NotesAndHints

COLLABORATORS

	TITLE : NotesAndHints		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		January 6, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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NotesAndHints

1.1 NotesAndHints

>   Notes and Hints : Questions, which might be "asked frequently"
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1.2 usagenote

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SuperView-Library sounds good, but how shall I use it ?
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  Well, I guess you belong to this group of people, who downloaded
  SuperView-Library from a BBS, but did not download an appropriate
  Viewer-Program also ?

  OK, this is not as worse as it sounds : The people, who instead
  downloaded the Viewer-Program without the Library will perhaps
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be in a much more worse situation ...

Back to the problem :
SuperView-Library is FREEWARE and the most appropriate Viewer-Program
for it currently is SuperView (SHAREWARE).
As with Version 3.x it has as many features as a Viewer- and Conversion
Program for SuperView-Library can have.
You should get it as soon as possible !

But for a simple way of testing the library it should also suffice,
if you use one of the supplied Example-Programs (Directory "Programmers").
There are e.g. "SimpleView" for Workbench users and "MicroView" for
CLI/Shell users.
Last not least all of the programming stuff is included, so that you
may still want to program your own Viewer ?!

1.3 memprobs

How much Memory does this program eat ?!
~~~~~~
  Well, er, this is a good question, because there are no fixed
  limits ...
  superview.library and its attached SVObjects and SVDrivers
  request as much memory as they need and there's no virtual memory
  handling system or such a thing.

  But nearly no CHIP memory is needed for most of the actions, so
  1-2 MB CHIP mem should suffice for almost all pictures (if they
  are not sized about 2048x2048x24, 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.

  An example : When trying to display a 1280x1024x6 picture on my
  A4000/030 with 4 MB, I have to free the last memory resources to
  get the picture displayed. Otherwise I will get it loaded, but not
  displayed ...

  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).

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         Remove them !
       - call "avail flush" in the Shell or select "flushlibs" in the
         WB-debug menu (available when started with "LoadWB -debug")
       - 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 ...
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1.4 hamprobs

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 Problems with converting HAM Files
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  The Problem
  -----------
   You have problems converting HAM6 or HAM8 files into GIF, PCX or
   such "alien" File Formats ?

  The Reason
  ----------
   Well, this is because those FileFormats do not preserve any ScreenMode
   information, so that a HAM6 file becomes just a plain 64 Color BitMap
   graphic and HAM8 turns to a 256 Color graphic.
   (And this will look really UGLY without doing any further dithering ...)

  The solution
  ------------
   There are two possible ways :
   a) only convert to FileFormats, which preserve the ScreenMode information
      (currently there are only IFF-ILBM and IFF-ACBM).
   b) use a special conversion program for converting HAM-graphics into
      plain IFF-graphics (dither them down to 32/256 Colors) and then
      convert them with SuperView.

  Future Solutions
  ----------------
   It is not planned, to integrate dithering-routines into SVObjects or
   SVDrivers for converting HAM graphics into more common formats.
   Nevertheless this might be introduced with the (magic and mysterious)
   SVOperators.
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1.5 24bitprobs

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 Problems with converting 24 Bit Files :
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  The Problem
```

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  -----------
  You have problems converting 24 Bit files into other 24 Bit files
  (e.g. from 24 Bit-PCX to 24 Bit-Targa) ?

 The Reason
 ----------
  Well, currently none of the supplied SVObjects supports writing of
  24 Bit graphics. The reason is, that I just introduced the saving
  of GfxBuffers for all SVObjects, so that this is the first time,
  a SVObject might be confronted with the saving of 24 Bit data (before
  this point there were only Screens with 8 Bit ColorDepth possible as
  sources for writing).

 The solution
 ------------
  I just had not the time yet, to implement this feature, but it might
  be available soon. (Don't ask me to explain, what "soon" means in this
  case ...)

  A temporary solution might be to use other 24 Bit programs for
  conversion, if you don't want to work with the results of average
  8 Bit-dithering.
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1.6 prgnote1

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 Programmers note for releasing own SVObjects / SVDrivers :
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  The Idea
  --------
   When writing your own SVObjects and SVDrivers, and distributing
   them via Nets or MailBox/BBS, please name your archives in the follwing
   way :

     "svo*..*xy.EXT"   for SVObjects
    and    "svd*..*xy.EXT"   for SVDrivers

    where - "*..*" stands for the library's name          (e.g. "dummy")
          - xy stands for the version and revision number (e.g. "11")
          - EXT stands for the archiver's extension        (e.g. "LHA")

  The Reason
  ----------
  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 SVObject" (svo#?) or "Yes, it's a SVDriver" (svd#?).

  An Example
  ----------
  Version V2.1 of my JPEG.svobject is distributed as :

 "svoJPEG21.LHA"
```

1.7 jpegnote

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Where - the hell - is the JPEG.svobject ?
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
   The JPEG.svobject is distributed in a separate archive, due to the
   fact that most people don't like to download megabyte-sized archives,
   just to find out, that they contain hundreds of kilobytes they do
   not need actually.

   Those who need JPEG-Support should look out for an archive called
   "svoJPEGxy.LHA" where "x" stands for the version and "y" for the
   revision number.

   JPEG.svobject requires at least an 68020+ and allows 8 Bit and 24
   Bit output. If you only have ECS, you will perhaps not get any results
   on the Screen. You will at least have to use the AGA-SVDriver (for
   well-dithered 8 Bit output) or EGS-SVDriver (for 24 Bit output or
   dithered OCS/ECS/AGA output).
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1.8 bugnote

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One of the advertised features does not work ...
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
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. SVDrivers 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.

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

But what I'm talking about ?
I guess, this version is totally free of bugs ... ;-)
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1.9 philosphy

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   "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
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of german commercials, if they offer pharmaceutical products, which
might cause physical problems for the consumer ...)

Murphy's laws of working with BitMapped Graphics :

 (excerpt)

 No. 23 : When you've integrated the fastest, smartest C routines
         for Huffmann-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. 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. 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. 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.

1.10 copyrights

    Copyrights

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companies or trademarks of companies.