

SViewNG

COLLABORATORS

	<i>TITLE :</i> SViewNG		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		January 18, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	SViewNG	1
1.1	SViewNG_Documentation	1
1.2	purpose	2
1.3	installation	5
1.4	updatenote	6
1.5	usage	7
1.6	evaluationrestr	7
1.7	construction	8
1.8	control	10
1.9	gfx-formats	13
1.10	menu_fileinfo	14
1.11	menu_help	14
1.12	menu_about	15
1.13	menu_hide	15
1.14	menu_quit	15
1.15	gadget_view	15
1.16	gadget_load	15
1.17	gadget_save	16
1.18	gadget_viewbuf	16
1.19	gadget_action	16
1.20	gadget_screenmode	16
1.21	gadget_medium	16
1.22	gadget_svgad	17
1.23	gadget_svlist	17
1.24	gadget_svinfos	17
1.25	gadget_svadd	17
1.26	gadget_svremove	18
1.27	gadget_prefs	18
1.28	gadget_screenlist	18
1.29	gadget_scrupdate	18

1.30	gadget_scrsave	18
1.31	gadget_scrinfo	19
1.32	bugs	19
1.33	history	19
1.34	future	22
1.35	correspondence	22
1.36	credits_and_support	24
1.37	distribution	25
1.38	copyrights	26

Chapter 1

SViewNG

1.1 SViewNG_Documentation

SViewNG V7.14 (20.7.1997)

'Pathfinder' Release

- Mars mission started
on Independence Day, July 4th

A workshop in graphics for Amiga.

- SHAREWARE -

© 1993-97 by Andreas Ralph Kleinert. All rights reserved.

A PerSuaSiVe SoftWorX PRODUCT.

Needs Kickstart V2.04. Kickstart release 3.x compatible.
GUI created with StormWizard 2.0

Through SuperView-Library actively supports
PowerPC (TM) via powerUP (TM).

REGISTER NOW

Copyrights

Distribution

Author/Correspondence

The program's purpose

How to install it

Where to obtain Updates from

How to use it

Evaluation restrictions
 Known bugs and program limits
 Program history
 Possible future enhancements
 Credits and Support

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

Please visit:

SuperView WWW Sites
http://home.t-online.de/home/Andreas_Kleinert/
<http://www.amigaworld.com/support/sview/>

Simon Edward's Image Engineer WWW Site
<http://yallara.cs.rmit.edu.au/~sbe/>
 (Image Processing program produced by Simon Edwards)

1.2 purpose

SViewNG is a program that has been designed for the purpose, to display, convert and process any kind of bitmapped graphics 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 a native modularian system, consisting of the `superview.library`, the `SVObjects`, `SVDrivers` and `SVOperators`.

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

- additional tools and viewers, like:
 - SuperViewPalette
 - SuperSlide
 - CyberSlide
- licensed "SuperView-Library" (see directory SuperViewLibrary)
- intensive use of many special OS V2.04+ and OS V2.1+ capabilities
- support of many OS V3.x+ and AGA graphics features, as e.g. support of interleaved BitMaps
- support of external Fileformat-Libraries (SVObjects):

- IFF-ACBM	- Windows, OS/2 BMP	- PNM (PBM, PGM, PPM)
- IFF-ILBM	- JPEG (JFIF v6)	- IMG (GEM Graphics)
- IFF-DEEP	- PhotoCD	- WPG (WP Bitmaps)
- IFF-FAXX	- TIFF	- MacPaint MAC

- IFF-PBM
- IFF-RGB8
- IFF-YUVN
- QRT/POV Raytrace
- SVG
- SunRaster
- FBM
- PCX
- Atari Degas
- Windows Icon
- Mac PICT-2
- Targa
- UtahRLE
- EPS (Header/PS)
- C64 (Koala, Doodle)
- CDR-Previews
- SGI
- Pictor/PCPaint
- PNG

as well as all OS3-Datatypes
and 24 Bit DataTypes (picture.datatype V43).

Many formats with 24 Bit-Support.
Reads XPK- and PP20-packed data via Unpack.svobject.

Writes C-Sourcecode in chunky/RGB notation.

Together with external third party programs also the
following file formats seamlessly can be embedded:

File Format	needs program	also needs support for
- AMF	MetaView	(ILBM)
- DXF/AutoCAD (tm)	MetaView	(ILBM)
- FIG	AmiFIG	(Postscript)
- CGM	GPlot	(Postscript)
- IFF-DR2D	MetaView	(ILBM)
- Limbo	Limbo 4.0	(PNM)
- Postscript (TM)	Ghostscript	-
- WPG-Vector	MetaView	(ILBM)
- WMF	MetaView	(ILBM)

- support of external peripheral devices (DEVICE-access SVObjects):

- Scanner (scanner.device of ScanQuix)
- Printer (printer.device support - 24 Bit via TurboPrint
or own dithering)

- support of external display drivers (SVDivers):

- ECS
- OpalVision
- PicassoII
- AGA
- Retina
- Merlin
- EGS7
- CyberGraphX
- Picasso96

- Support of external operators (SVOperators):

- Dither24Bit
- ExtractRed
- XOR
- LeftToRight
- AnyTo24Bit
- OptimizePalette
- 24BitToHAM
- ExtractGreen
- ExtractGrayScales
- Rotate
- Crop
- RotateFree
- HilbertDither256
- ExtractBlue
- TopToBottom
- Scale50
- CallPNM
- PaletteDither

plus the following from Steve Quartly:

- SQBentley
- SQOilPaint
- SQSlicing
- SQTiling
- SQMosaic
- SQDiffuse
- SQThreshold
- SQEmboss
- SQContrast

- SQSharpen
- SQBlur
- SQDeep_Press
- SQMotion_Blur
- SQHighPass
- "Screen-Grabbing" upto 24 Bit
- Commodity (optional)
- ARexx-Ports (optional)
- AppIcon (optional)
- AppMenu (optional)
- AppWindow (optional)
- Clipboard reading and writing
- Support of Devices, like e.g. Scanners
- Localization for OS V2.1+
- AmigaGuide OnLine-Help for OS V2.04+ (asynchronous & localized with 2.1+)
- 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 the SVOjects for IFF-ILBM, IFF-ACBM, IFF-YUVN, IFF-DEEP and IFF-PBM:

- use of "iffparse.library" for reading and writing
- reading and writing of 32 Bit viewmodes (OS2 CAMG) and AGA 8 Bit Colormaps (OS3 CMAP)
- intelligent CAMG-Chunk replacement routine (if CAMG is supported)
- and more

GIF is obsolete - you neither should use nor support it any longer. If you are doing WWW design, use PNG and JPEG instead. It's important !

Overview: Supported and Non-supported Graphics Cards

=====

Card Name	Kind of Support
1600GX	-
A2410 TIGA	CG EGS
CyberVision64	CG P96
CyberVision64/3D	CG
DCTV	-
Domino	CG EGS P96
DraCo Altais	CG
Firecracker	-
GDA-1	-
Graffity	-
GVP 110/24	EGS
GVP IV 24	EGS
Colormaster	EGS
Merlin	CG P96 NAT
OMniBus	P96

OpalVision				NAT
Picasso II	CG		P96	NAT
Picasso II+	CG		P96	NAT
Picasso IV	CG		P96	
Piccolo	CG	EGS	P96	
Piccolo SD64	CG	EGS	P96	
Rain*ow II (R-II)		EGS		
Rain*ow III (R-III)		EGS		
Retina Z2		EGS		NAT
Retina Z3 BLT	CG	EGS		NAT
Spectrum	CG	EGS	P96	
Visiona		EGS		

As you can see, any reasonable graphics card for the Amiga is supported via one or more SVDivers for emulation software, available for these. Only some strange RGB-Port adaptors or rare framebuffers are not supported.

Shortcut Explanation

```

CG = CyberGraphX or CyberGraphX-Clone available (CyberGraphics.svdriver)
EGS = EGS available (with EGSPPlus this means: CG, too)
P96 = Picasso96 SVDriver available
NAT = native emulation software and SVDriver available, as long as
      not already covered by the other mentions
-   = nothing known about any emulation software

```

1.3 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.

Note: Should after starting the installer script appear an error message "Can't find program 'Installer'" (or similar), you have to enter the correct path to your Installer program via the Workbench menu Icon/Information. Please do also not forget, to install the library fromout its directory (own script at sub-directory 'SuperViewLibrary'), if this is not done by the main script !

If you own a KeyFile, place it to "S:", or place it elsewhere and change the environment variable "KEYPATH" to the corresponding directory.

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, if these not already do reside in ROM (may depend on the version of the operating system):

- gadtools.library V37+
- iffparse.library V37+
- asl.library V37+

- commodities.library V37+
- utility.library V37+
- workbench.library V37+
- icon.library V37+

Users of OS V2.04 or greater should also install the following libraries:

- amigaguide.library V34+
(please avoid using V34 - it's known to cause problems)

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

- 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 V16+
- superviewsupport.library V8+

GUI has been designed with StormWizard 2.0, so this program needs "wizard.library" V37+ (you can find a copy on Aminet under "biz/haage/WizardLibrary.lha").

Installing the Main Program

Copying SViewNG 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:").

Please note, that the standard icon tooltypes cause SViewNG to open the GUI and a file requester straight after startup - don't forget to change that, if you dislike it.

1.4 updatenote

General

~~~~~

Although the SViewNG archive does contain nearly any of the needed parts, you might wish to get updates sometimes.

The newest version usually can be found under Aminet:gfx/show/SViewNG.lha

Also, there may occur several additional archives, containing more optional SVOjects/SVDdrivers or SVOperators (usually named this way: "sv\*\*\*\*\*.LHA").

---

FTP

~~~

AmiNet

You might try to search under pub/aminet/gfx/show at ftp.doc.ic.ac.uk, ftp.wustl.edu or ftp.uni-paderborn.de where the complete archive is available.

When using gopher also ftp.wustl.edu may be accessed (search at 1/pub/aminet/...).

Of course you may also take a look at the various CD-ROMs containing material from AmiNet (Fred Fish-CDs, AmiNet, etc.)

1.5 usage

How To Use SViewNG: An Introduction

1.0 SViewNG'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-Ports

1.0.6 The App-Features

1.0.7 Configuration Commands

2.0 Controlling And Using SViewNG

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 evaluationrestr

This is the evaluation version of SViewNG, which is SHAREWARE.

To remind you to register, every time you start or leave the program, an appropriate Requester will appear.

Also, ARexx-Ports are no longer available in the evaluation version and only saving of ILBM CmpByteRun1 is possible.

All in all: - Requester at startup and when leaving

- no ARexx-Ports
- saving of file formats other than IFF-ILBM CmpByteRun1 is NOT possible

After you've received and installed your Keyfile these restrictions will disappear.

Registered users also can place a 50x50 pixel image of themselves as PROGDIR:User.image (PROGDIR: means SViewNG location). With OS 3.0 and higher this will be displayed in the About window using Datatypes, then.

1.7 construction

1.0 SViewNG's Construction

SViewNG 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 SViewNG 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 SViewNG 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.

SViewNG's GUI

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

This GUI is not necessarily opened automatically, because SViewNG 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 SViewNG 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 SViewNG 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) SViewNG 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 SViewNG, because it allows to contact the SViewNG 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 default of the ARexx-Port is "SViewNG.rx".

Only one SViewNG Process will allow such a port at a time, but by specifying different names (see configuration section), more ARexx-ported tasks are possible.

1.0.6 The App-Features

Another interactive feature of SViewNG 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 SViewNG, 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 it 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 SViewNG)
- 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)

1.8 control

2.0 Controlling And Using SViewNG

As described before, SViewNG 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 |
|--------------------|---|-----------|
| ALREADY_KNEW_ABOUT | Then you need no About-Reqs (registered version only) | [C T A] |
| QUIT | Leave SViewNG | [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=<SVOBJECT-ID>              Set new Save-Type for "SAVE"  [ C T A ]
                                     (does not affect GUI settings)
SAVE=<FileName>                      Save current Gfx as SAVE_TYPE [  A ]
SVDRIIVER=<SVDriver-ID>              Set Default-SVDriver by ID   [ C T A ]
SVOOPERATOR=<SVOperator-ID>         Set Default-SVOperator by ID [ C T A ]
ACTION                               Do SVOperator action         [  A ]
OPTION_LOAD=<DISK|CLIP                Disk or ClipBoard loading ?  [ C T A ]
      |DEVICE>
OPTION_SAVE=<DISK|CLIP                Disk or ClipBoard saving ?   [ C T A ]
      |DEVICE>
SCREENSAVEDELAY=<1/50 sec>           Delaytime before saving screen [ C T A ]
ICONPATH=<DosPath>                   Location of DefaultIcons      [ C T A ]
ASLFR_LEFT=<value>                   FileRequester Initial LeftEdge [ C T A ]
ASLFR_TOP=<value>                     FileRequester Initial TopEdge [ C T A ]
ASLFR_WIDTH=<value>                  FileRequester Initial Width   [ C T A ]
ASLFR_HEIGHT=<value>                 FileRequester Initial Height  [ C T A ]
ERROR_REPORT=<YES|NO>                "NO" Will e.g. suppress any
                                     Requesters, which may cause
                                     ARexx-Scripts to wait for user
                                     activity. Supresses them also
                                     when working with the GUI, so
                                     use it carefully. [ C T A ]
LOGFILE=<CON/FileDesc>               Where to put a logfile ?      [ C T A ]
REJECT_ICONS=<YES|NO>                Reject Icons in FileRequester? [ C T A ]
PUT_ICONS=<YES|NO>                   Put Icons when writing Files ? [ C T A ]
INSTALL_CX=<YES|NO>                  Install as a Commodity ?      [ C T ]
INSTALL_AREXX=<YES|NO>               Provide an ARexx-Port ?      [ C T ]
AREXXPORTNAME=<Name>                 Name of ARexxport (<=63 chars) [ C T ]
INSTALL_APPWINDOW=<YES|NO>           Provide an AppWindow ?       [ C T A ]
                                     (only together with OPEN_GUI
                                     or CX_POPUP=YES)
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    [ C T ]
CX_POPUP=<YES|NO>                    Standard CX_POPUP command.    [ C T ]
                                     CX_POPUP=YES is equivalent
                                     to OPEN_GUI.
CX_PRIORITY=<-128..127>               Set Priority of SViewNG       [ C T A ]
                                     Process and the Commodity
                                     Broker. If called via ARexx
                                     only the process priority is
                                     set new.

```

The default name of the ARexx-Port is "SViewNG.rx".

2.0.2 GUI and WB-App Handling

The GUI mainly consists various areas which are marked by specific gadgets:

Picture Gadgets

Slide View

Load

Save

View

Action

ViewMode

Medium

SVObject/SVDriver/SVOperators Gadgets

SV-Switch

SV-ListView

SVInfo

Add

Remove

Screen Gadgets

Screen-ListView

Update

Info

Save

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 Gadget after turning on the Gadget-Help via pressing HELP you may enter the context-sensitive documentation.

2.0.3 Controlling the Display-Screen

SViewNG 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

When displaying OS3-Datatypes via "Slide View":

- left Button within the graphic, while moving the mouse scrolls the graphic.
(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)

1.9 gfx-formats

GIF is obsolete - you neither should use nor support it any longer. If you are doing WWW design, use PNG and JPEG instead. It's important ! ↔

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, CmpByteRun1 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 SViewNG.

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

SuperView-Library supports many different graphics file formats, of which some can be both, read and written, some only read or maybe some only written.

It also does support reading of all OS3-Datatypes.

Please refer to the SuperView-Library documentation for further information.

See also paragraph:

 About the program's abilities

.

1.10 menu_fileinfo

- FileInfo

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

1.11 menu_help

- Help

Starts this Online-Help.

1.12 menu_about

- About

Informs about SViewNG.

1.13 menu_hide

- Hide

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

1.14 menu_quit

- Quit

Closes the GUI of SViewNG and exits the program.

1.15 gadget_view

- Slide 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.

1.16 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.

1.17 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).

1.18 gadget_viewbuf

- View

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.

1.19 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.

1.20 gadget_screenmode

- ViewMode

Opens a ViewMode requester where - depending on the selected SVDriver - a screen mode for the currently loaded SV_GfxBuffer may be selected.

1.21 gadget_medium

- Medium

This gadget switches the Input/Output medium between Disk, Clipboard and Device.

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.

1.22 gadget_svgad

- SVOBJECT/SVDRIVER switch Gadget

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

1.23 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

.

1.24 gadget_svinfo

- SVInfo

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

1.25 gadget_svadd

- Add

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

.

1.26 gadget_svremove

- Remove

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

This is only possible, if the current SViewNG-Task is the only program, which accesses SuprView-Library at the time. Otherwise the action will result in nothing.

Adding is possible via

Add

.

1.27 gadget_prefs

- ?

This gadget allows edition of Controlpad settings of the currently selected SVOBJECT/SVDRIVER/SVOPERATOR from the GUI (just like with the SVPrefs program).

1.28 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

.

1.29 gadget_scrupdate

- Update

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

1.30 gadget_scrsave

- Save

The Save-Gadget in the Screen area allows you to save the marked Screen in the selected graphics file format.

1.31 gadget_scrinfo

- Info

This Gadget presents various information on the currently selected Screen.

1.32 bugs

Known Bugs and program limits:

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 SViewNG, 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 SViewNG Tasks, which then all have to be "quit"ted by a mouse click.

When creating a Slide Show you may better use "SuperSlide" which fits those needs well (can be found in the "Tools" directory).

1.33 history

SuperView is NOT related to the program with the same name from AmigaLib Disk 367, about which I read late `_after_` I began programming it. It also has NOTHING to do with that same-called display interface system.

>> For the meaning of "Aargh!" see footnotes of
>> Terry Pratchett's book "Interesting Times".

V7.14 (20.7.97):

- included Library V17.5
- Library version 17.5 does contain a bugfix, which already has been on Aminet as "SViewNGFix712.lha"
- added preliminary ATO credits
- installer script messed up `s:user-startup's` search path entry for SViewNG by setting the catalog path (overwrote `#svcomdir`) instead the program's path (now using `#svcatdir` for catalog path) (-> Andrija Antonijevic)

- also installer script did reference env-dir before created (on first-time installation) (-> Andrija Antonijevic)
- added updated italiano catalogs, done by Alessandro Basso
- described new P96/CGfx crash problem now under "known bugs" within the library-guide (certain versions of Picasso96API.library, as opened by Picasso96.svdriver, may crash under the competing CyberGfx environment, instead of silently exiting). Can't happen, if you only do use either one, and never ever did switch between the two systems.

V7.12 (4.7.97):

- added more catalogs (-> ATO)

V7.11 (25.6.97):

- fixed installer script bug (appeared when *deleting* installed SView without deleting the environment settings, then re-installing) (-> Sven Drieling, Michael Gruber)

V7.10 (16.6.97):

- added norwegian catalogs, done by Roger Hagensen
- included Library V17.2, which now does offer optional high quality 24 Bit printer support via Printer.svobject plus TurboPrint
- certain gadgets now again disabled when no file loaded (Save, Action, Display, Screenmode)
- when there had not been a default maximum value for a prefs item been specified in the .cpinfo file, a default maximum of $2^{31}-1$ would have been used, which did sometimes produce some strange results when freely moving the slider. We now do use $0xFFFFFFFF-1$ (16777214 or 24 Bit unsigned), which works better (-> Sven Drieling)
- GUI now is an external .wizard file (fetched from PROGDIR:) and remembers size, position, etc. (-> Sven Drieling)
- when there's no .cpinfo for an Object/Driver/Operator, the "?" button will be ghosted now (-> Sven Drieling)
- if you once did install SuperView, the script will suggest the same destination directory for any further updates (location is remembered in "ENVARC:SuperView-Library/SV_WHERE"), same for VMEM-Assign and alternative Lib-Dir (-> Sven Drieling)
- Icon positions were no longer accurate. Fixed. (-> Sven Drieling)

V7.00 (26.5.97):

- added new italiano GUI catalog, done by Alessandro Basso
- COB.wwbnet.de is closing its doors. Removed any references to ARK@COB.wwbnet.de email address and online support. New address is ARK@News.wwbnet.de
- registered users now can place a 50x50 pixel image of themselves as PROGDIR:User.image (PROGDIR: means SViewNG location). With OS 3.0 and higher this will be displayed in the About window

using Datatypes, then.

- included Library V17.1, which is prepared for a wide support of PPC plugin modules, thus will be able to make excellent and intensive use of powerUP (TM). These modules can be ordered separately from now on (see registration form).

V6.21 (3.4.97):

- "ACTION" ARexx command was buggy, "ACTION=" was expected (Aargh!) (-> Grant Friibbens)
- new demo script, "DoOperation.rx"
- rewrote all ARexx scripts, took some ideas from Patrik Nydensten's scripts
- installer script: default destination directory now "Work:SViewNG"
- default tool for saved image icons now "SViewNG", too
- only 19 of 30 "T"-commands (out of: "C T A") actually did work as Workench Tooltypes (-> Patrik Nydensten)
- grabbing of chunky screens did not work (bugfix was buggy)
- now can grab screens upto 24 Bit with Cybergraphics or -Clones
- now display correct depth/colors information on RTG screens
- now distincts between CGfx and other RTG screens
- added new tool CyberSlide, for Cybergraphics and clones, which uses cyber-optimized BestModeID generation and "fixed mode" display (specify your preferred resolution)
- fixed bug in prefs' slider handling
- when called from menu, About window does not again disappear by a single mouse move any longer (-> Jon B. Peterson)
- Library V16.4

V6.20 (13.3.97):

- V6.10 appeared as a patch archive, now complete
- .cd files for translations were missing
- the .cd file slightly changed (entry in line 76 now different ID)
- thanks to Jürgen Haage for advice on StormWizard usage and GUI improvements
- Wizard GUI part improved
- GadTools GUI part (About window) improved
- in the V6.10 update archive there was a note missing, that also the catalogs would have to be replaced to avoid that wrong "sviewng.library" or "sviewngsupport.library" texts
- use of StormWizard 2.0
- fixed problem with listview initialization (e.g. when selected another driver, the others before that one did seem to disappear until "add" or "remove" being used)
- finetuned archiving, using "stored archive in archive" method, which brings size down to about 740,000 Bytes now with LHA
- "thanks & greetings" updated

V6.10 (4.3.97):

- ok, let's debug...
 - reported missing "SViewNG.library V16+" or "SViewNGsupport.library V8+", which should have been superview.library V16 and -support V8+ (-> William F. Maddock)
-

- accidentally did include "GenC". Removed.
- removed some default icons
- no longer opens on Workbench, but default public screen
- SuperView.config now SViewNG.config
- ARexx scripts adjusted
- handles both now, SuperView.key and SViewNG.key
- in the preferences editors, "Use" and "Save" would not have left it, you would have had to select "Use" or "Save", then close the window. "Cancel" did work correctly.

V6.00 (3.3.97):

- MAJOR REVISION
- now, what many people requested, has finally been done: the GUI has been rewritten completely. It is now been designed with with StormWizard in the most important parts and has become fully font-sensitive and re-sizeable in these parts. This results in the following changes:
 - the program and its related files are now called "SViewNG" ("next generation" or "new gui" - as you like it), so that you optionally can use the old and new version synchronously
 - all related catalogs, guide files etc. now are named "sviewng", too
 - there are now again two catalogs altogether, only the one of the main program could keep its content, thus there's again need for new translations of the GUI catalogs
 - this program now needs "wizard.library" V37+ (you can find a copy in the StormC Demo archive or the Wizard Demo package located on Aminet under "biz/demo/StormWIZARD1_0.lha").
 - Menu help does not work as usual
 - and more

```
*****
Version history before V6.00 no longer included
*****
```

1.34 future

Possible future enhancements might be:

- more and smarter functions for image processing
- 8 Bit or HAM preview screens for any graphics
- holding more than one graphic in memory (multi-handle accesses)
- and more

1.35 correspondence

SuperView WWW Sites
http://home.t-online.de/home/Andreas_Kleinert/
<http://www.amigaworld.com/support/sview/>

```

|-----|
|   You may reach me the following way.   |
|   Send bug-reports, money or whatever to: |
|-----|
|   * SuperView Development & Registration * |
|   * DRAFU Development & Registration *     |
|   * Image Engineer Registration Site Europe * |
|-----|
|                                           |
|           PerSuaSiVe SoftWorX           |
|                                           |
|           Andreas R. Kleinert           |
|           Sandstrasse 1                 |
|           D-57072 Siegen                |
|           Germany, Europe               |
|-----|
| Any snail mail to the old address will still be routed. |
|-----|
|           Phone: +49-271-22869 also FAX + AM |
|           +49-271-22838                    |
|-----|
|           Weekdays after 17.00h.        |
|-----|
|           When calling via phone you may leave a message, |
|           if I'm not available - but don't expect me     |
|           calling back to USA, Australia, ... since     |
|           german phone rates are HIGHLY expensive.      |
|-----|

```

E-Mail:

Please only send binaries after you have asked me and I did confirm your request - my postbox is not unlimited in size.

* Do not send binaries via Fido or Fido-Gates ! *

```

- Fido   Andreas Kleinert 2:2457/350.18
- Usenet
          ARK@superview.ftn.neckar-alb.de   (Fido-Gate)
          Andreas_Kleinert@t-online.de     (T-Online)
          ARK@News.wwbnet.de               (Z-Netz)
          ARK@amigaworld.com               (AmigaWorld)

```

- If nothing else works, try one of these public Fido-Usenet gateways:

```

In Germany:
  Andreas_Kleinert@p18.f350.n2457.z2.fido.sub.org

```

```

From USA or elsewhere:
  Andreas_Kleinert@p18.f350.n2457.z2.fidonet.org

```

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 SViewNG you used and describe your system configuration (Amiga model 500/.../4000T-060, Kickstart/OS, RAM, HardDisk, special configurations).

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

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

1.36 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):

- Gerd Frank

... for Beta-Testing with the very first versions, Bug-Reports and last not least for his many ideas and suggestions, especially concerning the re-design of SuperView's GUI ;-)

- Roman Patzner

... for the nice icons he designed for use with Martin Huttenloher's MagicWB (8 Colors minimum) and sent to me for inclusion with SuperView. (See also: "RomIcons" on AmiNet).

- 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 ;-)

- Detlef Winkler

...credits and many thanks go to his address fir various graphics, various new icons, several new logo drafts, etc. (See also: "Bonus/ReadMe" file)

- to the translators

| | | |
|-----------|---------------------|--|
| Francais: | Emmanuel REY | |
| Italiano: | Alessandro Basso | (cralex@amiga.dei.unipd.it) |
| | Luca Giolo | (grifon@vega.unive.it) |
| Svenska: | Patrik Nydensten | (nyden@algonet.se) |
| | Torbjörn Aronsson | (torbjorn.aronsson@mailbox.swipnet.se) |
| Norsk: | Roger Hagensen | (msi@sn.no) |
| Srpski: | Ljubomir Jankovic | (lurch@afrodita.rcub.bg.ac.yu) |
| | Andrija Antonijevic | (TheAntony@bigfoot.com) |

- several persons, for various common support:

- Patrik Nydensten
- Torbjörn Aronsson
- Andreas Neumann
- Bodo Thevissen
- Jens Loreck
- Ing.büro Helfrich
- Andreas Magerl
- William F. Maddock
- Kevin Hisel
- Gerd Frank
- Ian O Connor
- Michael Trautes
- Rüdiger Dombrowski
- Oliver Eichhorn
- Stefan Kremer
- Andreas Manewaldt
- Albi Rebmann
- Christian Wincziers
- Aaron Digulla
- Grant Fribbens
- Mats Jansson
- Michael De Meerleer
- Andy Philpotts
- Tommy Simonsen
- Henrik Tikanvaara
- Tilo Winkler
- Sven Denninghoff
- Simon Edwards
- Alessandro Basso
- Jürgen Haage
- Helge Thorsten Kautz
- Jürgen Schäfer
- Steve Quartly
- Mat Bettinson
- Mika Lundell
- Joachim Baumeister
- Martin Schulze
- Jan van den Baard
- Ralph Babel
- Thomas Dorn
- Stefan Grad
- Alex Lange
- Axel Melzener
- Frank Taha
- Thomas Alexnat
- C. Davis Sprague
- Thomas Gundlach
- Michael Kilimann
- Neil Mohr
- Fabio Rotondo
- Klaus Stengel
- Marco Vernaglione
- Steffen Häuser
- Michael Gruber
- Jon B. Peterson
- Luca Giolo
- Markus Nerding
- Urban D. Müller
- Florian Zeiler
- Paul Huxham
- Thomas Eigentler
- Joop van de Wege
- Thomas Fischbach
- Roman Patzner
- Detlev Winkler
- Alexander Carbin
- Sven Drieling (Indy)
- Klaus Holtorf
- H. P. Lattka
- Michael Petrikowski
- Roger Hagensen
- Rudi Brand
- Michael Flad
- Richard Hartmann
- Jim & Becky Maciorowski
- Patrick Ohly
- Jürgen Schneider
- Reinhard Theling
- Fabien Wernly
- Eddie Churchill

- and last NOT LEAST

- all registered users of SuperView for supporting Shareware

1.37 distribution

Copyright

The program SViewNG in this version and its documentation files are (C)opyright 1993-97 by Andreas R. Kleinert. All rights reserved.

The right of using this program is granted to you by paying the SHAREWARE-fee of 30 (outside western Europe 40) DEM to the author (equals to 20 USD/25 USD).

Together with the registration you also receive your personal KEYFILE, which is not to be passed to anyone else.

Should any of the listed terms and clauses within this document not be valid in conjunction with the law of certain countries this does not affect the validity of the other clauses.

This software was translated with the help of ATO, the Amiga Translators' Organization. ATO is a non-profit organization that translates for the Amiga community!

Disclaimer

The author takes no responsibility for any results of the use of this program.

This software is provided "AS IS" and there is no warranty of any kind, so that you use this software at your own risk.

The author reserves the right to discontinue development of the program.

Rights

Registered users which paid the SHAREWARE-fee get the rights described on the registration form.

Distribution

The REGISTERED version of SViewNG MUST NOT be redistributed. The Distribution of Keyfiles is FORBIDDEN.

The following only applies to the unregistered evaluation (EL) version of SViewNG:

The program SViewNG in this version is freely distributable (SHAREWARE). You may copy it, if the copyright notice is left intact and all of its parts are included in the distribution. This program must not be included in commercial packages or commercial program collections without my written permission. This program must not be sold in any way, but it is allowed to take a nominal fee including the costs for copying.

This program may be put on public domain disks or included in public domain disk libraries.

Special permission hereby goes to Fred Fish's AmigaLib-Disks and the german series (in alphabetical order):
AmigaSzene, BerndSPD, FRANZ, GPD, SaarAG, TAIFUN and TIME.

This program may also be distributed via electronic mail and may be put into mailboxes as long as the redistribution conditions are respected in all points. Special permission hereby goes to Aminet.

By using or distributing this program you automatically agree to all of the above conditions and terms.

1.38 copyrights

Copyrights

Some of the mentioned names or products above may be copyrighted by companies or trademarks of companies.
