

ViewBMP

Reinhard Haslbeck

Copyright © 1994 Reinhard Haslbeck

COLLABORATORS

	<i>TITLE :</i> ViewBMP		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Reinhard Haslbeck	June 15, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	ViewBMP	1
1.1	ViewBMP Documentation	1
1.2	introduc	1
1.3	disclaimer	2
1.4	distribute	2
1.5	usage	2
1.6	filename	3
1.7	wait	3
1.8	modeid	3
1.9	screenreq	3
1.10	verbose	4
1.11	requirement	4
1.12	notes	4
1.13	history	4
1.14	history1	5
1.15	history2	5
1.16	history3	5
1.17	history4	5
1.18	history5	5
1.19	history6	6
1.20	history7	6
1.21	thanks	6
1.22	author	6

Chapter 1

ViewBMP

1.1 ViewBMP Documentation

ViewBMP 1.4

A freely distributable BMP viewer for PICASSO gfx boards

Written by Reinhard Haslbeck

Copyright © 1994 Reinhard Haslbeck
All Rights Reserved

Introduction

Disclaimer

Distribution

Usage

Requirements

Notes

History

Thanks

Author

1.2 introduct

Introduction

~~~~~

ViewBMP is an image viewer for PICASSO II gfxboards. It displays  
4/8/24 Bit WINDOWS or OS/2 BMP-files.

---

## 1.3 disclaimer

Disclaimer

~~~~~

The author cannot be held liable for the suitability or accuracy of this manual and/or the program(s) it describes. Any damage directly or indirectly caused by the use or misuse of this manual and/or the program it describes is the sole responsibility of the user her/himself.

1.4 distribute

Copyright/Distribution

~~~~~

ViewBMP, © Copyright 1994 Reinhard Haslbeck. All rights reserved. This program may be freely distributed as long as all documentation and executable(s) remain unchanged and are included with the distribution. Also no profit is to be made by selling this program. Commercial distribution is NOT allowed without written permission from the author, but it is allowed to distribute the below listed files on Public Domain CDs like Fresh Fisch or Aminet CDs. It is also allowed for non-commercial BBSs to distribute an archive with only the following files in it to save your users some money when they want to download this program. NOTE: All files listed below MUST be distributed together. None of the files listed below may be distributed on it's own! They may ofcourse be archived with any archiver.

|                          |                                 |
|--------------------------|---------------------------------|
| ViewBMP                  | - Main Program                  |
| ViewBMP.info             | - Icon                          |
| ViewBMP.guide            | - Manual                        |
| ViewBMP.guide.info       | - Icon                          |
| IntuiView.prefs.add      | - add this to 'IntuiView.prefs' |
| IntuiView.prefs.add.info | - Icon                          |

## 1.5 usage

How to use

~~~~~

ViewBMP can be started from Workbench or Shell. If You start it from a Shell the below listed arguments are allowed. Type 'ViewBMP ?' and all available arguments are shown:

FILENAME/M,W=WAIT/K/N,M=MODEID/K/N,R=SCREENREQ/S,V=VERBOSE/S:

FILENAME

WAIT

MODEID

SCREENREQ

VERBOSE

If ViewBMP is started from Workbench, You can set values to ↵
the

Tooltypes 'WAIT', 'MODEID', 'SCREENREQ' and 'VERBOSE', which have the same meaning as they have in Shellstart.

Pressing a key or a mousebutton will close the Screen and ViewBMP fetches the next File (in Pattern Matching mode) or pops up the Filerequester again. Press the <ESC> key or select 'Cancel' in the File/ScreenRequest to abort the program.

1.6 filename

FILENAME:

Simply the name of the picture you want to see. If no Filename is entered, a Filerequester will appear. AmigaDos-style pattern-matching is also supported.

1.7 wait

WAIT:

This is the optional duration time in seconds, an image will be displayed. Useful for slideshows.

1.8 modeid

MODEID:

If You want to force the image display Screen to a specific ID, You have to set a valid ScreenModeID for an Picasso 8/15/16/24 Bit Screen. The ID has to be for an 15-,16or 24Bit Screen if the image is a 24-Bit file and for an 8 Bit Screen if the image is an 4/8-Bit file. Look out for the utility 'VScreenID' which helps getting the IDs. If You choose an ID which nominal sizes are smaller than the picture, the Screen will be an AutoScrolling one if possible. If the pictures dimensions are too big to display, it will be cropped. If the pictures dimensions are smaller than the Screen, it will be displayed centered.

1.9 screenreq

SCREENREQ:

Since version 1.4 ViewBMP tries to find a suitable Screenmode by itself. If You don't like that Screenmode, the switch SCREENREQ will induce ViewBMP to open a Screenmode requester where You can select Your favourite VillageScreen.

1.10 verbose

VERBOSE:

By default no messages are printed out, even error messages are disabled. If You set VERBOSE, You will get some information about the image, Screen etc.

1.11 requirement

Requirements

~~~~~

- An Amiga Computer with a UNSEGMENTED driven PICASSO II plugged in
- 'vilintuisup.library' V2.x+
- Amiga OS2.04+

## 1.12 notes

### Notes

~~~~~

- ViewBMP has not been tested on 1BM PICASSOs
- Has not been tested with OS/2-BMP files
- Doesn't handle compressed BMP files

1.13 history

History

~~~~~

V1.0 -> V1.1

V1.1 -> V1.11

V1.11 -> V1.2

V1.2 -> V1.3

V1.3 -> V1.31

---

V1.31 -> V1.32

V1.32 -> V1.4

## 1.14 history1

V1.0 -> V1.1: Now Handles 8Bit BMP-files, added MODEID option.

## 1.15 history2

V1.1 -> V1.11: fixed Bug by handling very large pics.  
Program now exits if ScreenModeRequest is canceled.  
Images aren't displayed mirrored anymore.

## 1.16 history3

V1.11 -> V1.2: Speed improvement by reading the file in blocks of  
8 imagelines.  
Added 8Bit displays for 24Bit images using a fixed  
palette.  
Doesn't force Screen dimensions to 4:3 aspect any-  
more.  
<ESC>-Key now quits program.  
Support for Workbench ToolTypes.  
Sundry internal changes/enhancements.

## 1.17 history4

V1.2 -> V1.3: 16-Color Image support.  
OS/2-Type Files support.  
exit on <CTRL>+<C> disabled.  
handling of strange sized Images has improved.

## 1.18 history5

V1.3 -> V1.31: Detects compressed files.  
Now takes notice on USED Colors.  
fixed Bug in calculating # Bytes per Line.

---

## 1.19 history6

V1.31-> V1.32: Thanks to Gerhard Muellers 'gerlib', ixemul.library isn't needed anymore.  
Opens info window when started by icon if tootype 'VERBOSE' is set.  
Compiled without '-funroll-loops' for shorter code.  
Removed Enforcer hits.

## 1.20 history7

V1.32 ->V1.4: Looks for the best-fit-Screen by itself.  
Better Screensize handling  
Fixed Bug, which ocoured when cropping is done twice or more.  
New Argument 'SCREENREQ' - pops up Screen Requester.  
New style of the printed infos.  
Removed some redundant data.

## 1.21 thanks

Thanks to

~~~~~

Markus M. Wild for the GCC port
Christian Stieber for some GCC hints
Gerhard Mueller for 'Gerlib'
Village Tronic

1.22 author

author

~~~~~

Address: Reinhard Haslbeck  
Spirknerstr. 7  
84137 Vilsbiburg  
GERMANY

Phone: +49/(0)8741 91212 , +49/(0)8741 8676

Fax: +49/(0)8741 7140

Internet: Reinhard.Haslbeck@informatik.tu-muenchen.de  
haslbeck@leo.org

---