OptimusView

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Contents

Chapter 1

OptimusView

1.1 Optimus View Documentation

Optimus View

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A Swiss Army Knife Utility

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Introduction

System Requirements

Using Optimus View

GadTools

Locale Support

Operation Notes

Hints And Tips

Reporting Bugs

Incompatibilities

Distribution And Legal Notices

Program History

1.2 Introduction

Optimus View is an image display program for the Retina display board. Since it is written for one display board, all functions are utilized to get the most from the Retina display board.

The program has all the basic features, such as delay and repeat, but also has some features not found in other display programs. Optimus View can load and display any size image, memory allowing, display it on any size screen, and allow you to scroll around the image, or center it on the screen. VT_Retina lacks these much needed features.

Optimus View is file requester driven from the Workbench or Shell. ToolTypes and command line arguments allow you to tailor the operation to your preferences.

It may also be used with scripts built in the user interface. Each script may have different options and any number and combonation of images from across multiple devices and/or directories. This feature can be used as a slideshow presentation or a major time saver in chosing often viewed images.

Below is a list of all supported image types:

BMP 1-8, 24 bit (uncompressed only)

DataTypes OS 3.0 DataTypes, eg. GIF, PCX

IFF DEEP 24 bit RGB and RGBA

IFF ILBM 1-8 bit (2-256 colors incl. EHB)

Brushes

HAM (4096 colors)

HAM8 (262144 colors)

12 bit

24 bit (incl. CLUT)

IFF PBM 8 Bit

IFF RGB8 24 bit

IFF RGBN 12 bit

IFF VLAB YUV data (VLab private)

IFF YUVN YUV-411, YUV-211 and black and white

JPEG 8 bit b&w and 24 bit color

PGM 8 bit b&w

PPM 24 bit

QRT 24 bit

SUNRASTER 1-8, 24 bit (uncompressed only)

XIPAINT 24 bit (VDPaint/XiPaint/TruePaint private)

Optimus View was written to replace VT_Retina, and it does so quite easily:

Optimus View VT_Retina

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Display all images Yes No

on one screen size

Display HAM images Yes No

True dedication to Yes No

one display board

Image scrolling Yes No

Image centering Yes No

Use built in loaders Yes Yes

and use datatypes

Can flip screens Yes No

Save path of last image Yes No

to start there next time

Several useless No Yes

command line arguments

Display images on own Yes No

screen or Workbench

Show animations No Yes

Use scripts Yes No

Show 16 and 24 bit Yes No

images on Workbench

If you wish to watch an animation, use a dedicated animation player and you will get better results every time.

1.3 System Requirements

This program requires at least version V39 of the operating system software. This is to take advantage of the new commands and new tags. It is now easy enough to update your system so it should not pose a problem.

This program requires less than 512K of RAM, therefore it should operate on all systems.

To use the full potential, a harddrive is recommended but not required.

1.4 Using Optimus View

Starting Optimus View

Menu Strip

User Interface

Keyboard And Mouse Commands

Scripts

1.5 Starting Optimus View

This program may be started from the Workbench or the Shell window.

This program will detach from the Shell so you need not use Run or any other variant. There are a few command line arguments you may use when loading:

FILE/K

Image(s) to display. You specify wildcards in the path.

ex: OptimusView FILE Pics/#? to display all images in that directory.

ex: OptimusView FILE Pics/#?.JPG to display all JPEG images in that directory.

ex: OptimusView FILE Pics/(#?.JPG|#?.GIF) to display all JPEG and GIF images in that directory.

SCRIPT/K

Script of images to view.

USEDELAY/K

Toggle the use of delay timer.

USEDELAY=TRUE or USEDELAY=FALSE.

Will override the saved preferences.

MINUTES/K

Number of minutes delay before loading next image.

Will override the saved preferences.

SECONDS/K

Number of seconds delay before loading next image.

Will override the saved preferences.

USEREPEAT/S

Toggle using number os specified loops.

USEREPEAT=TRUE or USEREPEAT=FALSE.

Will override the saved preferences.

LOOPS/K

Number of times to show the selected images.

-1 for a continuous loop. Forever.

Will override the saved preferences.

POINTERON/K

Do not clear the mouse pointer image when displaying an image.

POINTERON=TRUE or POINTERON=FALSE.

Will override the saved preferences.

INFOONLY/K

Only display information for the image.

INFOONLY=TRUE or INFOONLY=FALSE.

Will override the saved preferences.

AUTOCENTER/K

Automatically center a large image.

AUTOCENTER=TRUE or AUTOCENTER=FALSE.

Will override the saved preferences.

IGNOREERRORS/K

Do not report errors.

IGNOREERRORS=TRUE or IGNOREERRORS=FALSE.

Will override the saved preferences.

SHOWNAME/K

Show image name on screen.

SHOWNAME=TRUE or SHOWNAME=FALSE.

Will override the saved preferences.

ONWORKBENCH/K

Show image in a window on Workbench. Workbench screen must be 24 bits.

ONWORKBENCH=TRUE or ONWORKBENCH=FALSE.

Will override the saved preferences.

RANDOMIZE/S

Randomize the list of images.

ICONIFY/S

Start in iconified mode.

ICON_X/K

X coordinate for AppIcon.

ICON_Y/K

Y coordinate for AppIcon.

PUBSCREEN/K

Name of public screen to open the interface on.

LANGUAGE/K

Preferred locale strings language.

Language must be all lower case.

UI/K

Open or keep the user interface closed.

UI=TRUE or UI=FALSE.

Will override the saved preferences.

NOVERSION/S

Do not display program title and image information.

DETACH/S

Detach from the Shell.

The arguments are not case sensitive and may be mixed in any order.

ex: OptimusView FILE Pics/MyPic.JPG SECONDS 5 UI=FALSE

Only one copy may be run at one time. You will be notified if more than one copy is attempted to be executed.

1.6   Menu Strip

Load Preferences

This will load the previously saved settings.

Save Preferences

This will save the current settings.

Iconify

Iconify the program and place an AppIcon on the default public screen.

About...

Will open a large requester with some pertinent information about the program.

Quit

Will terminate the program.

1.7   Keyboard And Mouse Commands

U

Auto center large image on screen.

P

Move to previous image.

D

Toggle Use Delay on/off. Remains in effect for entire list.

F

Move to first image in list.

H

Show name of image in upper corner of screen.

L

Move to last image in list.

C

Center a large image on the screen.

N

Toggle the mouse pointer on/off. Remains in effect for entire list.

SPACE

Stay on this image if using DELAY. ENTER to move to the next image and DELAY will start again if used.

ENTER

Move to the next image.

ESCAPE

Abort viewing immediately. This will stop a REPEAT -1 loop.

Help

Emergency Panic button. Pressing Help will abort the timer if used, flip the screen to the back, and activate the parent window. It may be pressed at any time during the view loop, even during a load. Optimus View will wait for you to click in the window before moving to the next image. This is escpecially useful for when viewing adult nude images and someone walks in on you.

CURSOR KEYS

Scroll around image. ALT+CURSOR_KEY to jump to start/end.

LEFT MOUSE BUTTON

Move to the next image.

RIGHT MOUSE BUTTON

Abort viewing immediately. This will stop a REPEAT -1 loop.

1.8   User Interface

Images To View

List of images to view.

count

Current number of images in list.

Top

Move current entry to top of list.

Up

Move current entry up one position.

Down

Move current entry down one position.

Bottom

Move current entry to bottom of list.

Sort

Alphabetize list A to Z.

Add

Add one or more images to list.

Remove

Remove current entry from list.

Clear

Clear entire image list.

Use Delay

If checked, will use specified delay time.

Minutes

Minutes to delay between images.

Seconds

Seconds to delay between images.

Use Repeat

If checked, will repeat specified number of times.

Forever

If checked, will loop forever,

Loops

Number of times to loop images.

Open Interface

If checked, will open user interface.

Pointer On

If checked, will leave the mouse pointer on.

Info Only

If checked, will only show image information.

Auto Center

If checked, will center a large image on the screen.

Ignore Errors

If checked, will not display error messages.

Show Name

If checked, will show image information in upper corner of screen.

On Workbench

If checked, will display image in a window on the Workbench screen.

The Workbench screen must be 24 bits or it will be disabled.

Load

Load a script.

Append

Append a script to the current list.

Randomize

Randomize the list of images.

Save

Save current script.

View

Begin to view images.

Requester

Close user interface and use file requester.

Quit

Terminate program.

1.9   Scripts

Scripts are a simple and quick method to view favorite images. They can be made ahead of time for slideshow type presentations, as a screen saver, but mostly to save time.

To make a script, select a list of images, set the preferences if different from the current ones, click the Save gadget and enter a name for the script.

If you plan on specifying a script as a command line argument or tool type, do not check the Open Interface checkbox so it will not open the user interface.

1.10   GadTools

Thanks to Olaf `Olsen' Barthel, author of gtlayout.library. It is by far the best user interface package.

The user interface is totally font and screen mode sensitive. All gadgets and the window will automatically adjust to match your preferences.

The latest features are utilized to get the most from the operating system and to make the program the best of it's kind.

1.11   Locale Support

This is program is totally localized to allow support for foreign languages. A catalog may not be available for your language at this time, but one will hopefully be available soon.

If you are willing to translate the strings to another language, please let me know. If you do offer, a perfect translation of all strings will be expected. It is all or nothing. I will also be seeking your assistance for future versions that have new strings.

1.12   Operation Notes

Press the Help key for AmigaGuide help.

When DELAY is used, all movement keys are still usable, i.e., 'C' for center image.

Optimus View is capable of displaying HAM images on the Retina display. It converts them to 24-bit images first.

Optimus View will save the last path an image was displayed from and will start there the next time it is executed.

If started from Workbench, it will NOT parse a list of image icons. This is due to the fact that having an icon for every image is a waste of hardrive space and directory scanning time. The program also uses the latest version of argument parsing for the Shell, so code for icons would be old and redundant. You will have to use the file requester or use wildcards to scan the entire directory.

Wherever the highlight bar is at in the listview gadget is where Optimus View will begin viewing from.

1.13   Hints And Tips

In RetinaEmu, set the output to 'Retina Standard'. Set the width and height to your preference and de-select the Default check-boxes. This will ensure proper display of all images.

Using a standard 800x600 24 bit screen for all images will give the best visual output. Since the images will get their palette information from a 24 bit palette, HAM and GIF images will appear sharper and clearer. This also allows displaying large 1280x1024 images in true 24 bit color, just scroll around the image. The larger the screen, the less colors.

When using the file requester, you can enter a pattern in the filename gadget and CLICK the positive gadget to scan the entire directory. Pressing ENTER will not work.

If you have many favorite images that you view often, make a script to do all the work for you.

Pressing Help, the Panic Button, while viewing images will flip the screen to the back and abort the timer until you click in the window.

Wherever the highlight bar is at in the listview gadget is where Optimus View will begin viewing from.

1.14   Reporting Bugs

I try to make sure all new additions or changes work correctly before releasing a new version, but, something might get by. If you encounter a bug or a problem with hardware or other programs, please let me know. Do not assume it will be fixed in the next version because if no one tells me, I may not find it.

Please be very specific about what the bug does, when it does it, how you found it, and how I can re-create it to test it. Also let me know what your system consists of: Kickstart version, hard-drives, memory expansion, accelerator card, chip set (original, ECS, AGA), etc.

If you find a program that is not compatible with this program, please send it to me on a disk or via electronic mail.

Thanks to Christopher A. Gaul for beta testing and several ideas for this program.

Programmer: A red-eyed mammal capable of conversing with inanimate objects.

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1.15 Incompatibilities

1.16 Distribution And Legal Notices

This program may be freely distributed in it's original form as long as no more than a nominal fee is charged to cover time and copying costs.

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1.17 Program History

Version 1.0 Completed: 17.11.94

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- Preliminary construction.

Version 1.1 Completed: 19.01.95

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- Several bug fixes and code updates.

- Switched jumper from Alt to Shift because it wasn't being set in IQualifier.

- Put in BlankPointer to get rid of mouse pointer.

- Added the info line.

- Completed all cursor movements.

- 'C' to center the image.

- Completed command line arguments.

- Finally got the image to center correctly with only one window.

- Added some code to prevent overflowing the IDCMP with cursor movements. It

stalled the program without it.

- Fixed a huge bug with IQualifier. It didn't recoginize some qualifier keys.

- Changed jump to end from SHIFT to ALT, like originally planned.

- Added prefs file to save the last path so it knows where to start.

- Added DOUBLEBUFFER but took it out the same day because for now it is not

worth the slow screen drawing. Will have to see how fast it is on a

68030+.

- Fixed a problem with displaying odd width and height pictures.

- Now Kickstart 3.0 minimum.

- Updated to use gtlayout.library.

- Updated to use Modules directory.

- Added DELAY command line argument. Number of seconds delay between pictures,

1-65536.

- SPACE will now stay on the current picture if using DELAY.

- ENTER will skip to the next picture.

- Added these command line arguments:

POINTERON/S leave mouse pointer on

REPEAT/K number of times to display images

INFO/S diplay image information only

Version 1.2 Completed: 3.5.95

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- Added command line argument [LANGUAGE <language>] to specify a preferred

language for locale strings.

- Split alot of set up and shut down code into a seperate file,

MyProgramSupport.c, to speep up compilation and easier updating.

- Removed alot of extraneous code that I no longer needed or I overlooked in

gtlayout.library.

- Beta tested and ideas given by Chris Gaul.

- Now uses Exec lists for the images list. It will parse the entire file

reqeust structure into a list then display images. It will parse either a

single FILE/K image, or it will parse a FILE/K pattern, ie,

FILE DH2:Pics/JPEG/#? then display the images.

If no filename is given it will then open the file requester as before.

- Since the screen is the same size for all images, it now stays open until all

images are displayed. The window is also left open until the next image is

loaded and ready to display. Sort of a double buffer with one screen.

- Since now uses an Exec list, these new keys are now available:

P - Previous Image

F - First Image

L - Last Image

- No longer uses gtlayout.library since it doesn't make any calls to it.

- By default the image list is sorted, so added NOSORT to not sort the list.

- When in the file requester, can now enter a pattern in the filename gadget

and CLICK the positive gadget to scan the entire directory. Pressing ENTER

will not work.

- Can now be iconified.

- Updated routine to start iconified.

- Exec lists updates.

- Decided on name "Optimus Viewer".

- Shortened name to "Optimus View".

- Wrote AmigaGuide.

- Public Release.

Version 1.3 Completed: 27.7.95

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- Options are now saved in prefs file.

- Split prefs file into 2 files: prefs and paths. Options are saved in xx.prefs

and paths are saved in xx.paths.

- Added a user interface to build scripts and edit options. Can load/save

scripts along with their unique options so don't have to keep chosing filenames.

Also allows for slideshow presentations and chosing images across multiple

devices and/or directories.

- Options are not saved at quit, only LastPath and ScriptPath are. Have to chose

Save Preferences in menu.

- With the above came the new command line arguments:

ARGUMENT_SCRIPT/K: Script to load.

ARGUMENT_SECONDS/K: Seconds delay. No more ARGUMENT_DELAY/K.

ARGUEMNT_MINUTES/K: Minutes delay.

ARGUEMNT_UI/S: Open the user interface.

Moved them around alittle, too.

- Cleaned up the code some.

- To loop forever from Shell, changed REPEAT 0 to REPEAT -1.

- Can now specify UI=TRUE or UI=FALSE. Good for use with DirOpus and the like

when Open Interface is checked, but not needed in this situation.

- Added Close gadget to interface to easily close the interface and go into

file requester mode. Before you would have to quit and reload with UI=FALSE.

- Added Info Only checkbox to interface.

- Changed Close to Requester. Took out a lot of keys and changed a lot.

- Added Continue|Try Again|Abort requester at several error checks.

- Now prints 'Error.' in bold if skip an image because of error.

- Added ARGUMENT_AUTOCENTER to arg parser and interface to automatically center

large images.

- Updated ArgumentParser.c to handle toggles for saved preferences. Can specify

TRUE or FALSE to change the state of saved preferences. Needed for programs

like DirOpus to not open interface if it is set to open in the saved

preferences.

- Added: ARGUMENT_USEDELAY and ARGUMENT_USEREPEAT; changed ARGUMENT_INFO to

ARGUMENT_INFOONLY.

- Re-arranged order of prefs in config so all new ones will be added at the end

so prefs file won't be screwed up in future.

- Added ARGUMENT_IGNOREERRORS to arg parser and interface to not report errors.

Useful for self-running scripts/slideshows.

- Got the Try Again requester working correctly. Had to go all the way back to

the start of image handling.

- Pressing D now toggles Use Delay on/off. Space aborted the delay for one

image, D does it for all.

- Added ARGUMENT_SHOWNAME to arg parser and interface to display the image name

on the screen.

- Pressing H will toggle Show Name.

- Pressing N toggles Pointer On.

- Pressing U toggles Auto Center.

- Updated AmigaGuide.

- Public Release.

Version 1.4 Completed: 22.2.96

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- Moved UserInterface.c routines into MyProgram.c like it should have originally

been. Also moved the display loop out of MyProgram.c and put it in

DisplayImage.c.

- Took out EmptyWindow and now leave MainWindow open all the time.

- Overcame the problem of RE_OpenDeepScreen() cloning the Workbench colors and

setting the background color the same as Workbench. The background is now

always black.

- Fixed a few miscellaneous bugs, nothing major.

- Created CxController.c to handle an Emergency Panic button. Pressing the

Help key anytime while viewing images, even during loads, will flip the

screen to the back, or not bring it to front if not yet open, abort the timer

so don't miss any images, and de-activate the image window and activate the

parent window. This panic button is great for when viewing R or X rated

images and someone walks in on you.

- Wrote a fast sort routine that I tried to write earlier in SAK_GenericLists.c

but couldn't get to work.

- Took out ARGUMENT_NOSORT.

- Images can now be displayed on Workbench in a window with scroller gadgets.

Workbench must be 24 bits. Added ARGUMENT_ONWORKBENCH and gadget

"On Workbench". It is disabled if Workbench is not 24 bits.

- Added several window manipulation routines. Tricky stuff.

- Wrote code to handle Emergency Panic button for On Workbench. The window is

shrunk to just a title bar and placed in the top left corner of the screen.

Clicking the close gadget will re-open the window. Why couldn't it have been

as easy as the private screen one?!?

- If Use Delay is not checked, then Minutes and Seconds are disabled.

If Use Repeat is not checked, then Forever and Loops are disabled.

- Added ARGUMENT_RANDOMIZE and Randomize gadget to randomize the list of

images. Nice to have if a script is too "familiar" and want to mix it up

alittle.

- Now starts viewing images wherever the listview highlight bar is at instead

of always at the first node.

- Added a BOX_KIND gadget next to the listview to display how many images are in

the list. Nicety.

- Added Append gadget to append a script to the current list. Should have been

put in with the original script gadgets.

- Seperated the script and view commands by an XBAR_KIND for more organization.

- Re-wrote the generic list routines for Top, Up, Down, and Bottom. Was full of

small but bad bugs.

- OnWorkbench will now also work if Workbench is 16-bits, not just 24-bits. It

always should have been this way.

- The window size is now remembered and will re-open to the same size and

position when OnWorkbench is used and Emergency Panic is hit.

- Updated AmigaGuide.

- Public Release.