Rights Reserved.  It is based in part on the
work of the Independent JPEG Group.


DISCLAIMER

FastView has proven to be stable in everyday use.
                The author
                is not responsible for any loss of data, damages to software or
hardware that may result directly or indirectly from the use of this
program.  The author reserves the right to make changes to the
software or documentation without notice.

The JPEG codec is provided "AS-IS" and subject to change without
prior notice; no warranties are made.  All use is at your own risk.
No liability or responsibility is assumed.


PREFACE

This program is shareware, it is *not* public domain.  This means
that if you use this program longer than a period of two weeks
you'll have to send
                The author

```
                    20 DM, 20 Guilders, 10 UK Pounds
or 15 US Dollars to become a registered user.  See
                    Registration
                    for more
details.
```

None of the files of the FastView package may be modified or left out
without permission of the author.  Crunching or archiving is allowed only
if none of the FastView files get modified by it.

FastView may be distributed freely in Public-Domain collections
such as Fred Fish's Amiga Library.  You may charge a fee to
recover distribution costs.  The fee for diskette distribution
may not be more than the cost to obtain a public domain diskette
from Fred Fish.


## 1.3  FastView: Features

– Displays any IFF ILBM picture (even HAM8 or 24Bit pictures) in HAM on
  OCS/ECS machines.  Of course if the picture doesn't need to be rerendered
  in HAM it will use a normal OCS/ECS screenmode.  On AGA machines FastView
  will show the pictures if possible in upto 256 colors or in HAM8

– Displays GIF pictures of 17 or more colors in HAM on OCS/ECS machines.
  If less colors are used HIRES-INTERLACED will be used.  On AGA machines
  GIFs always get displayed in upto 256 colors

– Uncompressed BMP pictures in 2, 16 or 256 colors and 24-bit BMP pictures
  are supported

– Handles EGA and VGA PCX pictures (from 2 to 256 colors and 24-bit)

– JPEG pictures are supported via the Tower JPEG Codec Class by Christoph
  Feck.  FastView will display both grayscale and color JPEGs in HAM6
  or HAM8 depending on your machine.

– AmigaDOS patterns (wildcards) are supported

– Runs from CLI and Workbench

– Optional Dithering of rerendered pictures (ie. pictures which are
  converted from 256 colors to HAM6, or from 24Bit to HAM8 etc...)

– If multiple pictures were specified on the command line FastView will
  automatically load and decode the next picture while you're still
  viewing the previous one

– Optional (Down)Scaling of rerendered pictures to fit screen

– On OCS/ECS machines FastView tries to recognize pictures with B&W
  palettes and will display these in HIRES-INTERLACED instead of HAM

– FastView has the ability to pick an ideal set of colors for pictures
  rendered to HAM6 or HAM8.  It can store these colors in the picture's

comment so they can be used next time you view the same picture to get
very high quality pictures

- Very fast conversion to HAM/HAM8

- FastView can save your pictures as IFF files

- Keyboard can be used to scroll picture (or the mouse of course)

- Coded in 100% Assembler (only 24K in size!)

## 1.4  FastView: System requirements

FastView should run on any Amiga system with at least 512K RAM and
one disk drive.  FastView requires Kickstart V2.04 or higher to run.

FastView is Kickstart 3.0 compatible and aware.  It will use some V39
functions when available.

Should you have any trouble running FastView on your machine, please

contact me
with the full specifications of your machine,
that is Kickstart version, model, expansion boards etc...

## 1.5  Registration: How to register FastView

This program is shareware, it is *not* public domain.  This means
that if you use this program longer than a period of two weeks
you'll have to send
The author
20 DM, 20 Guilders, 10 UK Pounds
or 15 US Dollars to become a registered user.

Please only send cash, eurocheques or postal money orders (Dutch Guilders
only!) to the following address:

    Until 31 March 1996:

        John Hendrikx
        Figarostraat 36
        3208 PD  Spijkenisse
        The Netherlands

    After 31 March 1996:

        John Hendrikx
        Maasboulevard 74
        3207 RC  Spijkenisse
        The Netherlands

## 1.6  FastView: About the author and the program

FastView has been created using the Devpac Assembler and CygnusED on an
Amiga 2000 with a 68030/22 and 7 MB of memory.  The source code for
FastView is now over 100K in size.

If you have suggestions or remarks about this program, or if you find any
bugs, please let me know.

When sending in bug reports, please state exactly under what
circumstances the bug occurred, what equipment was used and what
happened.  If possible also try to give me enough information to
reproduce the bug (like the picture file which caused the bug).
It is very difficult to find bugs when you don't know exactly
what happened.

Write to one of the following addresses:

        Fido     : 2:286/407.8
        AmigaNet : 39:153/201.8
        NLA Net  : 14:101/200.8

        UUCP     : john.hendrikx@grafix.xs4all.nl

        SnailMail until 31 March 1996:

                John Hendrikx
                Figarostraat 36
                3208 PD  Spijkenisse
                The Netherlands

        SnailMail after 31 March 1996:

                John Hendrikx
                Maasboulevard 74
                3207 RC  Spijkenisse
                The Netherlands

I will also try to put the latest available version of FastView on the
following BBS (this may change without further notice):

        Grafix Attack (Kees Huizer, Vlaardingen)
        Tel. +31104745816 (MT 14K4)
             +31104741062 (ZyXEL 19K2)
             +31104744682 (Tron 28K8)

        Magic filename: FVIEW

        Fido Node  2:286/407
        AmyNet    39:153/201
        NLA Node  14:101/200

## 1.7  FastView: Usage from Workbench

There are 3 ways to use FastView from the Workbench:

1) Simply double-click on the FastView icon and it will come up with a
   File requester which allows you to select the pictures you want to view.
   You may select multiple pictures by holding down shift during selection.

2) You can view pictures by using extended selection: Select the FastView
   icon and select, while holding down the shift key, the pictures you want
   to view.  Double-click (while still holding down shift) on the last
   picture you want to view to start FastView.

3) You may use FastView as the default tool for your pictures.  To set the
   default tool to FastView for a picture, simply select the picture's icon
   and choose Icons/Information from the Workbench menu.  Set the default
   tool field to FastView and save this setting.  Now you can simply
   double-click on the picture to view it with FastView.  Selecting
   multiple pictures is also allowed, as long as the last picture you've
   selected has the default tool set to FastView.

The FastView icon can have several Tool Types which control the way FastView
operates.  Most of these ToolTypes work similair compared with their
CLI counterparts.  Here are the Tool Types available which also are available
in the CLI:

```
    DITHER             NOBESTMODEID
    NOLACE             POINTER
    SCALE              ROM
    INFO               SCREENMODE
    MAKECOMMENT        WAITFORPIC
```

For more information about the function of each tooltype please refer to
the
                Usage from CLI
                section.

There is also one Workbench specific ToolType:

    DEFAULTDIR

This ToolType allows you to set the dir which FastView will list
in the File Requester when you start FastView by simply
double-clicking on it (Method 1, see above).

## 1.8  FastView: Usage from CLI

There is nothing to it really.  Just start it from the CLI or install
it in your favourite Directory utility.

Command line:

```
 FILES/M,DITHER/S,NOLACE/S,SCALE/S,DELAY/K/N,INFO/S,WAITFORPIC/S,ROM/S,
 NBMI=NOBESTMODEID/S,MAKECOMMENT/S,POINTER/S,SAVE/K,DEBUG/S,MULTISAVE/S,
 SM=SCREENMODE/K
```

```
or:

  [FILES][=]<string(s)> [DITHER] [NOLACE] [SCALE] [DELAY[=]<number>]
  [INFO] [WAITFORPIC] [ROM] [(NBMI/NOBESTMODEID)] [MAKECOMMENT]
  [POINTER] [SAVE[=]<string>] [DEBUG] [MULTISAVE]
  [(SM/SCREENMODE)[=]<string>]
```

FILES/M

This argument is not required.  If you don't specify any files FastView
will pop up a file requester where you can select which pictures you want
to view.  You can use AmigaDOS patterns (wildcards) to make viewing
multiple pictures easier.  You can add as many names/patterns on the
command line as you want, and all pictures will be viewed in the order you
specified.  (Note:  Patterns matching multiple pictures will be shown in a
somewhat random order) In case you're viewing multiple pictures the Right
Mouse button will act as an abort function, thus it will enable you to exit
FastView completely at any time.  Left Mouse button will continue to the
next picture.

DELAY/K/N

Using this option you can turn FastView into a slideshow.  It allows you to
set the number of seconds each picture will be displayed.  Note that
FastView will automatically load the next picture in the background while
you're still viewing the current picture, which makes slideshows look much
better.

DITHER/S

Specify this on the command line if you want to add a simple form of
dithering to the (rerendered) pictures.  This will slow down FastView by
about 50%.

NOLACE/S

Specify this to make sure FastView doesn't use interlaced displays.

SCALE/S

When you specify this on the command line FastView will scale down
(rerendered) pictures so they will fit on your screen, while keeping the
aspect ratio intact.

INFO/S

Add this to the command line if you want the filename of the picture you're
viewing to be displayed at the top of the display.

WAITFORPIC/S

When used in conjunction with the DELAY keyword WAITFORPIC will ensure that
the picture being decoded in the background is fully decoded before
FastView switches to the next picture.  This should make slideshows look a
bit better.


ROM/S

This will make FastView use ROM functions (WritePixelLine8) to draw the
pictures instead of poking directly into the screen's bitmap.  This is only
partially implemented and for now will only work on IFF24Bit pictures, JPEG
and GIF pictures.  Comments from graphics card users on this function are
welcomed!


NOBESTMODEID/S or NBMI/S

This switch will disable the use of FastView's BestModeID
routine.  This is a completely rewritten version of the
BestModeID found in V39 kickstarts and should work much better.
Another bonus is that this routine functions from Kickstart 2.0
and up.

You can try this switch if FastView picks the 'wrong' screenmode
to display your picture.  Normally this shouldn't happen, so if
it does check your DEVS:Monitors drawer and see if there are any
monitors in there your system can't display correctly, if so
remove these monitors, reboot and try again.  If the problem
persists try the DEBUG option and send me its output and some
information about the problem.  See DEBUG for more information.


MAKECOMMENT/S

If you specify this keyword FastView will automatically calculate the
optimal palette for the pictures you're viewing and store this palette in
the comment of those pictures.  Next time you view a picture FastView will
use the palette stored in the comment which should ensure you get a bit
higher quality pictures.  This only works for pictures which are displayed
in either HAM6 or HAM8.


POINTER/S

Specify this on the command line if you don't want FastView to blank the
mouse pointer after decoding the pictures.


SAVE/K

This keyword enables you to save a single picture as an IFF file.  This
turns FastView in a very simple conversion utility.  Simply specify the
name of the picture after the keyword and the first picture which is viewed
is saved as an IFF file using the specified name.  Don't forget the DITHER
option, it often makes the rendered picture (and thus also the picture it

saves) look a lot better.

If you want to save an entire dir of pictures then specify
MULTISAVE on the command line as well.  This will change the
behaviour of the SAVE keyword.  When using MULTISAVE you should
specify the extension which should be appended to the name of the
files you're viewing using the SAVE keyword.  Example:

  FastView foo.gif bar.gif SAVE=.iff MULTISAVE

This line would result in FastView displaying both pictures and saving
them as 'foo.gif.iff' and 'bar.gif.iff'.


DEBUG/S

If you have problems with FastView picking the wrong ScreenMode you might
want to set this option and post me the results.  Using this option you get
a list of all ScreenModes FastView considers to be good enough to display
your picture.  The final line contains the ScreenMode FastView found to
be the best available.


MULTISAVE/S

This will allow you to save multiple pictures, using the SAVE
keyword to specify the extension to be appended to the names of
the pictures, see the SAVE keyword for more information.


SCREENMODE/K or SM/K

People owning VGA monitors or owners of graphics cards may want
to tell FastView which ScreenModes it is allowed to choose from
when looking for the best ScreenMode to display a certain
picture.  You can do this with the SCREENMODE option.  It accepts
a string which specifies which ScreenMode(s) FastView may choose
from.  This string may contain AmigaDOS patterns (wildcards) for
maximum flexibility.  Examples:

  ScreenMode="DBL#?"

This will allow FastView only to pick DBLPAL or DBLNTSC modes (ie,
ScreenModes which start with 'DBL'.

  ScreenMode="~(#?low#?)"

Using this ScreenMode string FastView will never select any ScreenModes
which contain the word 'low'.  This means modes like "PAL:Low Res"
and "MULTISCAN:Extra-Low Res" won't be picked.


Keys while viewing pictures:

 Arrow keys or the Numeric Keypad can be used to scroll the screen

 Holding shift while scrolling will use larger steps

```
Holding alt while scrolling scrolls one pixel at the time
```

```
Space, Enter  - Skip to next picture
Escape        - Exit FastView completely
```

## 1.9  FastView: Future

Here is a list of things I want to add to FastView later:

 A NOVIEW keyword which will turn FastView into a CLI utility to convert
 and save pictures in IFF format, without you having to view the actual
 picture(s).

 The possibility to load/decode more than one picture while the user is
 viewing the current one

 Support for the IFF PBM format produced by DPaint 2 enhanced (pc version)

If you have suggestions for new features which you think would be
nice to have in FastView, don't hesitate to contact me about
them.

## 1.10  FastView: Known bugs

While you're viewing a picture and you switch back to another screen the
FastView screen/window will get deactivated which will break the Delay
function.  This is because FastView won't receive IntuiTicks messages
from Intuition while its window is deactivated, and so can't tell when
the Delay time is over.

FastView doesn't check the result of CloseScreen().  If you use another
program like Lens which opens a window on the FastView screen and you
accidently exit FastView while the window is still open, FastView will
simply forget about the screen (leaving it opened) and exit.

## 1.11  FastView: History

```
Aug 20 1994 - V0.90 - Added GIF decoding
Aug 24 1994 - V0.91 - Speeded up HAM conversion routine by almost 20%;
                      Speeded GIF conversion by about 5%; LMB now also
                      exits the viewer when displaying a GIF
Aug 25 1994 - V0.92 - Handles interlaced GIFs; Uses LoRes HAM if picture
                      is smaller than 320x256; Displays B&W pictures in
                      Hires 16 colors instead of HAM
Aug 26 1994 - V0.93 - Almost doubled IFF displaying speed thanks to the
                      BackFill-Hooks (Other picture types will also
                      benefit from this)
Aug 27 1994 - V0.94 - Displays uncompressed IFFs
Aug 31 1994 - V0.95 - Finally figured out how to convert HAM8 to 24Bit
                      (it turned out IFF-HAM8 has its control-bits as
```

```
                              bit 6 and 7...); Added Dithering for pictures
                              which are converted to HAM or B&W
                    V0.96 - Now outputs info about the picture; Possible to
                              specify multiple pictures on command line and RMB
                              now exits completely when viewing multiple
                              pictures; Uses BusyPtr while decoding; Blanks
                              mouse after decoding
                    V0.97 - Added IFF 24bit decoding using fixed HAM palette;
                              Also added NOINTERLACE command line option
Sep  5 1994 - V0.98 - Added variable (Down)Scaling; Now centers picture
                              if it is too small (this avoids the trash at the
                              right-edge due to Hardware limitations)
Sep  8 1994 - V0.99 - No longer crashes when a BadCode is encountered
                              in a GIF file
Sep 16 1994 - V0.99 - Fixed color-selecting algorithm -- it now does
                              very good color-selecting
Sep 17 1994 - V1.00 - Added AGA support (hopefully) and made it Kick2.04
                              compatible
Sep 18 1994 - V1.01 - Added intelligent ViewMode selection if CAMG chunk
                              is missing from an IFF file
Sep 19 1994 - V1.02 - Fixed small bug which caused uncompressed HAM8
                              pictures not to be displayed
Sep 20 1994 - V1.03 - Fixed problem with IFF pictures which weren't
                              exactly the same width as the screen; Added
                              rendering to HAM8 for AGA machines
Sep 25 1994 - V1.04 - Fixed Enforcer hit when no palette was found in
                              picture; Added Wildcard support
Sep 29 1994 - V1.05 - Fixed LoadRGB4 code; Fixed bugs in Wildcard
                              support which caused memory freed twice errors;
                              Fixed HAM8 support
Oct  3 1994 - V1.06 - Added simple local-colormap handling code to GIF
                              decoder; When initial codesize was too small or
                              too big GIF decoder crashed, bug fixed
Oct  4 1994 - V1.07 - Added Delay keyword; Added keyboard support while
                              viewing/decoding picture
Oct 12 1994 - V1.08 - FastView now automatically loads and decodes the next
                              picture in the background for nicer slideshows and
                              faster viewing; Fixed small bugs which caused
                              small uncompressed IFF files to be displayed
                              incorrectly
Oct 14 1994 - V1.09 - Finally IFF24->HAM8 works; Removed some more bugs
Oct 20 1994 - V1.10 - Added file requester
Nov 14 1994 - V1.11 - Fixed enforcer hit (reported by: Richard Hartmann)

Nov 24 1994 - V1.13 - RGB to HAM/HAM8 conversion now 10% faster
Nov 25 1994 - V1.14 - Sometimes crashed when running low on ChipRam when
                              viewing large pictures -- fixed
                    V1.15 - Uses BestModeID under V39+ to pick the best display
                              type; Added INFO switch on command line which will
                              print the name of the picture at the top of screen
                    V1.16 - Separate 68000 and 68020 versions available
Nov 28 1994 - V1.17 - Fixed bug causing excessive HAM-fringing effects
                              while viewing HAM8 pictures (reported by: Edmund
                              Vermeulen)
Dec  1 1994 - V1.18 - Fixed bug causing excessive HAM-fringing effects
                              on Kickstart 2.0 (reported by: Remco van Hooff);
                              Fixed bug with ASL requester causing the CurrentDir
```

```
                             of the CLI it was started from to be modified
                             (reported by: Jan van den Baard); Fixed bug
                             causing interlaced-GIF's to be screwed up while
                             using the INFO switch (reported by: Martijn
                             Hoogesteger); Fixed INFO-text color-pick bug
                  V1.19 - DELAY was ignored when there was no memory for
                             the 2nd screen -- fixed (reported by: Arthur
                             Pijpers)
Dec  6 1994 - V1.20 - Fixed bug in IFF decoder when multiple FORM's are
                             encountered in an IFF file (reported by: Jan van
                             den Baard)
                  V1.21 - Added 'WaitForPic' option.  When using the delay
                             option to create a slideshow, WaitForPic will make
                             sure the picture in the background is ready before
                             switching to that picture (requested by: Arthur
                             Pijpers)
Dec  8 1994 - V1.22 - Fixed bug with GIF's containing a local colormap.
                             This bug crept in in V1.13 (reported by: Arthur
                             Pijpers)
Dec 22 1994 - V1.23 - Fixed bug which a division by zero by BestModeIDA().
                  V1.24 - FastView now correctly skips the masking bitplane
                             sometimes found in IFF files.
Dec 31 1994 - V1.25 - Small bug fixed created by 1.24, FastView
                             accidentaly treated pictures with a transparent
                             color as pictures with a mask.
Jan  4 1995 - V1.26 - Fixed aspect ratio when using BestModeID().
Jan  9 1995 - V1.27 - Added JPEG support using the Tower JPEG Codec Class
                             by Christoph Feck.
Jan 22 1995 - V1.28 - Added a command line switch to disable BestModeID.
                             Also fixed a problem with WShell.  Names which are
                             too long to display above the picture are shortened.
                  V1.29 - Significantly improved quality of pictures rendered
                             in HAM6 and HAM8.
Jan 23 1995 - V1.30 - Added GrayScale support for JPEG pictures.
Feb 28 1995 - V1.31 - FastView can now store color information of the
                             picture in the comment.  The 2nd time the same
                             picture is viewed it will look better due to the
                             precalculated colors
Mar  2 1995 - V1.32 - ASL requester now uses a bit more normal values
                             for its initial window-size (requested by: Edmund
                             Vermeulen); FastView now checks if the user
                             specified a path, and copies this in the path field
                             of the requester (requested by: Edmund Vermeulen);
                             Added an option to not blank the mouse
Mar  5 1995 - V1.33 - Hopefully improved BestModeID code a bit; Added a
                             IFF saving routine (requested by: Benbuck Nason)
Mar 16 1995 - V1.34 - FastView now has an icon (thanks to Edmund
                             Vermeulen) and can be started from Workbench.
                             Several Tool Types are supported to help control
                             FastView from the Workbench
Apr 14 1995 - V1.35 - Multiselecting FastView plus some pictures will now
                             cause FastView to display the selected pictures
                             (requested by: Edmund Vermeulen); FastView now has
                             an install script (thanks to Edmund Vermeulen)
                  V1.36 - FastView now pops up the file requester again after
                             viewing some pictures (requested by: Edmund
                             Vermeulen)
```

```
              V1.37 - When using the ROM option FastView now uses
                      WritePixelLine8() instead of WritePixel()
Apr 16 1995 - V1.38 - Fixed several sneaky bugs which could cause trash
                      at the right-border of a picture
Apr 18 1995 - V1.39 - FastView now supports 2, 16 and 256 color
                      (uncompressed) BMP pictures as well as 24-bit BMP
                      pictures
              V1.40 - FastView now supports EGA and VGA PCX files; Fixed
                      small bug causing B&W JPEG pictures to be trashed
                      on AGA
Apr 21 1995 - V1.41 - Added ROM and WAITFORPIC tooltypes; Fixed bug which
                      caused a crash when a picture is too big to
                      display; When using Delay and WaitForPic FastView
                      didn't exit after showing you the last picture
May  2 1995 - V1.42 - Some pictures weren't saved correctly under AGA,
                      fixed; Fixed enforcer hit when passing NULL as the
                      path for the ASL requester under V40 (works fine
                      for V39 and earlier)
May  4 1995 - V1.43 - Added DEBUG option; When you select no files in
                      the ASL requester FastView assumes you want to view
                      the entire directory
May  5 1995 - V1.44 - Specifying MULTISAVE on the commandline together
                      with SAVE will save all pictures viewed as IFF
                      pictures using the name you specified after SAVE as
                      the extension
May 18 1995 - V1.45 - Removed a bug in the 68000 version of FastView which
                      caused some GIF pictures to be trashed; FastView no
                      longers specifies Workbench as the public screen to
                      pop-up on
              V1.46 - FastView now uses a custom routine to replace
                      BestModeID.  This routine will hopefully work correct
                      with graphics cards and/or Kick 2.0; Added SCREENMODE
                      keyword which allows you to specify the name of the
                      monitor you wish to use (supports AmigaDOS patterns)
May 19 1995 - V1.47 - Fixed some problems with my new BestModeID code, and
                      added a SCREENMODE ToolType; Added DEFAULTDIR ToolType
May 25 1995 - V1.48 - Fixed stupid bug causing an enforcer hit
May 26 1995 - V1.49 - Fixed bug causing crashes when exiting FastView which
                      was started from Workbench; Fastview now checks for
                      Ctrl + C and exits when it receives one
May 30 1995 - V1.50 - Fixed bug, ROM ToolType now works; Fixed bug which
                      caused some pictures to be saved wrong; Fixed bug
                      which caused pictures to be saved with wrong palette
Jun  3 1995 - V1.51 - No longer picks Graphics-card screenmodes for HAM
                      pictures; FastView now will run without monitor
                      drivers (previously you had to use the NBMI option)
```

## 1.12  FastView: Acknowledgments

```
Thanks to all who registered so far:
  Folkert de Gans          Øyvind Falch
  Vincent Zee              Glenn J. Shutts
  Martijn Hoogesteger      Bill Bennett
  R. Veenman               Stephan Lichtendahl
  Tom de Ruyter            Robert Guezen
```

   Henk Siemer                 Romen Patzner

Thanks to Michael Zucchi for creating ZGif which inspired me to write
this program!

Thanks to Edmund Vermeulen for the installer script and the
FastView icon.

Thanks to Romen Patzner for creating a nice MagicWB icon for FastView.

Thanks to Jan van den Baard, Richard Hartmann, Remco van Hooff,
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Penners, Arthur Pijpers, Romen Patzner, Maarten Ploeg, Edmund
Vermeulen, Richard de Vos and Vincent Zee for bug reports and
suggestions!

Thanks to Christoph Feck for creating the Tower JPEG Codec Class which
made it very easy for me to add JPEG support in FastView!
```
          _
       _ //
```
Thanks to \X/ Amiga for being the best computer ever!