

TIFFView

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	<i>TITLE :</i> TIFFView		
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REVISION HISTORY

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Contents

1	TIFFView	1
1.1	TIFFView Guide 1.12 Copyright © 1993 B. Wynants	1
1.2	Introducing TIFFView	1
1.3	TIFF Files	2
1.4	MacPaint Files	2
1.5	GIF Files	2
1.6	IFF Files	3
1.7	System Requirements	3
1.8	How to use TIFFView	3
1.9	TIFFView Menu's	3
1.10	File Menu	4
1.11	Preference Menu	4
1.12	Operations Menu	7
1.13	ARexx Port	8
1.14	Known Problems	9
1.15	Tips	9
1.16	ToDo	9
1.17	About the program	10
1.18	About the Author	10
1.19	Program History	10

Chapter 1

TIFFView

1.1 TIFFView Guide 1.12 Copyright © 1993 B. Wynants

Table of Contents:

Welcome to the TIFFView AmigaGuide®. Select any of the following topics:

Introducing TIFFView

System requirements

How to use TIFFView

TIFFView Menu's

ARexx Port

Known Problems

Tips

To Do's

About the program

About the author

Program History

1.2 Introducing TIFFView

This is a utility to read, view and print
TIFF
,
MacPaint
,

```
GIF
&

IFF
files and to write them as
TIFF
or
IFF
files.
```

Starting from version 1.11 TIFFView requires at least 2.04.
To get the most out of it you must have an Amiga with the AGA chipset. Then you can open your images at 8-Bit Color or Gray!

The name TIFFView did cover the functionality of the first releases but since then other file types where added, therefor TIFFView should get a new name and one of the next releases may get another name.

1.3 TIFF Files

TIFF Files (Tag Image File Format) are files commonly used in the graphic computer world (Mac, Sun, NeXT, IBM)

TIFFView is compatible with the 6.0 specs of TIFF.

supported TIFF:

- multi image TIFF
- 1,2,3,4,5,6,7,8,24,32 Bit
- Line-art, gray, palette images, 24 bit color RGB, 32 Bit color CMYK.

1.4 MacPaint Files

MacPaint Files are that old files used on Macintosh. I included this format because some clipart libraries still use this format...

1.5 GIF Files

GIF Files (Graphics Interchange Format(c)) are files that are commonly used in the BBS and IBM World it is however limited to 256 colors.

supported GIF: GIF87a & GIF89a

- multi image GIF files
- 1,2,3,4,5,6,7,8 Bit interlaced & non interlaced files
- Line-art, gray, palette images.

The Graphics Interchange Format(c) is the Copyright property of CompuServe Incorporated.

GIF(sm) is a Service Mark property of CompuServe Incorporated.

1.6 IFF Files

IFF Files (Interchange File Format) are files that are commonly used in the Amiga World.

supported IFF:

-1,2,3,4,5,6,7,8 Bit
-Line-art, gray, palette images.

1.7 System Requirements

TIFFView should run on any Amiga system with at least 512K RAM ↔
and one
disk-drive. TIFFView requires KickStart v2.04 or higher to run.

TIFFView also requires the ReqTools.library v38 or higher. ReqTools is copyright 1993 by Nico François.

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

write to me
with the full specifications of your machine, that is
KickStart version, model, expansion boards etc...

1.8 How to use TIFFView

TIFFView can be started from the Shell or the Workbench.

CLI Usage:

```
TIFFView [filename(s)] [-r file]
-r file : startup arexx command (no params yet).
```

WB Usage:

Shift select files and double click TIFFView.

1.9 TIFFView Menu's

File Menu

Preference Menu

Operations Menu

1.10 File Menu

Open...

Calls FileRequester to select an image to load.

Scan...

Not available.

Image Info...

Shows information about the currently active image.

Print

Prints the currently active image.

Kill Memory Image

Removes the memory image from the currently selected image.

Save

Saves the file using the name and path that shows in the titlebar. Only enabled if something was changed to the Image and the full image is in memory.

Save As...

Saves the file using an option requester and a FileRequester to select options, name and path.

Close

Closes the currently active window.
Asks if changes have to be saved if needed.

Quit

Closes all TIFFView windows and Quits.

1.11 Preference Menu

First Image Only

Used for multi image

TIFF

and

GIF

Files.

If you check this option the reading will be slightly faster but only the first image of multi-image files will be shown and you are not warned of the presence of more images in the file.

Full File Names

If this is checked then the window title bar will show complete file path.

Screen Mode...

Shows a requester to define custom screen attributes.

Open Settings

Keep Memory Image

If checked and the original image has more colors like the screen image the complete full color image is kept in memory. This memory image is used for operations (Gamma) and for saving. This however can occupy a lot of memory.

e.g. A

TIFF

24 bit image with the 'Keep Memory Image' option checked and a screen with an 8 bit representation requires 4 times the memory as without the memory image.

note: A memory image can be removed later by selecting the Kill Memory Image menu option.

All On Custom Screen

If checked, all images (also 1 bit images) open on the custom screen, otherwise 1 bit images open on the workbench screen.

Full Size

Images always open starting in Top Left corner and are always max sized.

Cascade

Images are opened relative to previous opened window and shifted to left and bottom.

Printer Settings

Half_Size

Normal_Size

Double_Size

Allows to set an enlargement factor for printing.

Extra_Info

Allows enabling of printing some info about the picture.

Center_Horizontal

Sets print position position.

Save as Settings

The save as prefs are there to specify what kind of image has to be the default type for the Save As Options... requester.

The

TIFF

comp. mode option is there to generate a more compatible

TIFF

file for transportation across computers & applications:

- Some

TIFF

readers don't support 2 or 3 bit

TIFF

files.

(so 2 and 3 bit

TIFF

files are converted to 4 bit

TIFF
files when saving).
- 1-Bit
IFF
or
GIF
is saved as
TIFF
Line-Art (colorinfo is removed)
otherwise 1-Bit
IFF
and
GIF
is saved as a Palette
TIFF
of 1 Bit and the
colorinfo remains intact.

Without

TIFF
comp. mode ON the generated
TIFF
files are also correct
according to the
TIFF
6.0 standard but less common accepted by some other
applications.

Dithering Settings

No Dithering

Dithering is disabled.

Simple

Just a simple and fast one dimensional dithering.

Floyd & Steinberg

Good and fast 2-dimensional dithering.

Jarvis, Judice & Ninke

Slow dithering over 3 lines.

Stucki

Slow dithering over 3 lines.

Stevenson & Arce

Slow dithering over 5 lines.

Gray

TIFF
The dithering is for converting
TIFF
files to
1, 2, 3, 4 or 6 bit Gray images.

Color

TIFF
Color to Gray: Converts Color to Gray according to the Gray ↔
settings.
Color to 3 Bit: 1 bit red, 1 bit green and 1 bit blue.
Color to 5 Bit: 2 bit red, 2 bit green and 1 bit blue.
Color to 6 Bit: 2 bit red, 2 bit green and 2 bit blue.
Color to 8 Bit: 3 bit red, 3 bit green and 2 bit blue.

Palette

TIFF

Remains untouched if the number of colors is less or equal to ←
the value

specified in the color to menu.

Otherwise it is redithered to the value specified in the color to menu.

See Color

TIFF

.

Gray

GIF

The dithering is for converting

GIF

files to 1, 2, 3, 4 or 6 bit images.

Color

GIF

Remains untouched if the number of colors is less or equal to ←
the value

specified in the color to dithering menu.

Otherwise it is re-dithered to the value specified in the color to menu.

See Color

TIFF

.

IFF

Remains untouched if the number of colors is less or equal to ←
the value

specified in the color to dithering menu.

Otherwise it is re-dithered to the value specified in the color to menu.

HAM & EHB

IFF

files are not supported.

Scroll Settings

Sets scroll speed when clicking arrows from scroll bars.

Unit Settings

Used by printing for extra print information.

Used in Image Info Window to show image size.

1.12 Operations Menu

Gamma mapping...

Allows definition of gamma curve to remap the image.

Higher Gamma values give more detail in Dark Image parts (brighter Images).

Lower Gamma values give less detail in Dark Image parts (Darker Images).

No gamma is 1.0.

A Good value for dark images should be 1.5.

1.13 ARexx Port

DoMenuItem Menu Item [Sub [val]] executes a menu item like if it was selected.
 Ex: domenuitem 1 6 1 ON selects scrollspeed normal

Full_file_names [OFF | ON]

Screen_Mode screenwidth [xxxx]

Screen_Mode screenheight [xxxx]

Screen_Mode screendepth [xxxx]

Screen_Mode screendisplayid [xxxx]

Screen_Mode screenautoscroll [xxxx]

Screen_Mode screenoverscan [xxxx]

Screen_Mode Requester ; pops up a requester

Open_Settings First_Image_Only [OFF | ON]

Open_Settings Keep_Memory_Image [OFF | ON]

Open_Settings All_On_Custom_Screen [OFF | ON]

Open_Settings Full_Size

Open_Settings Cascade

Printer_Settings Half_Size

Printer_Settings Normal_Size

Printer_Settings Double_Size

Printer_Settings Extra_Info [OFF | ON]

Printer_Settings Center_Horizontal [OFF | ON]

Save_as_Settings IFF_Uncompressed

Save_as_Settings IFF_Compressed

Save_as_Settings TIFF_Uncompressed

Save_as_Settings TIFF_Packbits

Save_as_Settings TIFF_LZW

Save_as_Settings TIFF_Comp._Mode [OFF | ON]

Dithering_Settings Dithering No_Dithering

Dithering_Settings Dithering Simple

Dithering_Settings Dithering Floyd_Steinberg

Dithering_Settings Dithering Jarvis_Judice_Ninke

Dithering_Settings Dithering Stucki

Dithering_Settings Dithering Stevenson_Arce

Dithering_Settings Gray [To_Line-art | 1]

Dithering_Settings Gray [To_2_Bit | 2]

Dithering_Settings Gray [To_3_Bit | 3]

Dithering_Settings Gray [To_4_Bit | 4]

Dithering_Settings Gray [To_6_Bit | 6]

Dithering_Settings Gray [To_8_Bit | 8]

Dithering_Settings Color [To_Gray | 0]

Dithering_Settings Color [To_3_Bit | 3]

Dithering_Settings Color [To_5_Bit | 5]

Dithering_Settings Color [To_6_Bit | 6]

Dithering_Settings Color [To_8_Bit | 8]

```

Scroll_Settings [Slow | Normal | Fast]

Unit_Settings [Millimeters | Inches | Pixels]

Version
About
Open filename
PullToFront filename          ; filename is name used for open
Close filename                ; filename is name used for open
Save filename                 ; filename is name used for open
Save_As filename newfilename  ; filename is name used for open
Print filename                ; filename is name used for open

ImageInfo filename width     ; filename is name used for open
ImageInfo filename height    ; filename is name used for open
ImageInfo filename depth     ; filename is name used for open
ImageInfo filename resolx    ; filename is name used for open
ImageInfo filename resoly    ; filename is name used for open
ImageInfo filename imageKind ; filename is name used for open mem image must ←
    be available
ImageInfo filename imageClass ; filename is name used for open
ImageInfo filename compression ; filename is name used for open
    result contains the requested information

Kill Memory Image filename    ; filename is name used for open

Operations Gamma factor       ; factor must be 10 times to big

```

1.14 Known Problems

If an image is dithered to more colors than the available colors ←
of the screen, the
image will look bad, but it is correctly in memory so saving the image will
work correct.

e.g. Opening an

```

    IFF
    5 bit image (32 colors) with dithering color to 5 bit
on an interlaced 4 bits (16 colors) screen gives a bad image on that screen.

```

1.15 Tips

On a system with not much memory leave the 'Keep Memory Image' in the
'Open Settings' submenu off.
This saves a lot of memory if you open 24 bit images, but does not allow
you to use the Save menu item (Save As works!!) if the image has changed.

1.16 ToDo

24 bit
 IFF
 reading & saving (request by Jean-Pierre LeBel)
 Image cropping tool (request by Jean-Pierre LeBel)

1.17 About the program

Current version 1.12

This program is freeware, this means that you can copy it freely as long as you don't ask any more money for it than a nominal fee for copying. If you want to distribute this program you should keep this document with it. This program cannot be used for commercial purposes without written permission from the author

TIFFView 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.

None of the files of the TIFFView package may be modified. Crunching or achieving is allowed only if none of the TIFFView files get modified by it.

Special permission is hereby granted to include TIFFView in Public-Domain collections such as Fred Fish's Amiga Library.

1.18 About the Author

bugs, questions or suggestions to:

```
*
.  +/// .      Wynants Bert
* \\/// +      Kapelaniestraat 22
.\X/ *        B-2235 Hulshout
. * .         BELGIUM
```

or contact me on:

```
Great Balls Of Fire BBS
+32-16-640099
A heavy-weight Amiga BBS!
Public Domain only
(FidoNet : 2:292/603.0)
```

1.19 Program History

Changes & Fixes:

1.12

Handling more multi image TIFF files correctly now...
Gamma mapping on a CMYK image worked invers.
Multi Image GIF files are now also supported.
Complete revision of GIF reading, now I think it even works :-)
thanks to all those who reported GIF bugs.

1.11

Save/Discard/Cancel Dialog added

 IFF
 dithering added
Search scanner option removed
Gamma handling moved to image windows menu's

 MacPaint
 reading added
Screen closing fixed for visitor window (e.g. Scale by Erik Wistrand)
interleaved screen and bitmaps added
bugfix for
 IFF
 & interleaved screen
3.0 NewLook Menu's added
color to gray conversion uses luminance calculation now
CMYK image conversion corrected
removed 1.3 compatibility
printing can be aborted now
now the custom screen uses the user font also
all requesters font sensitive
requester added for saving options
localized under OS2.1 and higher
rewrite of internal ARexx handling

1.10

Save as gives warning if destination file already exists.
some bugfixes in ARexx part.

1.09

Abort added for opening and saving images.
CMYK image conversion added (
 TIFF
 only).
Multi file selection in file requester.
Choosing between images in case of some multi image
 TIFF
 files.
 (requested by Peter Stuer, not all multi image files are yet supported)
Window tiling added for opening images. (Suggested by Peter Stuer)
Preferences moved to ENVARC: on a 2.0 or 3.0 system.
 (Suggested by Peter Stuer)
Corrected Default prefs for 3.0.
Planar 24 bit
 TIFF
 reading added.

Interlaced
GIF
reading handled correct now
(Thanks Tom De Mulder for reporting).

1.04

General changes:

Using ReqTools library for better requesters.

Thanks to Nico François for ReqTools & his testing on the A4000.

1-Bit

IFF

->

TIFF

Line-Art bug corrected.

Bug fixed which caused custom screen to generate some bad colors for ←
menu's.

Color dithering fixed and added.

Problem with mutual excl. menu's fixed.

GIF

Reading added.

Crash bug fixed for screens with more like 5 bits.

Dithering improved.

2.0 Specific:

Screen mode requester added.

Gamma Definition Requester added.

Image information Requester added.

3.0 Specific:

8 bit screens support.

256 grays or colors possible.