SuperView-Library

COLLABORATORS

	TITLE : SuperView-Library	

ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		July 10, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

SuperView-Library

1.1 SuperView Library Documentation

```
                                        superview.library V24.8

                        - Freeware (Licenseware) -
                      product-specific Licenseware

          Any usage from and by other programs without an
          explicite license is strictly forbidden (see "Distribution").
                           Ask for licenses.

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                     A PerSuaSiVe SoftWorX PRODUCT.

         This program has been written under OS V3.1 and is therefore
                   fully compatible. It needs OS V2.04+.

                  Actively supports PowerPC (TM) via powerUP (TM)
                     and ppc.library (or -emulation V0.6b+)

                           Release Date: 7.8.2000

    If you at first don't succeed, call it a public beta version...

                                  Legal

                  Copyrights and legal stuff

                  Disclaimer

                  Distribution
                                                Usage

                  Short: Purpose and Abilities

                  Requirements

                  Installation
                                        68020-060/PPC support
```

```
     _ //
Only \X/ Amiga makes it possible!
```

Please visit:

SuperView WWW Site
http://www.ar-kleinert.de/sview_e.html
http://wdo.de/ark/

Simon Edward's Image Engineer WWW Site
http://www.amigaworld.com/support/imageengineer/
(Image Processing program produced by Simon Edwards)

Die CHAOS-Theorie:

"Dabei geht es zum Beispiel darum, den verdammten Schmetterling zu finden, dessen Flügelschläge die vielen Stürme in letzter Zeit verursacht haben." (Terry Pratchett in "Total verhext")

In English means something like:

The CHAOS theory:

"Like finding that bloody butterfly whose flapping wings cause all these storms we've been having lately and getting it to stop." (see "Witches Abroad" by Terry Pratchett)

Ahm...well:

...and thanks for all the fish.

1.2 Copyright

The superview.library and the distributed files - e.g. the documentation
files - are (C)opyright 1993-2000 by Andreas R. Kleinert.
All rights reserved.

(For some files there may additional or substitutive Copyrights take place, which then are stated locally within the documentation or via local reference to "Credits".)

The following usage and license conditions are announced for all parts of the distribution, which means SVObjects, SVDrivers, SVOperators and all other files.

When refering to the whole program package as such, it is called "SuperView-Library".

The usage and distribution of SuperView-Library takes place under the concept of product-specific Freeware (Licenseware).

```
    For more details on distribution rules and developers restrictions,
    you have to see paragraph "Distribution".


    Please note:

    * 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.

    * Some of the mentioned names or products within this or other
      documents may be copyrighted by companies or trademarks of companies
      or persons.

    * This software is based in part on the work of the Independent JPEG Group
      (concerning JPEG.svobject).

    * The "xpkmaster.library" (part of the useful Xpk package, which can be
      found on Aminet) is developed under the concept of the GNU license by
      its authors, c/o Dirk Stöcker <stoecker@rcs.urz.tu-dresden.de>
      This freely distributable Library is needed by SVG.svobject, Unpack.svobject
      and and RGFX.svobject to read and decode XPK-packed files.

    * The "newicons.library" (part of the useful NewIcons package, which
      can be found on Aminet) is developed by the 'Team NewIcons', c/o
      Eric Sauvageau <merlin@thule.no> and Phil Vedovatti <vedovatt@u.washington. ↩
          edu>
      This library is needed by AmiIcon.svobject to read/write NewIcons.


  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 !


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!

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```
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(Also see
                Thanks and Greetings
                 for more information on
 translation issues and translators.)
```

1.3 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.

1.4 Distribution

Distribution in Common
~~~~~~~~~~~~~~~~~~~~~~
The Library must not be distributed isolated, detached from any specific program package, whose author has licensed the library.

If the licensed library is included within the licensing program's program distribution, the distribution conditions of this program take place as long as these do not explicitely contradict to the disposals described in the following text.

Licensed programs are not restricted to have any special legal copying conditions, so the Library may appear together with any form of Software, like e.g. Freeware, Shareware or commercial programs, perhaps with exception of "pure" Public Domain.

Restrictions
~~~~~~~~~~~~
The program SuperView-Library in this version is product-specific Freeware (Licenseware), which at first means, that a single distribution of the Library is as well forbidden as an unauthorized distribution together with programs of non-licensees.

Also, the Library MUST not:

- be included into other program's distributions without my explicitely written permission
- be copied as a single package without being directly related to a specific program
- without a license be copied and also not be used directly or - via any tricks - indirectly

Licensing
~~~~~~~~~
There is no way of automatic licensing via "agree-to-the-above-terms".
Any license has to be given in written, non-electronic
form. Interim-licenses may be promised via phone, email, etc but
have to be confirmed in paper form.

The only one, who is authorized to write and send licenses or
promise licensing is the author of SuperView-Library, which is
Andreas R. Kleinert.

If you want to license the library, please send me the following
information:

STATUS - what's the status of your planned or actually existing
program ?

Main categories are Freeware, Shareware, Commercial.

WHO - what's your (or your companies') name, address and
phone number, maybe also email adress ?

WHAT - what kind is your program of ?
Not any programmer of any kind of program will get a licence.
I am not going to support programs, which may concern
my vital interests by being direct competitors of
other programs where I am involved as a participator,
depending on the success of the programs. [;-)]
On the other hand there are various ways to synchronize
programming efforts and to come to a solution, which
is acceptable for both sides.

PLANS - according to the type of your program you might also
tell me something about your plans for future versions
of the program as long as it does concern a fundamental
change in the program's concept and function (competitor)

SAMPLE - would be nice to see a copy of the previous, beta or
final version of the program

PAYMENT - are you gonna pay for the licence ?

Freeware authors will not have to pay anything, if they
get a license. Shareware authors might. Commercial
programs will perhaps.
Tell me what you think, then we'll talk about it.
Fees aren't expensive in my opinion.

After Licensing
~~~~~~~~~~~~~~~
Each license is specific to the licensee and his wishes.

Common to all licensees is the following:

- The Right to use the unmodified library within the

```
      program or program-group it has been licensed for
    - Access to not publicly documented functions
    - The Right to distribute the library together with your program
    - The Right to integrate the library into the concept of
      your program as long as no basic parts have to be changed

    - The Obligation to respect the distribution conditions and
      to add a ReadMe file and documentation remark reflecting this
      to the program
    - The Obligation to send me a copy of the final, registered or
      register-able version of the program using SuperView-Library


If there are more questions, please don't regret to ask me, because
just asking doesn't cost you anything.

I may as well tell you, which programming languages currently
are directly supported (C of course always).
```

1.5 Abilities, Purposes and much more

```
                The "SuperView-Library" consists of many functions and sub- ↩
                   libraries,
which allow quick and easy displaying, saving, converting and processing
of various picture formats, like IFF-ILBM, JPEG, PCX, Targa, PCD
TIFF, PNG, BMP, ... (more than 50 altogether).

It has been designed for the purpose to display and process any
common type of bitmap graphics as fast and as comfortable as
possible on almost any Amiga hardware configuration.

External Loader-/Saver-Libraries (SVObjects), Graphic Card Drivers
(SVDrivers) and various Operators (SVOperators) allow easy but flexible
configuration, usage and expansion.

Programming documentation is available for license-takers, only.


Feature Overview


            Recognized file graphic formats

            Supported graphic cards and display adapters

            Supported input/output devices

            Available image processing operators
```

1.6 Making use of 680x0 CPUs and PPC accelerators

Basically, this program does run with a plain 68000 CPU.

However, if you do own an 68020/030+68881/882 FPU or
68040/060+FPU, or maybe a dual processor board with PPC,
you may wish to make use of the extra horse power.

There are certain configuration options, special libraries
and/or patches available, so you perhaps should investigate
into that issue a little bit deeper - but carefully.

PPC Support
===========

1. With CyberStorm PPC cards, it may make sense to make use
   of the "SetFastAvec" and "Set60nsMode" (SetMemMode) tools,
   which should speed up the system performance somewhat,
   i.e. by addressing your RAM with 60ns instead of 70ns
   access time. Newer versions allow to do these settings
   fromout the card's bootmenu. If you get random crashes,
   step back to 70ns.

2. Make sure, that you have a lot of RAM on the accelerator,
   so that the PPC isn't forced to make accesses to the slow
   motherboard RAM. If you get random crashes, make sure
   you followed the installation instructions, and did
   not configure SIMMs of different vendors for a 64 bit
   access bank.

3. This program does make use of "ppc.library". So:
   Make sure, that you a) don't have "powerpc.library" installed
   or b) have a version of "powerpc.library" installed, which
   does not conflict with "ppc.library" (V7 is said to work
   together with ppc.library). Don't install ppc.library
   without having a PPC board plugged in. Always make use
   of the newest 68040/68060.library plus ppc.library - as
   available under ftp.phase5.de or Aminet.

   (There's BTW now indirect support for powerpc.library V14
    as well, so you can decide. It should work to run the
    PPC-Library versions under Frank Wille's ppc.library
    emulation for WOS.)

4. Read the corresponding FAQ pages for more information on
   PPC support and configuration - especially note, that
   a keyfile is required for fully functional PPC support
   within this datatype.

68020/030+68881/882 FPU and 68040/060+FPU Support
===

Usually, Amiga OS' mathieee-Libraries do automatically manage the
coprocessor support, but for some reasons, these libraries are not
used with this datatype:

 - they can't be shared between processes
 - they are not actually optimized for 68040/060+FPU as with OS 3.1

Unfortunately, the used FFP libraries don't support an FPU at all.

But there are certain patches available on Aminet, to speed up FPU support in general, add FPU support for the FFP libraries or in general allow more efficient use of the 040/060 CPUs, e.g. by avoiding unnecessary emulation of missing instructions through 68040/68060.library.

Make sure, that those patches don't conflict with certain versions of the 680x0 libraries or even are part of these already. If you've carefully read the docs you may wish to check out the following solutions:

1. Fix bugs within the math libraries

   This one has nothing to do with the FFP libraries, but since there's also a bug in mathieeesingbas.library (which resides in ROM), you should install a patch for that:

   a) best solution is a newer SetPatch Version V43.x
      (available from ftp.amiga.de somewhere in "/pub/")

   b) if SetPatch V43 does not work with your OS version,
      you should try for example "SetMathPatch"
      (coming e.g. with GhostScript - see Aminet:gfx/show)

   Those patches may conflict with some math library replacements - it seems to be logically, that a completely rewritten replacement library of course does not need to be patched any further. At least not for the same bugs...

2. Patching the math#? libraries for better (or introducing) FPU support:

   a) - FMath V40.6 Aminet:util/libs/FMath406.LHA
      - FFPPatch   Aminet:util/boot/ffppatch.lha

   b) - HSMathLibs   Aminet:util/libs/HSMathLibs_040.lha
                     Aminet:util/libs/HSMathLibs_060.lha

   c)   various other patches from the "util" area of Aminet

   With the 68040/68060.libraries of p5, according to their docs, further patches of the math libraries are not recommended - however may work nevertheless.

3. General 040/060 speedup

   For automatic speedup on 68020+ systems, this datatype makes use of utility.library.

   This one has nothing to do with the FPU, but if you do own a 060 and OS 3.0 you should perhaps consider to install "Mult64Patch", which claims to implement the 64 bit integer functions UMult64/SMult64 of utility.library V39+ (which have

```
   to be software emulated on the 060) two times faster than
   the patches done by 68060.library and four times faster than
   the trap emulation. A speed test program is included.

   That program can be found under Aminet:util/boot/Mult64Patch.lha
   - however, it may already be obsolete for newer versions
   of your 68060.library. Do the speed check, then decide.

4. Better performance on 680x0 and PPC

   Here, the following tools work quite fine on a 040/PPC board
   (taken in this oder from s:startup-sequence):

    C:FastExec >NIL: <NIL: NOEXEC FASTSSP FASTVBR FASTEXP FASTMEM FASTINT  ↩
       REBOOT
    C:SetPatch QUIET
    C:QuickRom >NIL: <NIL:
    Run >NIL: <NIL: C:CpuBlit

   FastExec V2.9   (Aminet)        -> various speedups
   SetPatch V43.6b (www.amiga.de)  -> OS patches
   QuickRom V36.08 (Aminet)        -> ROM to RAM
   CpuBlit98       (Aminet)        -> let the CPU do blitting

   This all runs fine in 60ns mode, together with SetFastAvec,
   PPCInstall and CyberGraphX V3.
```

1.7 PowerPC (powerUP) support

```
Concept: loadable PPC-Modules for use with ppc.library V45+  (17.11.98)
-------------------------------------------------------------------------

The most time-consuming routines of certain modules of SuperView-Library
have been ported to native PowerPC code and perhaps will profit a lot
from the presence of an installed powerUP system.

These "native modules" are located in a new subdirectory of LIBS:
called "svppc/", with subdirectories for each of SuperView-Library's
module types.

If any "native modules" are present, these will be used whenever applicable.
Should none of these modules be available, then this does not matter, since
the plain 68k code (which may be optimized for a certain 68k CPU, though)
will be used instead (fallback option).

Note, that SuperView-Library's native modules won't replace any of the
existing libraries or modules as such - they only do supply specialized
routines in native code for certain tasks.

When running any PowerPC code, you should have made sure, that there's
enough RAM on the powerUP board available - at least in an A4000 the
RAM interface from the CPU card (e.g. A3640) to the mainboard is so
slow, that even a 68040 could not access Fast RAM with full speed,
so possibly a PowerPC would suffer from the same problem.
```

You should take care, that there's still enough "fast" Fast RAM available, even if all the libraries and code have been loaded: usually the graphics are loaded at last - a 1024x768 graphics in 24 Bit will just take 2.4 MB and in a dithered version again around 790 K.

If there's enough "fast" Fast RAM available, you can expect high speed increases with most basic operations, especially when internal representation conversions do take place.

(See the documentation of the single modules for further information.
PowerUP support usually is marked separately, on top of the
module documentation.)

Availability

NONE OF THE PPC MODULES ARE FREEWARE - THEY WON'T APPEAR ON AMINET.

54 modules (+/-) are made available in a special powerUP PPC plugin module package, which e.g. can be bought by registered SuperView/SViewNG/ SViewII/SViewIV users or will be included with some commercial programs.

Also, there will follow some PPC modules, which will only be available for exclusive shipment with some commercial programs (as also are the concerned SV modules).

This is high end software, and its development must be financed - so you have to pay for it to help ensuring further development.

The following modules are available right now:

```
 svdrivers (dir)
 svoperators (dir)
   24BitToHam_ham6.svm             24BitToHam_ham6quick.svm
   24BitToHam_ham8.svm             24BitToHam_ham8quick.svm
   AnyTo24Bit_HAM.svm              Dither24Bit_floyd.svm
   Blur_24.svm                     Dither24Bit_ordered.svm
   HilbertDither256_code.svm       OptimizePalette_code.svm
   PaletteDither_code.svm          RotateFree_24.svm
   RotateFree_8.svm                Scale50_Double.svm
   Scale50_Half.svm                Sharpen_24.svm
 svobjects (dir)
   24BitToHam_ham6.svm             24BitToHam_ham6quick.svm
   24BitToHam_ham8.svm             24BitToHam_ham8quick.svm
   BMP_Decode.svm                  BMP_Encode.svm
   BMP_Plain.svm                   DEEP_Decode24.svm
   HJG_Efdpef.svm                  HJG_Fmdpef.svm
   ILBM_c2p_24.svm                 ILBM_CBR_Decode.svm
   ILBM_CBR_Encode.svm             ILBM_p2c_24.svm
   JPEG_code.svm                   PBM_Decode.svm
   PBM_Encode.svm                  PCD_yuv.svm
   PCX_Decode24.svm                PCX_Decode4.svm
   PCX_Decode8.svm                 PCX_Encode24.svm
   PCX_Encode4.svm                 PCX_Encode8.svm
```

```
     PICT_code.svm                    PNG_code.svm
     RGB8_Decode.svm                  RGB8_Encode.svm
     Targa_Decode1.svm                Targa_Decode16.svm
     Targa_Decode24.svm               Targa_Decode8.svm
     TIFF_code.svm                    WPG_Decode1.svm
     WPG_Decode4.svm                  WPG_Decode8.svm
svsupport_c2p.svm               svsupport_p2c.svm


PLEASE NOTE, THAT NUMBER AND KIND OF THE PPC MODULES ARE SUBJECT TO CHANGES.


Picture Manager professional (PMPro) V5.5 already does
include these modules, plus additionally the following exclusive PPC
plugins (for SVOperators that also are exclusive to PMPro):

   libs/svppc/svoperators
     Convolve_24.svm                  DitherFix24_Floyd.svm
     EdgeDetect_Plain.svm             ScaleFree_24.svm
     ScaleFree_8.svm


PLEASE NOTE, THAT NUMBER AND KIND OF THE PPC MODULES ARE SUBJECT TO CHANGES.


Where to obtain from ?

The PPC plugin modules basically already are part of Picture Manager  ↩
   professional V5.5
(or any upgrade from earlier versions).

Additionally, the (non-exclusive) PPC modules also can be ordered by
registered (as well as newly registering) users of SuperView/SViewNG/SViewII.
or ImageEngineer.

For details, please see the registration form coming with SViewII.
```

1.8 Installation and Configuration

```
                  ============================================
   Installation Options: Overview
   ------------------------------------------
    A.  Automatized Installer-based Installation
           1. Installer procedure

    B.  Customized Installation
           1. Main installation procedure
           2. Setting Up Standard Configuration
           3. Plugging in 680x0 modules
           4. Plugging in PackerSupport
           5. Plugging in SQ-Operators
           6. Using VMEM: (Needed)
           7. Plugging in Ghostscript/Postscript (TM)
           8. Reading GPlot (CGM), AmiFIG (FIG),
              AMF/WMF/CLP/DR2D/DRSF/DXF/WPG-vector
```

```
           files (MetaView)
         9. Support for high PhotoCD resolutions
        10. Plugging in powerUP (TM) PPC modules

 C.  To Be Checked Also
        1. Datatypes-Support
        2. Other Libraries
        3. Additional settings
        4. Preferences
==========================================


A.  Automatized Installer-based Installation
==========================================

 1. Installer procedure
 ----------------------
 Depending on the selected skill mode (novice, intermediate, expert)
 you will at least be asked for some of the following:

   - your basic graphics engine (ECS, AGA, various GfxCards)
   - a place to install the libraries to instead of LIBS:
   - a place to install the catalogs to instead of SYS:locale/catalogs
   - a path to assign VMEM: to (s:user-startup will be modified)
   - whether SVPrefs should be copied to SYS:Prefs
   - whether to install the PackerSupport stuff
   - whether to immediately also install the SQ-Operators
   - questions about (existing) GhostScript/MetaView installations


B.  Customized Installation
===========================

 1. Main installation procedure
 ------------------------------
   Copy "superview.library" and "superviewsupport.library"
   to your LIBS: directory, the SVObjects to "LIBS:svobjects/",
   the SVDrivers to "LIBS:svdrivers/" and the SVOperators to
   "LIBS:svoperators/"!
   (PowerPC modules must be stored in "LIBS:svppc/" plus
    subdirectories - see paragraph 9.)

   Be aware, that library names are case-sensitive and wrongly
   spelled libraries won't be recognized, though.


   Installation of the libraries can be done to any directory,
   so that these may be installed separate from the system libraries.
   Adding the SuperView-Library to the system would then be managed
   via
         Assign LIBS: [PATH] ADD

   somewhere in the User-Startup.

 2. Setting Up Standard Configuration
 ------------------------------------
   Docs/Sample_Configs contains basic configuration settings
```

```
  for ENVARC: and ENV: which have to be copied there to
  allow the library system running without problems.
  env_AGA contains plain AGA configuration and so on
  - see Installer script for more information.

3. Plugging in 680x0 modules
----------------------------
  Owners of 68020-68060 systems should copy the turbo versions
  of some of the modules over the 68000 installation.
  Simply type "Copy libs/68030 to LIBS: all" or similar.

4. Plugging in PackerSupport
----------------------------
  PackerSupport/libs/svobjects does contain the support module
  for XPK (includes PowerPacker PP20) compressed data.
  Optionally copy this to LIBS:svobjects and the config
  from env to ENVARC: (and ENV: as well, of course)

5. Plugging in SQ-Operators
---------------------------
  Steve Quartly's great additional svoperators can be found
  within "SQ-Operators/". Just install those separately,
  as already done for PackerSupport before.

6. Using VMEM: (Needed)
-----------------------
  Addionally, you should create an assignment called "VMEM:", which
  is intended to contain virtual memory image files or other
  temporary data, which may be created either by superviewsupport-
  library (vmem_XXXXXXXX), JPEG.svobject (jpeg_XXX) or other modules.
  It does not always make sense, to place this directory somewhere
  at a Ram-Disk, because most programs will perhaps only try to place
  files there, after they already checked, that there's no more
  memory available (so even your Ram-Disk would not grant more space).

  It is suggested to place this Assign on a fast harddisk or
  partition, with a high AddBuffers value.

7. Plugging in Ghostscript/Postscript (TM)
------------------------------------------
  If you have Ghostscript installed, you may want to use
  it for reading Postscript (TM) files - if not, you may
  consider to install it for such uses.
  See
          GhostScript.svobject
           description for more information.

8. Reading GPlot (CGM), AmiFIG (FIG),
   AMF/WMF/CLP/DR2D/DRSF/DXF/WPG-vector
   files (MetaView)
--------------------------------------
  See
          GPlot.svobject
          ,
          AmiFIG.svobject
           and
```

```
            MetaView.svobject
             descriptions for more information
   on installation.

   Please note, that GPlot and AmiFIG both do require Postscript
   support, which means: a fully working Ghostscript installation.

   Alternatively, you now can redirect CGM and FIG handling to MetaView as  ↩
      well.

 9. Support for high PhotoCD resolutions
 ---------------------------------------
   Support for BASE*4 (1536x1024) and BASE*16 (3072x2048) requires the
   NetPBM-Tool "hpcdtoppm" to be installed and configured for
   use with PCD.svobject. See
           PCD.svobject
            description for
   more information.

10. Plugging in powerUP (TM) PPC modules
----------------------------------------
   These have to be placed to "LIBS:svppc/" into the same directories
   as their counterparts, thus "LIBS:svpcc/svobjects/" and so on.

C.  To Be Checked Also
======================

 1. Datatypes-Support
 --------------------
 "datatypes.library" V39+ is only needed, if OS3-DataTypes
 are wished to be supported - not available for OS2 users.
 For 24 Bit datatype support also picture.datatype V43 is
 needed to be installed (with ECS/AGA this one also needs
 a version of cyberncg.library, which had been removed from
 newer pic-dt 43 distributions - alternatively use the pic-dt 43,
 which is coming with the Picasso96 RTG system and which works
 with ECS/AGA without any other requirements).

 2. Other Libraries
 ------------------
 Please take care, which libraries also additionally may be
 needed by single SVObjects/SVDrivers/SVOperators.

 3. Additional Settings
 ----------------------
   Directory Caching:
   ~~~~~~~~~~~~~~~~~~
   Buffer values (set via C:AddBuffers) for the used drives should
   at least be around 25, sometimes more may be quite useful.

   Stacksize:
   ~~~~~~~~~~
   If you don't set this one to a reasonable value, the system
   might crash when using some specific modules (e.g. Dither24Bit).
   It is strongly recommended to use values >= 32768 bytes with
   any programs using the library.
```

```
  User-Startup:
  ~~~~~~~~~~~~~
  Add the following line somewhere to s:user-startup

      SYS:Prefs/SVPrefs >NIL: <NIL: INIT

  It will make sure, that ppc.library already is in memory, when
  the first program tries to open it via superviewsupport.library.

4. Preferences
--------------
  For modifying any specific ControlPad settings, you should
  use SVPrefs (optionally copied to SYS:Prefs during Installer-based
  installation).

  Nevertheless sometimes modules do not come with the required
  .cpinfo files, so it would become necessary to edit ControlPad
  files directly at their locations ENV:SuperView-Library and
  ENVARC:SuperView-Library, maybe by using the descriptions inside
  the doc-file "ControlPads".
```

1.9 Overview of currently available SVObjects

```
                Available SVObjects and/or supported file formats (mostly ↩
                   included) :

SVObject                Type  Read-Support           Write-Support


             AMF
              *                  EXT   -> MetaView 1.x        (not available)

             BMP (Win,OS/2)/RIFF
                  EXT   max 8/24bit files      max 8/24bit files

             C64 (Koala, Doodle)
                  EXT   max 4bit files         (not yet available)

             CDR (Corel Preview)
                  EXT   (various)              (not available)

             CGM
              *                  EXT   -> GPlot               (not available)

             CLP
              *                  EXT   -> MetaView 2.x        (not available)

             CVP
                                 EXT   24bit files            (not available)

             Degas (Atari)
                        EXT   max 4bit files         (not available)

             DXF
```

```
 *                   EXT   -> MetaView 2.x        (not available)

EPS(F)-Header
           EXT   (various)              only from 24bit sources

FBM (*nix)
              EXT   max 8/24bit files      max 8/24bit files

FIG
 *                   EXT   -> AmiFIG              (not available)

Icon (Amiga)
            EXT   4/16 Color Icons       4/16 Color Icons

Icon (W*nd*ws)
          EXT   16 Color Icons         (not available)

IFF-ACBM
                EXT   max 8bit files         max 8bit files

IFF-DEEP
                EXT   24bit files            only 24bit files

IFF-DR2D
 *              EXT   -> MetaView 2.x        (not available)

IFF-DRSD
 *              EXT   -> MetaView 2.x        (not available)

IFF-FAXX
                EXT   1bit files             (not available)

IFF-ILBM
 /
FastILBM24
  EXT   max 8/24bit files      max 8/24bit files

IFF-PBM
                 EXT   8bit files             8bit files

IFF-RGB8/N
              EXT   24bit files            only 24bit files

IFF-RGFX
                EXT   8/24bit files          8/24bit files

IFF-YUVN
                EXT   24bit files            only 24bit files

IMG (GEM/V*nt*ra)
       EXT   max 8bit files         (not yet available)

JPEG (JFIF)
             EXT   max 8/24bit files      always as 24bit files

Limbo
 *                 EXT   -> Limbo               (24 Bit via Limbo)
```

```
              MAC (MacPaint)
                        EXT   max 1bit files         (not yet available)

              PCD (PhotoCD)
                         EXT   24bit files            (not available)

              PCX upto V3.0
                         EXT   max 8/24bit files      max 8/24bit files

              PICT-2 (Mac)
                          EXT   always as 24bit files  (not available)

              Pictor/PCPaint/PIC
                    EXT   max 8bit files         (not yet available)

              PNG (Network Gfx)
                     EXT   max 8/24bit files      max 8/24bit files

              PNM (*nix)
                            EXT   max 8/24bit files      max 8/24bit files

              Postscript/PDF
               *        EXT   -> Ghostscript         (not available)

              QRT/POV
                              EXT   24bit files            24bit files

              SGI
                                  EXT   max 8/24bit files      only 24bit files
Spectrum ZX             EXT   max 8bit files         (not available)

              SPP
               *                  EXT   -> SPP                 (24 Bit via SPP)

              SunRaster (RAS)
                       EXT   max 8/24bit files      max 8/24bit files

              SVG Graphics
                          EXT   max 8/24bit files      max 8/24bit files

              Targa
                                EXT   max 8/24bit files      max 8/24bit files

              TIFF (V5.0)
                           EXT   max 8/24bit files      max 8/24bit files

              TIM
                                  EXT   max 8/24bit files      (not yet  ↩
                                     available)

              Utah RLE
                              EXT   24bit files            24bit files

              WMF
               *                  EXT   -> MetaView 1.x        (not available)
```

```
              WPG (WP-Draw BitMap)
                  EXT   max 8bit files         (not yet available)

              WPG (WP-Draw Drawing)
               * EXT   -> MetaView 2.x        (not available)

              XWD
                                  EXT   max 8/24bit files      (not available)


              DataTypes
                              INT   all Pictures/DTs       (not available)
```

 * SVObjects marked with an Asterisk will only work, when
   the mentioned external programs (usually freely distributable
   software from AmiNet) also have been installed and set up as needed.
   (If not set up, these may be disabled via controlpad STATUS=DISABLED.)

There's also an Unpack.svobject in the PackerSupport-Directory,
which allows reading of packed files without explicitely unpacking
these before (supports XPK and PP20). It also supports reading of Mac-written
.HQX files (BinHex compression) without having to extract the data fork before.

It is as well possible to save graphics as
C or Asm-Sourcecode
.

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 !

If you need to handle GIF graphics (e.g for conversion to PNG), just
install one of the available GIF datatypes - and reading will work.

Planned SVObjects (no guarantee !) :

- XBM
- MTV
- Rendition
- various raw formats
- more Atari formats
  (if I get my hands on some pictures ->
  send
  some, if PD !)
- and more
  (you may
  send
  me gfx's and/or descriptions, if PD)

Please ask before sending graphics via email.

1.10 Overview of currently available Device SVObjects

```
                Available SVObjects :

SVObject     Type


             Printer
                       supports printer.device/TurboPrint3-5/Studio  EXPORT

             Scanner
                       supports scanner.device of ScanQuix           IMPORT

             Camedia
                       for Olympus Camedia Digital Camera import     IMPORT

             FxPaintStargate
               for quick export of images to FxPAINT         EXPORT
```

1.11 Overview of currently available SVDrivers

```
                 Overview: Supported and Non-supported Graphics Cards
=====================================================

Card Name            Kind of Support
-----------------------------------------------------
Card Name            Kind of Support
-----------------------------------------------------
1600GX               -
A2410 TIGA           CG  EGS                          1
BVisionPPC           CG                               2
CyberVision64        CG       P96                     3
CyberVision64/3D     CG       P96                     4
CyberVisionPPC       CG                               5
DCTV                 -
Domino               CG  EGS  P96                     6
DraCo Altais         CG                               7
Firecracker          -
GDA-1                -
Graffity             -
GVP 110/24               EGS                          8
GVP IV 24                EGS                          9
Colormaster              EGS                         10
Inferno (Wildfire)   CG                              11
Merlin                        P96  NAT                12
OMniBus                       P96                     13
OpalVision                         NAT                14
Picasso II           CG       P96  NAT                15
Picasso II+          CG       P96  NAT                16
Picasso IV           CG       P96                     17
Piccolo              CG  EGS  P96                     18
Piccolo SD64         CG  EGS  P96                     19
Pixel64              CG       P96                     20
```

```
   Rain*ow II (R-II)        EGS                          21
   Rain*ow III (R-III)      EGS                          22
   Retina Z2                EGS       NAT                23
   Retina Z3 BLT        CG  EGS  P96  NAT                24
   Spectrum             CG  EGS  P96                     25
   Visiona                  EGS                          26

As you can see, any reasonable graphics card for the Amiga is supported
via one or more SVDrivers 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 EGSPlus 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



 Available SVDrivers (mostly included) :

  SVDriver        Requirements                      BITPLANE     ONEPLANE


               OCS/ECS
                       OCS/ECS* and OS V2.04+ (V37+)   (system)     8/24bit

               AGA
                          AGA* and OS V3.x+ (V39+)        (system)     8/24bit


               Window
                        (AGA and/or CyberGraphX RTG)    8bit         8/24bit

               CgxOverlay
                    (CyberGraphX RTG, Overlay)      8bit         8/24bit


               CyberGraphX
                   CyberGraphX** RTG System        8bit         8/24bit

               EGS 7
                         EGS Emulation Software V7       8bit         8/24bit

               Merlin
                        Merlin*** Card Software         8bit         8/24bit

               OpalVision
                    OpalVision Card Software        8bit         8/24bit

               Picasso96
                     Picasso96 RTG System            8bit         8/24bit
```

```
              Picasso
                      PicassoEmu** (Picasso II(+)/IV) 8bit         8/24bit

              Retina
                       RetinaEmu (Retina Z2/Z3)        8bit         8/24bit

*   ECS- and AGA.svdriver will both work with graphic cards,
    if they are configured with "BITMAPCOPY=RTG" and the GfxCard software
    does supply a Workbench Emulation and/or Screen Promotion.
    If you own a graphics card, without having an appropriate SVDriver
    for it, always try using AGA.svdriver at first.
    For handling 24 Bit, extra settings should be done (dithering, etc.)

**  The APIs of these RTG/emulation systems have been "cloned" by other
    systems, also. Drivers possibly may work with these as well, since
    they are not relying on any undocumented features - except maybe
    concerning specific system-friendly workarounds for specific bugs.
    If there is a "native" driver for these systems, you should not use
    the "cloned" API driver - if not stated differently or unavoidable.

*** With ProBench V3, use the CyberGraphX SVDriver instead.
    The native API seems to have become incompatible to its predecessors
    in some ways.


[ API = Application Programmers Interface ]


Planned SVDrivers:
==================

 "Send me a card, I write the Driver !"
 (at least trying to do so, then... ;-)


Dropped Projects:
=================

 There won't be drivers for:  - Graffiti

                                Since the graffiti.library does not offer
                                OS conformeous access (IDCMP) and the
                                number of available resolutions is far
                                too limited.
```

1.12 Overview of currently available SVOperators

```
                Available SVOperators (mostly included) :

 SVOperator


              24BitToHAM
                        dithers 24 bit RGB to HAM6/HAM8
```

```
AnyTo24Bit
          converts input to 24 bit

Blur
               applies blur filter to graphics

CallPNM
             Call preset external PNM operator

Crop
               "crops" boxes of any size from 8/24 bit graphics

Dither24Bit
         dithers 24 bit RGB to 2..256 Colors

ExtractBlue
         extracts Blue values from (upto) 256 Colors or 24 bit

ExtractGrayScales
   converts (upto) 256 Colors or 24 bit to Gray

ExtractGreen
        extracts Green values from (upto) 256 Colors or 24 bit

ExtractRed
          extracts Red values from (upto) 256 Colors or 24 bit

HilbertDither256
    dithers to Black & White

LeftToRight
         turns left to right ...

OptimizePalette
     reduces depth by filtering unused or redundant colors

PaletteDither
       dithers (optionally in parts) to a user-supplied palette

Resize
              resizes to given new width and height

Rotate
              rotates by 90/180/270 degrees ...

RotateFree
          rotates freely by 0..360 degrees about a given point

Scale50
             scales to half/double size

ScaleDDA
            scales by given zoom factor

Sharpen
             applies sharpen operator to graphics
```

```
              TopToBottom
                       turns top to bottom ...

              XOR
                              nice effects ...


    Just for information:

     - this distribution also includes a bunch of image processing
       operators by
              Steve Quartly
               (SQOperators) like

        SQBentley.svoperator             SQBlur.svoperator
        SQContrast.svoperator            SQDeep_Press.svoperator
        SQDiffuse.svoperator             SQEmboss.svoperator
        SQHighPass.svoperator            SQMosaic.svoperator
        SQMotion_Blur.svoperator         SQOilPaint.svoperator
        SQSharpen.svoperator             SQSlicing.svoperator
        SQThreshold.svoperator           SQTiling.svoperator

     - buyers of the commercial program
              Picture Manager professional
                      (short: PMPro) will also get some additional operators,  ↩
                         which
       are not freely distributable (exclusively shipped with PMPro):

        AddText.svoperator               Antique.svoperator
        AutoBorder.svoperator            Brightness.svoperator
        Complement.svoperator            Contrast.svoperator
        Convolve.svoperator              DitherFix24.svoperator
        EdgeDetect.svoperator            Gamma.svoperator
        Mosaic.svoperator                PagePrint.svoperator
        RGBAdjust.svoperator             ScaleFree.svoperator

        (refering to release V5.5 - may differ from version to version)


  Planned SVOperators (no guarantee !) :

   - some more operators for common image processing
   - and more
```

1.13 Software supporting SuperView-Library

```
                o The following programs do own a license for SuperView-Library:

  Program           Description                                          Status
  ------------------------------------------------------------------------------

              SuperView
                       THE image viewer and converter for anyone          SW
```

```
                SqOpal
                            THE image viewer and processor for OpalVision      SW

                SuperLoader
                       THE loader module for OpalPaint                      FW

                ImageEngineer
                     THE image processing program for anyone             SW

                PictureManager
                    THE image database program for professionals       COM

                DRAFU
                             THE function plotting program                       SW

                GenesisPro Editor
                 Game Level Editor                                  FW
   (and various other programs)
```

o The following small programs have been written by me and do also support SuperView-Library in some way :

Program	Description, Author	Status
SimpleView	SuperView-Library Example Program	FW
MicroView	SuperView-Library Example Program	FW
#?Slide	various external display programs for SViewII	FW
KFracPlus	fractal generator (saves via library)	FW
PNG-Box	conversion "any to PNG" for WWW uses	SW
JPEG-Box	conversion "any to JPEG" for WWW uses	SW

1.14 superviewnote

SuperView (SViewII) is a program that has been designed for the purpose to display any kind of graphic 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 the external Driver-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 SuperView and installing it to your System:

- 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 all SVObjects, SVDrivers and SVOperators of SuperView-Library
- "Screen-Grabbing"

```
 - 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+ (not all texts yet)
 - AmigaGuide OnLine-Help for OS V2.04+ (asynchroneous & 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


It is Shareware and can be found on AmiNet under gfx/misc/SvII-#?.lha.
Predecessors have been SuperView and SViewNG (previously under gfx/show).

SuperView/SViewII WWW pages:

  http://wdo.de/ark/
  http://www.ar-kleinert.de
```

1.15 sqopalnote

```
SqOpal is an Image Processing, display and manipulation package
especially for the OpalVision 24 bit Graphics and FrameBuffer hardware.

It has been written by Steve Quartly and Paul Huxham and optionally
uses SuperView-Library.

It is Shareware and can be found on AmiNet under gfx/show
(for example gfx/show/SqOpal20.lha).

Steve Quartly: steveq@mafeking.scouts.org.au
Paul Huxham:   paulh@perth.DIALix.oz.au
```

1.16 superloadernote

```
SuperLoader is a Loader Module for OpalPaint (OpalPaint comes
with the OpalVision 24 bit Graphics and FrameBuffer hardware).

It has been written by Steve Quartly and Paul Huxham and
uses SuperView-Library.

It is Freeware and can be found on AmiNet under gfx/board
(for example gfx/board/SuperLoader11.lha).

Steve Quartly: steveq@mafeking.scouts.org.au
```

Paul Huxham: paulh@perth.DIALix.oz.au

1.17 imageengineernote

Image Engineer is a shareware image processing application
for any Amiga with 68020 and OS 2.x or greater.

Image Engineer can be used for tasks varying from converting
images between different file formats, rendering 24 bit images
down to standard Amiga screen modes, enhancing badly scanned images,
applying special effects even up to advanced image composition.

What you can use it for is basically limited by what you can think of.

Registration fee is only 35 US dollar (45 AUS dollar, 55 DEM).
Registration sites are in the Netherlands (Simon Edwards)
and Germany (Andreas R. Kleinert).

Registered users will be sent a personal keyfile which will
unlock all of Image Engineer removing the limits on the image size,
and the 'Register Now...' requesters.

This keyfile will also work for future versions.
Keyfiles can be sent out via mail or Email.

IE can be found in (currently) two archives on AmiNet under gfx/edit
(for example gfx/edit/ImEngV3.41p1.lha and /ImEngV3.41p2.lha).

Simon Edwards: sbe@worldonline.nl
IE WWW page: http://www.amigaworld.com/support/imageengineer/

1.18 picmanagernote

Picture Manager Professional (PMPro) V5.5 is an excellent commercial
image catalogization program with a large number of features for
creation and handling of thumbnail tables.

It is a powerful database and allows loading, processing and displaying
images via SuperView-Library and includes an automatic conversion
function for catalogs of images, which allows to convert between all file
formats SuperView-Library does support ... AND MORE ...

It even can directly scan LHA and LZX archives for images.

- For a demo version of the ENGLISH version V5 of Jürgen Schäfer's
  Picture Manager prof. please see Aminet:biz/demo/pm5_demo.lha

- The GERMAN version V5.5 of Jürgen Schäfer's Picture Manager prof.
  can be obtained from

```
      IrseeSoft SPCS
      Meinrad-Spieß-Platz 2
      D-87660 Irsee            Voice: +49-(0)8341-74327
      Germany                  Fax:   +49-(0)8341-12042

  Or from any distributor. The official pricing as with March 1999
  is 99 DEM (no guarantee). Ask them for it.

  IrseeSoft also are the manufacturers of the TurboPrint V7
  high quality printer driver enhancement system.

  A CD-ROM containing catalogues of more than 25000 graphics from
  Amiga CD-ROMs as well as a full version of PM 2.0 and demo versions
  (german) of PMPro 4 and TurboPrint 5 is available for 29 DEM
  (no guarantee). It's the first one of a new CD-ROM series - the second
  already has been released and does contain graphic catalogs for the
  Aminet 1-16 and Aminet Set 1-4 CD-ROMs.

  IrseeSoft WWW page: http://www.irseesoft.com
  IrseeSoft: mail@irseesoft.com
```

1.19 drafunote

```
DRAFU plus is a function plotter, which optionally supports
SuperView-Library for saving the drawings from single windows.

It includes the following features:

  - freely defineable function terms (x^?, sin, cos, tan, ...)
    (function parser by Dipl.Ing. Ulrich Degens)
  - unlimited number of sizeable windows on the screen
  - unlimited number of functions per window
    (presented as a list)
  - upto 256 colors on the screen (AGA):
     - freely selectable draw color for each function
     - freely selectable background, drawing and axis color
       for each window
  - loading and saving of function lists
  - flexible axis' description (decimal, logarithmically, scientific)
  - single/double axis description
  - saving windows drawings in any of the graphics file formats
    SuperView-Library does support (optionally, library is not needed)
  - hardcopy function

 AND MUCH MORE

DRAFU can be found on AmiNet under misc/math
(for example misc/math/DRAFU.lha).

Author: me ;-)
```

1.20 genesisnote

```
GenesisPro is a 3D Level Editor, that is usable
for Dungeonmaster style and Wolfenstein 3D style/DOOM
style games (it does not feature not-rectangular walls,
but it DOES feature floors of different height).

It has been written by Alex Grasso and Steffen Haeuser.

GPE is Freeware and can be found on AmiNet under game/demo
(for example game/demo/GenesisPro.lha).

Steffen Haeuser: Fido 2:2487/3009.0, MagicSN@Birdland.es.bawue.de
```

1.21 And thanks for all the fish:

```
I perhaps have to thank many persons for supporting me with ideas,
Bug-reports and so on :

Thanks go to (in alphabetical order) :

 * Jan van den Baard

   ... for his great tool GadToolsBox, which I formerly used to
   design the GUI of SVPrefs.

 * Ian O'Connor

   ... for the Designer, which I used before Wizard for GUI creation.

 * Simon "ImageEngineer" Edwards

   ... for a lot of things concerning SuperView-Library :-)

 * Gerd Frank

   ... for Beta-Testing, Bug-Reports and for his many ideas and suggestions,
   concerning SuperView-Library and SuperView (also see notes there) !
   And last not least for the first draft of the Guide Documentation... ;-)

 * 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.
   With SuperView-Library only the InstallerScript-Icon is used yet
   (several times ;-)

 * Steve Quartly and Paul Huxham

   ... for the various versions of OPAL.svdriver included with the
   library (Steve and Paul) and for Steve's SQ-Operators, included
   with his friendly permission.
   Steve also did "SuperLoader" and "SqOpal" together with Paul Huxham.
   THANKS !

 * Georg Rottlaender <Georg.Rottlaender@home.ivm.de> for redesigning
```

the Wizard GUI of the prefs program

* Jürgen Schäfer

... for speficic Beta-Testing and related Bug-Reports, as well as several useful hints and suggestions on implementing new features to the library.

* 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

... for the new Icons for Doc- and AmigaGuide-files, included with the Library. He also designed some graphics and icons for use with SuperView and new drawer icons.
Additionally, he had a lot of ideas, suggestions and graphics for 24 bit IFF-ILBM, IFF-YUVN, IFF-DEEP and SGI support.

* to the translators

Francais:	Julien Wilk	(wilkj@esiee.fr)
	Pascal Rullier	(rullier@triade.fr)
Italiano:	Alessandro Basso	(cralex@amiga.dei.unipd.it)
	Luca Giolo	(grifon@vega.unive.it)
Svenska:	Patrik M Nydensten	(ie96_pny@isk.kth.se)
	Torbjörn Aronsson	(torbjorn.aronsson@mailbox.swipnet.se)
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	Andrija Antonijevic	(TheAntony@bigfoot.com)
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	Linus Silvander	(linus@icenet.fi)
Português:	Joel Alvim	(mindwalker@mail.telepac.pt)
	Alexandre Gabriel	(chryse@mail.telepac.pt)
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Português-Brasil:	Otto Carvalho	(ottocarvalho@alternex.com.br)
	Gustavo Sarmento	(sarmento@nutecnet.com.br)
Türkçe	Sinan Gurkan	(sgurkan@artemis.efes.net)

* and last NOT LEAST

- all _registered_ users of SuperView for supporting Shareware !!

*** COMMERCIAL BREAK - BEGIN ***

ORDER YOUR KEYFILE NOW !

*** COMMERCIAL BREAK - END ***

- the people mentioned below (still in alphabetical order ;-) :

Joel	Alvim	for managing/coordinating the ATO work
Torbjörn	Aronsson	for suggestions and bug reports
Ralph	Babel	for writing the useful "Amiga Guru Book" and for competent statements in DE.COMP.SYS.AMIGA.TECH
Alex	Carbin	TuC / Co-Sysop Century
Rüdiger	Dombrowski	ADX-Datentechnik
Thomas	Dorn	Author of XiPaint (thx for 3.2 and 4.0)
Sven	Drieling	"Indy" - Creator of "Power-Brei" DiskMag and the Oberon2-Language interfaces and modules
Oliver	Eichhorn	for technical discussions about EGS support
Thomas	Eigentler	Programmer of MERLIN.svdriver (included)
Wolf	Faust	Studio programmer
Thomas	Fischbach	did various online support for a long time
Fred	Fish	AmigaLibDisks and Fish CD-ROMs
Klaus	Gillarek	Beta testing Picasso96.svdriver :-)
Stefan	Grad	GPD-Disks
Klaus	Holtorf	for detailed information on graphic file formats
Ing.-büro	Helfrich	for supplying the PiccoloSD64 Graphics Card
Colin J.	Knight	for debugging
Stefan	Kremer	TuC / Sysop Century
Alex	Lange	Time PD-Disks (former aps-electronic)
H.P.	Lattka	Franz PD-Disks
Andreas	Manewaldt	Taifun PD-Disks
Axel	Melzener	Game Object Design
Andreas	Neumann	Creator of the PCQPascal-Language includes and modules
Patrik M	Nydensten	for lots of suggestions and bug reports
Dr. Greg	Perry	for help on IFF-FAXX implementation
Michael	Petrikowski	Amiga Szene PD-Disks, SEP - Software-Entwicklung
Albi	Rebmann	supplier of my ftn.neckar-alb.de domain
Frank	Taha	thanks for the DP II (PC) PBM graphics
Michael	Trautes	Sysop of Micky's box - my current Fido Boss
Michael	Trautmann	PC-Programmer, for information on Win icons
Christian	Wincziers	Sent me some PICT-2 graphics. Thanks !
Florian	Zeiler	Sending me the RetinaZ3 and PicassoII graphic cards enabled me to write own Drivers for these.

- some users, which e.g. reported bugs via mail, e-mail or telephone or did something else related to my programming work on the library (only the ones, which have not already been listed above) :

Thomas	Alexnat	
Joachim	Baumeister	
Rudi	Brand	
Aaron	Digulla	
C. Davis	Sprague	(dsprague@mhv.net; MCP bug report)
Michael	Flad	
Grant	Fribbens	
Thomas	Gundlach	
Michael	Gruber	
Richard	Hartmann	
Mats	Jansson	(for reporting 060 problems)
Michael	Kilimann	(for reporting 060 problems)

```
    Mika        Lundell      MERLIN testing and so on. Thanks.
    Mats        Jansson
    Jim & Becky Maciorowski  (thanks for the nice card :-)
    William     Maddock
    Michel      De Meerleer
    Neil        Mohr
    Patrik      Nydensten    lots (tons ;-) of suggestions
    Patrick     Ohly
    Andy        Philpotts
    Dr. Heiko   Pollmann
    Fabio       Rotondo
    Jürgen      Schneider
    Tommy       Simonsen
    Klaus       Stengel
    Reinhard    Theling
    Henrik      Tikanvaara
    Marco       Vernaglione
    Marc-Tell   Volkmann
    Fabien      Wernly
    Tilo        Winkler      (thanks for the strange TIFFs ;-)

    and more.

Maybe I forgot somebody to list here, but nobody's perfect... ;-)


Please note: If you wrote to me and didn't get an answer,
             this need not necessarily mean, that I didn't
             answer - mails can get lost sometimes.
             Please tell me and ask again!
```

1.22 How to contact the author

```
** General PerSuaSiVe SoftWorX WWW Support Site is http://wdo.de/ark/
** - actually redirected to http://www.ar-kleinert.de

 ____________________________________________________________
|      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                       |
|                                                            |
|                                                            |
|      Until 30 Sep 99          As With 1 Oct 99             |
|                                                            |
|      Andreas R. Kleinert      Andreas R. Kleinert          |
|      Sandstrasse 1            Am Kornberg 48               |
|      D-57072 Siegen           D-57076 Siegen               |
|      Germany, Europe          Germany, Europe              |
|                                                            |
```

```
|      +49-271-22869            (to be announced)         |
|      (also FAX + AM)                                    |
|                                                         |
|                  Weekdays after 18.00h.                 |
|                                                         |
|         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.        |
|_________________________________________________________|

EMail:

      Please send binaries via ARK@News.wwbnet.de, and keep
      them smaller than 16 KB - otherwise ask before.
      Please think twice before sending them - my postbox
      is not unlimited in size.

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

         - Fido   Andreas Kleinert 2:2457/350.18
         - Usenet
            >>>   info@ar-kleinert.de
                  Andreas_Kleinert@gmx.de
                  ARK@News.wwbnet.de

         - 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.
  Also mention the version number of SuperView-Library (and e.g. SuperView)
  which caused the bug and describe your system configuration
  (Amiga model CDTV/CD-32/600(HD)/500(+)/1000/1500/1200(+/HD)/2000/2200/
   2500(UX/AT)/3000(+/T)/4000(/030/040/060/PPC)(T)/DraCo(/040/060)/
   4060L/5050T, Kickstart/OS Version, RAM, HardDisk, GfxCard, any special
   Hardware/Software)
  Since there recently have been some problems: please don't forget
  to mention, whether your machine is accelerated in any way, or
  not (68020/.../060 plus 68881/882, PMMU or PowerUp/PPC).

  Would be nice to know, whether it is going to run under UAE or
  any other Amiga or AmigaOS emulation, etc.
```

1.23 The future of SuperView-Library...

```
The Future (or: The Undiscovered Zone ;-)
=========================================
```

```
Well, ideas cannot be planned and creativity is not able
to be calculated ;-)

So I can only express, what I'm thinking about the future of the library:
There are many things, which I want to implement, on the other hand
there are things, which are just necessary to be implemented sooner
or later. So much work has to be done (still).

I'll try to do this, but I hope that there's enough support from the
Amiga programmers all over the world (via Inter/AmiNet, Fido, etc.)
to help me to continue doing so.

This does not only mean fincancial support, but also additional
programming efforts like third-party improvements on the library.

You may contact me for developer support - like already mentioned before.


- Andy
```

1.24 Known bugs and suggestions for workarounds

```
               Harddisk MaxTransfer problem        (workaround)

               Problems with specific applications (workaround)
                  Crashes on 060 systems should no longer appear - if the library ↩
                      crashes
  on specific modules at startup-time, please trace it back with SnoopDOS,
  delete that specific modules, and contact me for a bug-report.

  Minor problems:

     o C. Davis Sprague told me, that the combination superview.library
       and MCP with active NEWTOOLTYPES patch did cause crashing the library
       at startup time. So don't use that patch...

       There seem to be more options in MCP, which may become 'critical'...

       Whenever you encounter any problems: first try it again without
       any patches running !

     o Do not mix libraries from Picasso96 and CyberGraphX - when again
       switching from P96 to CGfx with Picasso96API.library still being
       in LIBS: then your system will immediately crash with the next
       opening of that library. (This may have been fixed with newer
       versions of Picasso96, but don't be suprised if not.)
```

1.25 Harddisk MaxTransfer Problem

```
IDE-MaxTransfer Problem (in rare cases, SCSI concerned, too)
------------------------
Since SuperView-Library usually holds very large buffers within
memory, it also likes to read and write these completely from and to
disk. This means, that the specific device drivers are confronted with
quite large values of bytes to be read or written, which perhaps
usually does not happen very often.

Sometimes the firmware of IDE harddrives, like shipped with the
A4000/030-040 or A1200HD, does not support transfers of blocks
larger than 64K (65535 Bytes) during one single write operation.
Ususally the DOS splits larger writing calls to take care of this
restriction. But since this is just a lack of performance and actually
does not comply to the IDE/AT standard, the default value for
this "MaxTransfer" is not 0xFFFF (64K) but 0xFFFFFF or 0xFFFFFFFF instead.

If any written graphics files are mysteriously damaged or will be
read incorrectly (writing usually is more critical than reading), you should
start your "HDToolBox" and select "Partition Drive" for the concerned
HardDrive. After that activate "Advanced Options" and chose "Change".
Modify the "MaxTransfer" field, so that it does reflect "0x00008000"
(which is the safest value - "0x0001Fe00" or "0x0000FFFF" may work as
 well, but this would have to be explicitely tested).

After that leave all the windows by confirming "OK" and select
"Save Changes to Drive" (no longer disabled) on the first window.

Do not change any other settings within "Partition Drive", if
you don't know, what you're doing, since actually partitioning
your HardDisk would cause your complete data to be lost.
If you did change something you didn't want to change, just
"Cancel" the whole thing and start from the beginning.

Please note that, if you don't have correct MaxTransfer value settings,
this may cause damage to data on your harddisk. Either when reading/
writing via SuperView-Library or with other programs.
```

1.26 Problems with specific applications

```
Here's a list of several programs, which either cause SuperView-Library
to crash, or which may crash or fail unexpected (so that it might seem,
as if SuperView-Library did crash or were the reason of the fault):

  o p5 Mk3 problems
    ===============
     Problem
     -------
     Drivers are not correctly loaded, preferences can't be changed.

     Solution
     --------
     It has been reported, that a firmware upgrade from V44.38 to
     V44.57 did fix the problem. So, please only use versions
     equal or greater than this one.
```

o Crashes PicassoIV and Picasso96
==========

Problem/Solution

If the library crashes at startup-time silenty always,
or the machine produces strange visual effects,
make sure that you're using the newest version of
Picasso96 AND that you've an uptodate flash ROM
on your PicassoIV. There seem to have been problems
with older versions, so you may wish to upgrade
your card's software.

o Mixed Picasso96 and CyberGfx environment
==========

Problem #1

Picasso96 users, which have the Picasso96.svdriver installed
(that's default, unless you "exclude" it via SVPrefs or
delete it), and do switch between P96 and CyberGfx, should
note the following: without removing Picasso96API.library
from Libs: when CyberGfx is running, any program that
tries to open Picasso96API.library will make it crashing
(since that library tries to create another, emulated
 instance of cybergraphics.library, which must fail).

Solution #1

Either

- delete/exclude Picasso96.svdriver
- move all libraries, not only the monitor drivers,
  when switching between P96 and CyberGfx
- wait for a bugfix (Tobias Abt and Frank Mariak
  both have been informed)

Problem #2

There's a Picasso96API.library replacement for CyberGraphX,
written by Steffen Haeuser. V20.0 does produce a couple
of Enforcer hits when being opened.

Solution #2

Either

- remove it
- remove Picasso96.svdriver
- upgrade to a bug-fixed version

o EGS libraries V6 and V7 © VIONA Development
==========

Problem

When flushing the EGS libraries, it seems that the libraries will
cause recoverable alerts with OS 3.x.
Maybe on some systems real crashes will occur.

```
   Don't know, whether the libraries are really the source,
   but it's likely.

   Solution
   --------
   Don't flush ;-)

o DOpus5 (supposed to be fixed with Magellan release)
  ================================================
   Problem
   -------
   Not a serious problem. DOpus5 does not seem to figure the correct
   version numbers from sv library files, when requested to do so.

   Solution
   --------
   C:Version libraryname

o LX/020 1.03 © 1993 Xenomiga Technologie (Jonathan Forbes)
  ==========================================================
   Problem
   -------
   Obviously can't correctly extract large LZH/LHA archives.

o MCP (various versions)
  ======================
   Problem
   -------
   Seems to cause: ramlib-crashes, odd address gurus, check
   instruction gurus or bad screen colors, ...

   Solution
   --------
   Disable the following MCP patches:

      - new tooltypes
      - reqtols patch
      - onereq
      - library search
      - SetRGB32

o NewMode V3.3 (and below) © 1992-95 by Andreas Linnemann
  ========================================================
   Problem
   -------
   Has been reported to cause serious problems when running together
   with e.g. SuperView (when attaching a fixed ViewMode to the program).

   Solution
   --------
   Already fixed for newer versions.
   I, personally, would strongly recommend not to promote any SuperView
   Screens via NewMode, since now for almost any configuration there
   should be suitable SVDrivers - alternatively also a RTG-configuration
   for AGA.svdriver.

o SnoopDOS
```

```
  ========
   Problem
   -------
   Some external libraries (being opened by SV modules) seem not
   to be snoop'able without causing crashes, then.

   Solution
   --------
   Turn off SnoopDOS OR try disabling its library/loadseg snooping
   function and/or specify its "NOPATCHRAMLIB" option (via CLI/Tooltypes).

o VMM (supposed to be fixed)
  =========================
   Former versions of SuperView-Library did allocate all buffers
   with the MEMF_PUBLIC flag set, which prevented e.g. VMM
   from storing these as virtual memory on disk.

   As with current versions, the large image buffers - where
   it makes sense - are no longer prevented from being accessing
   by VMM. MEMF_PUBLIC no longer is set for these.

   Before - and with old modules - this could have been by-passed
   by setting the 10240 flag value within VMM's advanced options
   - but this should not be done any longer, since it may become
   dangerous under certain circumstances.

o Shutdown
  ========
   Problem
   -------
   The program "Shutdown" (Aminet:util/misc/shutdown2_3.lha)
   may cause SViewNG to crash at startup time under CyberGraphX,
   while under Picasso96 there did not occur any problems.

   However, the bug does not seem to be in CGfx originally,
   since a recompilation (the source comes with Shutdown) with
   SAS/C 6.58 did fix it.

   Solution
   --------
   Avoid using Shutdown (Olaf Barthel dropped development/support
   for this program several years ago, anyway) or make sure
   that you don't use it under CyberGraphX unless you've got
   your hands on a version that has been recompiled with a
   newer SAS/C version.
```

1.27 History

```
Please note the version-dependencies - with older versions
you may encounter error messages like "version conflict":

superview.library      SVObjects      SVDrivers      SVOperators

Version 15-24          Version 4      Version 2-3    Version 3
```

```
(superviewsupport.library V15, svppclaunch.library V1,
 svmovie.library V1)


 V24.8 (7.8.2000) :
 ------------------
  - SVObjects:   - PNG:  - (see there)
                         - speedup

                 - JPEG: - speedup

  - SVDrivers:   - CgxOverlay, Window:

                      - added 020/030+ version

                 - CgxOverlay, AGA, Window, Picasso96, ECS:

                      - speedup

  - Configs:     - changed "SampleConfigs", so that for most graphic
                   card setups (RTG), AGA/ECS.svdriver no longer will
                   default to "24BitToHam.svoperator" on 24 bit
                   graphics but "Dither24Bit.svoperator". This will
                   avoid that "cannot handle HAM data" error message,
                   in case the selected screenmode is a RTG mode
                   and can't handle HAM data (HAM_KEY not set in mode ID).


 V24.7 (7.5.2000) :
 ------------------
  - SVObjects:   - PNG:  - (see there)
                 - ILBM: - (see there)

  - SVPPCLaunch: - library startup code no longer 040+ optimized
                   (who knows what it might be good for...)

  - Support-Library: - speedups (see there)

  - Installer:   - fixed another SQOperator related problem
                   (-> Norbert Roth)


 V24.6 (6.2.2000) :
 ------------------
  - SVDrivers: - Picasso96: - (see there)

  - Installer: - fixed SQOperator installation on 030/040+ systems
                 (-> Kolbjorn Barmen)


 V24.5 (19.1.2000) :
 -------------------
  - SVDrivers: - CgxOverlay: - changes (see there)

  - Library: - certain speedup of V43+ datatypes-based reading

  - Support-Library: - speedups (see there)
```

```
 - added 68000 and 68040 versions of SQOperators (030+ only, before)


V24.4 (1.1.2000) :
------------------
 - NEW SVObjects: - FxPaintStargate: - for quick and direct export
                                       of graphics to FxPAINT

 - SVDrivers: - CgxOverlay: - improved (see there)
              - Picasso96:  - handles 15 bit modes as well now

 - Docs: - there accidentally were two 24.2 entries instead
           of 24.2 and 24.3

         - updated for Y2K compliance ;)


V24.3 (7.12.1999) :
-------------------
 - SVObjects: - AmiIcon:    - added basic OS 3.5 support, etc.

 - SVDrivers: - Window:     - fixed refresh handling
              - CgxOverlay: - fixed refresh handling

 - Preferences: - (see there)


V24.2 (19.11.1999) :
--------------------
 - SVDrivers: - CgxOverlay: - fixed bug in resource management

 - small other changes

 - NOTE: As far as I can tell, there is NO VIRUS in DEEP.svobject
         but just a bug in XTruder's virus recognition. Neither
         VirusZ nor newest VT do report any virus on DEEP.svobject
         and if I recompile it, the sizes remains 7348 bytes.

         If you know the new email address of the XTruder author,
         then please contact him (I tried, but failed).


V24.1 (24.09.1999) :
--------------------
 - NEW SVObjects:   - added Camedia.svobject for digital cameras
                    - added SPP.svobject for SPP/SPC image compression tool

 - NEW SVOperators: - added ScaleDDA.svoperator for scaling by zoom factor
                    - added Resize.svoperator for resizing graphics to new
                      width and height (as supplied by user)

 - SVObjects:   - TIFF: fixed "shifted pixel" problem in saver

 - SVOperators: - recompiled all of Steve's SQOperators
                  with latest SAS/C (again ?).
                  Did not bump the revision numbers, though.
```

```
 - Library:     - V43 datatype loader could have crashed
                  on certain types of 24 bit bitmaps
                  (-> Niels de Koning)

                - added "svmovie.library" for exclusive
                  use with Heinrich Angler's MovieShop Operator
                  (requires installed SuperView keyfile)

 - Docs:        - address change!

 - Misc:        - updated/fixed certain .cpinfo contents

 - Lost track:  - and more...


V23.4 (01.07.1999) :
--------------------
 - SVObjects: - PNG, TIFF: - (see there)
              - WPG:       - PPC support was disabled
              - Targa:     - added 32 bit support
                           - fixed 16 bit loader
              - BMP:       - fixed problem with certain bad BMPs

 - Docs:      - added/updated some spanish texts
                (-> Dámaso D. Estévez)


V23.3 (05.06.1999) :
--------------------
 - SVObjects: - ILBM: - (see there)
              - JPEG: - now recognizes and reads JPEG files
                        with Mac Binary header as well;
                        only for files with extension .jpg
                        or .jpeg, though (StripJPEG functionality)
              - BMP:  - added 16 bit support (kind of)

 - Docs: - updated press feedback section


V23.2 (10.04.1999) :
--------------------
 - SVObjects: - ILBM: - (see there)

 - various other changes

 - svppclaunch: - the previous library version would not have
                  worked with ppc.library if power.library
                  was installed at the same time - unless
                  PPCLibEmu was active. Oops.
                - additionally, missing WOS modules (i.e.
                  any modules not yet converted from .svm to .dll)
                  would have caused "out of memory" errors.
                - short: this version was broken. Released a fix. (V1.1)
                - then, LOADELF_WOS=ON was default (should have
                  been =OFF). Fixed - not released separately. (V1.2)
                - added AUTO=<ON|OFF> switch (V1.3)
```

```
V23.1 (31.03.1999) :
--------------------
 - SVObjects: - PNG: - (see there)

 - SVDrivers: - ECS, AGA, CyberGraphics: - (see there)

 - Docs:      - partially updated

 - NEW:       - added "svlaunchppc.library" which automatically
                deals with correct PPC modules (PPC or WOS) now;
                it does reqire a 68040+ CPU (see libs/68040)
                and currently can handle .svm (PPC) and .dll (WOS)
                style modules. Its main purpose is to reduce the
                SV module overhead and instead move it to a separate
                library; additionally the PPC/WOS issue is solved
                in an elegant way.
              - some PPC modules now have a fallback option:
                if the PPC module produces an error or runs out
                of memory, the 68k module will be executed, then
                (not separately documented for the single modules)
              - we now also do save some KB at runtime on
                68k-only systems...

  - Misc:     - there's now a default config for Window.svdriver
                to use Dither254Bit.svoperator on 24 bit graphics
                (otherwise a huge slowdown could be the result)


V22.2 (20.02.1999) :
--------------------
 - SVObjects: - RGFX: - (see there)

              - TIFF: - basic multi-image support

              - PNG:  - (see there)

 - NEW SVDrivers: - CgxOverlay
                    !! BE WARNED !! This still is a beta version...

 - Docs: - updated press feedback section

 - Misc: - additional $VER string to make everyone happy
         - etc. ;)


V22.1 (22.11.1998) :
--------------------
 - SVOperators: - (see Blur, Sharpen)

 - added StackSwap code to library startup code;
   this should fix the very last stack-related crash problems

 - added "known bugs" entry concerning the p5's Mk3 boards

 - bumped main library version to V22
```

```
 - bumped support library version to V13 (V13+ required now)

 - Support-Library: - (see there)

 - installer script now will no longer fail, if the libs/68030
   directory isn't present

 - Note: V21.10 was not on Aminet


V21.10 (31.10.1998) :
---------------------
 - SVObjects: - EPS: - (see there)

 - updated docs


V21.9 (5.10.1998) :
-------------------
 - SVObjects: - PNM:  - fixed small bug
              - IMG:  - (see there)
              - RGB8: - added RGBN support

 - SVDrivers: - Window: - (see there)

 - SVPrefs: - doubleclicks now possible... (no more "Modify")

 - Installer: - localized some more texts (MCP, PPC)
                (-> Dámaso D. Estévez)

 - Misc: - added several new and updated translations by ATO


V21.8 (8.9.1998) :
------------------
 - SVObjects:   - Unpack:          - now supports .hqx extraction
                - PNG, JPEG, TIFF: - (see there)

 - Support-Lib: - (see there)


V21.7 (9.8.1998) :
------------------
 - SVObjects: - BMP: - (see there)


V21.6 (30.7.1998) :
-------------------
 - NEW SVObjects: - Spectrum: - (ZX Spectrum files, see there)

 - SVObjects: - PNM, C64: - (see there)
              - BMP:      - (see there)
              - PNG:      - fixed alpha+interlaced bug
                          - fixed grayscale+alpha bug

 - SVDrivers: - Window: - (see there)
```

```
 - Misc: - added español translation by Dámaso D. Estévez <amidde@arrakis.es>

 - Docs: - rewrote the docs section about 040/060 and math patch
           recommendations; don't patch your system worse !


V21.5 (5.7.1998) :
------------------
 - Prefs: - SVPrefs tended to crash from WB because of lacking
            a sufficient stack size in the icon


V21.4 (28.6.1998) :
-------------------
 - Support-Lib:  - added another, alternative viewmode generation
                   routine (to be selected via preferences)

 - Note: V21.3 was not on Aminet


V21.3 (27.6.1998) :
-------------------
 - NEW SVObjects:       - CVP:          - for video/passphoto format

 - NEW SVDrivers:       - Window:       - Window.svdriver for AGA/RTG

 - SVObjects:           - MetaView:     - added support for IFF-DSDR
                                          and (some) Win CLP files
                        - PNG:          - (see there)

 - Misc:                - fixed the "STACKSIZE" entry in various
                          .cpinfo files of SVObjects
                        - ECS/AGA/Window (now) have Dither24Bit as
                          default for colorspace adjustment
                        - JPEG.cpinfo specified "PROGRESSION"
                          option instead of "PROGRESSIVE", so
                          saving progressive JPEGs might not
                          have worked
                          (-> Olivier Jeannet)

 - SVPrefs:             - fixed slider/integer bug
                        - fixed enforcer hits (see there)

 - Docs:                - updated information on powerUP (TM) modules
                        - fixed several bugs and mistakes, updated
                        - see updated notes on SnoopDOS usage


V21.2 (5.4.1998) :
------------------
 - SVObjects:           - BMP:          - added support for 32 bit files
                                        - fixed RLE 4/8 and OS/2 support
                        - TIFF:         - fixed and upgraded
                                        - 68k loader was screwed up to 90  ↩
                                           percent
                        - GhostScript:  - added controlpad to allow
```

```
                                changing stacksize (in case of ↩
                                   crashes)
                          - GPlot (CGM):  - added controlpad to allow
                                changing stacksize (in case of ↩
                                   crashes)
                                - changed way of calling the program
                          - AmiFIG (FIG): - added controlpad to allow
                                changing stacksize (in case of ↩
                                   crashes)
                                - changed way of calling the program
                          - Limbo (LMB):  - added controlpad to allow
                                changing stacksize (in case of ↩
                                   crashes)
                                - changed way of calling the program
                          - MetaView:     - added controlpad to allow
                                changing stacksize (in case of ↩
                                   crashes)
                                - changed way of calling the program
                                - reading of CGM and FIG now can be
                                  redirected to MetaView, as well
                          - PNG, JPEG:    - upgraded
                          - FAXX:         - added note about problems with
                                  MultiFax files
                          - Targa:        - fixed several bugs
                          - YUVN:         - fixed several bugs

 - SVOperators:           - RotateFree:   - see there

 - SVDrivers:             - Picasso96:     - fixed problem with 8/24 bit ↩
    viewmodes
                          - CyberGraphics: - see there

 - SVPrefs:               - now can be used for changing controlpad settings
                            fromout the Shell or (ARexx) scripts, too

 - Support-Lib:           - see there

 - Locale:                - added lithuanian catalogs
                            (-> Levas <savel@kaunas.omnitel.net>)

 - Installer:             - it's now assumed that "SVPrefs" is
                            in the search path, so the entry
                            in s:user-startup no longer does include
                            an absolute path
                            (-> Tilo Hanich)

 - Known bugs:            - added note about the "Shutdown" crash
                            problem under CyberGraphX
                            (-> Tilo Hanich)


V21.1 (6.3.1998) :
------------------
 - various Modules:       - updated to new .svm style PPC modules
                            (completely redesigned with SAS/C)

                            NOTE, THAT THE OLD MODULES WILL NO
```

```
                            LONGER WORK, WHILE THE NEW MODULES
                            WILL ONLY WORK WITH THIS VERSION
                            AND UP! NEW MODULES ARE AVAILABLE
                            UNDER Aminet:gfx/show/svppc211.lha

 - SVObjects:             - Limbo: - the Limbo package now is
                                     available in a PPC version, on Aminet

 - SVOperators:           - PaletteDither, OptimizePalette,
                            AnyTo24Bit, HilbertDither256:

                              - now with optional PPC support, too

                          - AnyTo24Bit, HilbertDither256:

                              - fixed small bugs (see there)


V20.1 (11.2.1998) :
-------------------
 - SVObjects: - JPEG, PNG:  - now with support for PPC native
                              ELF loader/saver; incredible speedup
              - TIFF, PICT: - dito, plus fixed some bugs

 - V19.11 (1.1.98) accidentally still was labeled
   V19.10 (27.12.97) internally

 - updated Steve Quartly's 14 SQOperators to version 3.5.
   They're now adjusted to the latest library specs, have
   been improved and bug-fixed and all seem to have
   decreased their file size a little bit
   (-> supplied by Steve Quartly)

 - Prefs: - (see there)

 - Docs: - updated press feedback section
         - updated "known bugs" on PicassoIV with Picasso96
         - updated information on powerUP (TM) plugins
           for PPC in ELF format (ppc.library).


V19.11 (1.1.1998) :
-------------------
 - Note: V19.10 obviously was not on Aminet - not my fault

 - SVObjects:  - JPEG: - (see there)

 - installer script did show the PPC warning message
   unconditionally, even without a PPC being present
   (this was left there from the testing phase). Fixed.

 - Support-Lib: with a PPC, take care that C2P=SV is
                set (see there). Otherwise the PPC
                can't be utilized for c2p/p2c conversion.


V19.10 (27.12.1997) :
```

```
---------------------
 - Support-Lib:   - MODEGEN was missing in .cpinfo file
                    (thus also not accessible from SVPrefs)

 - Docs:          - updated info on ImageEngineer: Simon
                    now has a new email and homepage
                  - updated PMPro info
                  - same for ScanQuix
                  - updated the rest, too...


V19.9 (24.12.1997) :
--------------------
 - Note: V19.8 was not on Aminet

 - NEW SVObjects: - TIM (PSX): - console graphics, as e.g. written
                                 by Personal Paint (!! BETA !!)

 - SVObjects:     - JPEG, PNG: - smarter, faster
                  - BMP:       - fixed bug in writing (4 bit, only)

 - SVDrivers:     - CyberGraphics: - (see there)

 - Support-Lib:   - new preferences option for viewmode generation
                    (-> Ramiro Garcia)


V19.8 (8.12.1997) :
-------------------
 - SVObjects: - AmiIcon: - fixed bug, that could make the system
                           crash when sv-lib was loaded/flushed


V19.7 (6.12.1997) :
--------------------
 - Note: V19.6 was not on Aminet

 - SVDrivers:   - AGA, ECS: - fixed SetPatch-Bug (see there)

 - SVObjects:   - RGFX: - fixed small bug

 - Support-Lib: - fixed SetPatch-Bug (see there)


V19.6 (27.11.1997) :
--------------------
 - SVObjects:   - RGFX: - (see there)

 - Support-Lib: - (see there)

 - Docs:        - updated Pressfeedback section: CU Amiga
                  granted "SuperView" 5 out out 5 stars
                  in a very positive review article :-)


V19.5 (16.11.1997) :
--------------------
```

```
 - NEW SVObjects: - AmiIcon: - reading/writing Amiga icon (.info)
                               files with either WB (4/8 color) or
                               MagicWB (16 color) palette, supports
                               NewIcons for > 16 colors

                    Note: Reading explicitely needs to be enabled
                          by a Controlpad setting switch!

                  - IFF-RGFX: - new graphics file format standard
                                proposal for AGA/RTG Amigas now
                                supported, too
                                (see Aminet:dev/misc/IFF-RGFX.lha)

 - SVObjects:     - C-Source: - now can write assembler source code
                                as well
                  - ILBM:     - (see there)
                  - SVG:      - (see there)

 - SVOperators:   - XOR: - (see there)

 - Prefs:         - (see there)

 - Docs:          - updated
                  - updated infos on Scanner and Printer SVObject


V19.4 (19.10.1997) :
--------------------
 - SVDrivers: - ECS, AGA: (see there)

 - MISC: - added note about possible ppc.library and powerpc.library
           conflicts (when using the PPC-Modules) to the installer
           script: always use powerpc.library V7, when using one.
         - BTW: the MCP and PPC notes in the installer script are not
           yet localized. Would be nice, if someone could do that.
         - updated polish catalog by Boguslaw Dziewierz <cut@localbar.com>
           Now placed in correct directory, with correct spelling (polski)
         - updated "Press feedback" section
         - updated information on english PMPro in 3rd party section

 - Prefs: - fixed small bug
          - new Wizard-GUI with lots of improvements done by
            Georg Rottlaender <Georg.Rottlaender@home.ivm.de>


V19.3 (28.9.1997) :
-------------------
 - Note: V19.2 was not on Aminet

 - SVObjects: - Printer: - now also supports TurboPrint for
                           8 Bit modes as well as EHB/HAM
                         - added support for Wolf Faust's Studio
                           printer system
 - SVDrivers: - ECS, AGA: - more fixes

 - LIBRARY:   - svsupport (see there)
```

```
 - MISC: - added polish catalog by Boguslaw Dziewierz <cut@localbar.com>
         - added explicite note about ppc.library V44+


V19.2 (21.9.1997) :
-------------------

 - SVPrefs: - now finally with a wizard GUI, too
              (-> Patrik Nydensten, and more)

 - Crashes: - some people still reported, that SV-Library could crash
   #1         on startup; most often deleting all unused SVDrivers did
              help. Since I could not find any related bugs, and the
              only SVDriver I don't maintain myself is OPAL.svdriver,
              it will now be moved to a new directory called
              "LIBS:svstorage" if it is not needed
            - the (unsupported) SVO.svobject and CyberDataType.svobject
              will be moved there, too
            - did the same for EGS7, PicassoII, MERLIN and Retina drivers,
              as well as Picasso96. All these drivers now are mutually
              exclusive - the only possible parallel use now is together
              with the CyberGraphX driver (since they fixed this nasty
              bug as with V1.27 or 1.28 AFAIK)
            - if you want to try parallel use nevertheless, just copy
              the files back from LIBS:svstorage/ to LIBS:svdrivers/
            - there's also the possibility to install these to
              LIBS:svdrivers/  and add their names to the file
              ENV:superview-library/svdrivers.exclude  (respectively ENVARC:) ↩
                 ,
              so that you can try to add them on demand (use "+" fromout
              SVPrefs)

 - Crashes: - there's a Picasso96API.library replacement for CyberGraphX,
   #2         written by Steffen Haeuser. V20.0 does produce a couple
              of Enforcer hits when being opened.
              Solution:  - remove it
                         - or remove Picasso96.svdriver
                         - upgrade to a bug-fixed version

 - Crashes: - SVPrefs: ensuring, that ppc.library already is in memory,
   #3                  before superviewsupport.library does try to open it
                       (-> Frank Mariak)


V19.1 (18.9.1997) :
-------------------

 - SVDrivers: - ECS, AGA: - (see there)

 - MISC:      - added francais catalog and installer script
                by Julien Wilk (wilkj@esiee.fr)
                and Pascal Rullier <rullier@triade.fr>

 - Libs:      - svsupport-lib: - (see there)

 - Docs:      - updated ATO credits
```

```
 - PPC:       - PPC modules 19.1 now are incompatible with ppc.library
                versions 44.8 and below. Since 18.x is incompatible
                with 44.9 and up, all previous buyers already did receive
                a free update, which again will work (44.20 recommended).
              - "DEEP_Decode24" PPC module had a bug, maybe this could
                have caused occasional crashes. Fixed.
              - due to PPC changes, bumped main library versions to
                19 resp. 11


V18.2 (5.9.1997) :
------------------

 - SVObjects:       - PNG: - fixed some heavy bugs


V18.1 (20.8.1997) :
-------------------

 - general 'clean-up' release
 - thus bumped version

 - ALL SVObjects:   - recompiled with SAS/C V6.58
 - ALL SVDrivers:   - recompiled with SAS/C V6.58
 - ALL SVOperators: - recompiled with SAS/C V6.58

 - SVDrivers:       - Picasso96, CyberGraphics,
                      PicassoII, Retina
                    - Picasso96 now 'out of beta stadium'

 - SVObjects:       - SunRaster, SGI

 - LIBRARIES:       - superview.library,
                      superviewsupport.library:
                      recompiled with SAS/C V6.58

 - LIBRARY:         - if a SVObjects/Driver/Operator
                      can't be loaded (initialized),
                      the library now will give a
                      second try immediately, which
                      will help when memory is low
                      (when "avail flush" effect taking
                       place during library initialization)

 - DOCS:            - flushed, cleaned, fixed
                      all revision histories
                    - updated 'press feeedback' section

 - MISC:            - fixed PCD.cpinfo description
                    - I am sick/tired/bored of getting
                      bug reports, which simply are caused
                      by *MCP* patching the system. It may
                      be a nice tool, but all patches should
                      work as reliable as the original...
                      So the installer script now does ask
                      you to disable the following MCP patches
                      (as long as still being buggy) when
```

```
using SuperView-Library:

  - new tooltypes
  - reqtols patch
  - onereq
  - library search
  - SetRGB32

Otherwise you may get: ramlib-crashes,
odd address gurus, check instruction
gurus or bad screen colors, ...

Thanks to the (big) number of people
who told be about problems with MCP.
```

1.28 Printer.svobject

```
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FREEWARE. All rights reserved. Only to be distributed with SuperView-Library.

Version      : 4.8
Release Date : 27.09.1997

Description
~~~~~~~~~~~
Printer.svobject is an external library module for superview.library.

It supports printing from any Screen (upto 256 Colors)
or graphics buffer (upto 256 Colors or 24 Bit).

The standard printer.device of AmigaOS does not support printing of
24 Bit graphics (rastports) upto version 3.0. There are two ways
to pass this by:

  - either dithering to 256 colors before printing
    the 24 Bit graphics (still looks ugly with standard printer drivers)

  - OR installing TurboPrint V3 through V7 by IrseeSoft, which replaces
    printer.device greatly and besides improved 256 color printing
    also offers 24 Bit support

  - OR installing the Studio Printer Software (Studio Professional II or
    any other Studio version like e.g. CanonStudio) by Wolf Faust,
    which consists of an external server program. Printer.svobject will
    write the graphics as either IFF-ILBM (upto 8 Bit) or PNG (24 Bit),
    and the Studio Server then will read the file, open its GUI and
    allow you to print it, while also being able to do some settings.


 Printing without installed TurboPrint/Studio
 ---------------------------------------------
  Currently, all 24 Bit images will be dithered to 256 colors
  before printing (using the "Dither24Bit" operator).

  Usually you get best results, when first applying "AnyTo24Bit"
```

to a 256 color graphics and then call Printer.svobject
from your application's DEVICE SVObject list.

Printing with TurboPrint/Studio being installed

When printing 24 Bit graphics, TurboPrint/Studio will automatically
be used when available. You can do all the necessary settings fromout
their GUIs.

Credits

o TurboPrint V7 does support most of the available printers
and makes these useable with the Amiga. It improves AmigaOS'
native printer drivers as well as adding 24 Bit capability to
its printer.device.

In Germany, TurboPrint can be obtained directly from IrseeSoft,
but they'll as well be able to tell you a distributor near you:

IrseeSoft SPCS
Meinrad-Spieß-Platz 2
D-87660 Irsee Voice: +49-(0)8341-74327
Germany Fax: +49-(0)8341-12042

IrseeSoft WWW page: http://www.irseesoft.com
IrseeSoft: mail@irseesoft.com

Or from any distributor. The official pricing as of December 1998
is been 149 DEM (no guarantee). Ask them for it.

IrseeSoft also are the manufacturers of the Picture Manager
professional image catalogization system.

A CD-ROM containing catalogues of more than 25000 graphics from
Amiga CD-ROMs as well as a full version of PM 2.0 and demo versions
(german) of PMPro 4 and TurboPrint 5 is available for 29 DEM
(no guarantee). It's the first one of a new CD-ROM series - the second
one just has been released and does contain graphic catalogues for
Aminet 1-16 and Aminet Set 1-4 CD-ROMs.

Thanks to Florian Zeiler for providing TurboPrint.

o Studio Professional II does support many printers, too.

In Germany, Studio 2.x can be obtained directly from arXon,
but they'll as well be able to tell you a distributor near you:

arXon GmbH
Assenheimer Str. 17
D-60489 Frankfurt Voice: +49-(0)69-978410-26
Germany Fax: +49-(0)69-978410-30

Or from any distributor. The pricing as of September 1997
has been about 109 DEM (no guarantee). Ask them for it.

```
  Thanks to Wolf Faust for providing Studio and CanonStudio.


ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/Printer.controlpad"
ControlPad-Commands : - DENSITY=<density value for printing quality>
                        ; Amiga's printer device does allow seven
                        ; modes of printing density (1-7)
                        ; (not with TurboPrint)
                        ; default is: 3

History
~~~~~~~
V4.8 (27.09.1997) :

 - now also supports TurboPrint for
   8 Bit modes as well as EHB/HAM
 - added support for Wolf Faust's Studio printer system

V4.7 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.29 Scanner.svobject

```
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Version      : 4.8
Release Date : 14.08.1997

Description
~~~~~~~~~~~
Scanner.svobject is an external library module for superview.library.

It supports scanning images by using Andreas Günther's scanner.device,
as supplied with the ScanQuix software package.

Currently, all scanned images are imported as 24 Bit.

Credits
~~~~~~~
ScanQuix currently supports more than 20 different scanner models:

 Vendor   Model                          Connection
 ------------------------------------------------------------------
 Epson    GT-4000, GT-5000, GT-6000,     SCSI, serial or parallel
          GT-6500, GT-8000, GT-8500,
          GT-9000

 HP       ScanJet 2c, 2cx, 3c, 4c,       SCSI
          4p, 5p
```

```
 Mustek   Paragon 600, 600 SP,          SCSI
          600 II SP, 800 SP,
          800 II SP, 1200, 1200 SP

 Artec    ViewStation A6000C,           SCSI
          A6000C Plus, AT-3, AT-6


It is available from:

RBM Computertechnik
Bernd Rudolf            http://www.rbm.de/ScanQuix/
Kleinenberger Weg 2a    info@rbm.de
D-33100 Paderborn       Phone: +49-5251-16191-9
Germany                 Fax:   +49-5251-640655

As of December 1997, ScanQuix 4 was publicly offered for 179 DM.
For more information, please contact this company. For a special
"Artec&ScanQuix3" package you may contact AB Union under:
http://ourworld.compuserve.com/homepages/AB_Union/


ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/Scanner.controlpad"
ControlPad-Commands : - PUBSCREEN_NAME=<PubScreenName>
                        ; where the scanner drivers should open
                        ; their windows (if not set or not available,
                        ; the default Public Screen will be used).

History
~~~~~~~
V4.8 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.30 Camedia.svobject

```
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Version      : 4.1
Release Date : 25.07.1999

Description
~~~~~~~~~~~
Camedia.svobject is an external library module for superview.library.

It can be used to utilize Andreas Patrick Fleuti's "Camedia" tool
to import JPEG pictures from a connected Olympus digital camera
into your Amiga.

This SVObject still is in some kind of beta status and hasn't been
extensively tested, though - as the Camedia tool itself.
```

```
Import of images from C-900 Zoom, 400Z or C400L should work.


Where to DOWNLOAD from
~~~~~~~~~~~~~~~~~~~~~~
Aminet:comm/misc/Camedia.lha


ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/Camedia.controlpad"
ControlPad-Commands : - STACKSIZE=<value>
                        ; stacksize to be used for calling Camedia,
                        ; increasing may help on crashes
                        ; default is: 32768
                      - CAMEDIA_PATH=<fig2dev command path plus name>
                        ; how fig2dev is to be called
                        ; e.g. CAMEDIA_PATH=Work:Camedia/Camedia
                        ; default is: camedia
                      - PICNUMBER=<number of picture>
                        ; which picture (identified by number)
                        ; should be imported from the camera ?
                        ; default is: 1
                      - STATUS=<ENABLED|DISABLED>
                        ; allows to disable this module - for example
                        ; to be able to use an other, program-specific
                        ; import-module for the same file format


History
~~~~~~~
V4.1 (25.07.1999) :

 - first version
```

1.31 FxPaintStargate.svobject

```
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Version      : 4.1
Release Date : 30.12.1999

Description
~~~~~~~~~~~
FxPaintStargate.svobject is an external library module for superview.library.

It can be used to quickly export images from SView to FxPAINT by
Felix Schwarz.

Every graphics will be converted to 24 Bit RGB data before it is
exported, and then via a "hotlink" kind of connection directly
will be moved over to FxPAINT - which has to be running at the
same time, of course.
```

```
Credits
~~~~~~~
Thanks to Felix Schwarz for providing me with a copy of FxPAINT
to allow for implementation of such a module.

Ask your local dealer for information on how to obtain FxPAINT.


History
~~~~~~~
V4.1 (30.12.1999) :

 - first version
```

1.32 AmiFIG.svobject

```
                © 1996-2000 by Andreas R. Kleinert.
(Also see notes under "Credits".)
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Version      : 4.8
Release Date : 02.04.1998

Description
~~~~~~~~~~~
AmiFIG.svobject is an external library module for superview.library,
which needs any SVDriver with Bit-/Oneplane-Support, a working
GhostScript.svobject and an installed fig2dev executeable.

It supports importing AmiFIG/Xfig vector drawings as bitmapped graphics.
This is done by using fig2dev for conversion to Postscript (TM) files,
which then will be parsed using a working Ghostscript installation
with
              GhostScript.svobject
              .
Alternatively, you now can redirect FIG handling to
              MetaView.svobject
              .

AmiFIG.svobject will create a temporary file, which then will be
parsed through superview.library again.

Reading :

 (Any FIG drawings as long as the resulting Postscript (TM) commands
  are readable for Ghostscript).


Configuration
~~~~~~~~~~~~
This FIG support module has been tested with:
 - the AmiFIG 1.1 port from Aminet: AmiFIG is (C) 1996 Andreas Schmidt
AND NOT YET, because of missing fig2dev:
 - the Xfig 1.9d amiga port from AmiNet, which has been done
```

```
   by Terje Pedersen (terjepe@login.eunet.no)

At first, you have to correctly install and configure Ghostscript
and
              GhostScript.svobject
              .

After that you have to install AmiFIG/Xfig and either supply an AmigaDOS
search path to a directory, where the executable "fig2dev" is stored
(default), or explicitely specify path plus name of the program by
the controlpad entry AMIFIG_PATH (see below).


Where to DOWNLOAD from
~~~~~~~~~~~~~~~~~~~~~~
Aminet:gfx/edit/Amifig#?.lha  (#?=version and CPU)


ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/AmiFIG.controlpad"
ControlPad-Commands : - STACKSIZE=<value>
                        ; stacksize to be used for calling fig2dev,
                        ; increasing may help on crashes
                        ; default is: 32768
                      - AMIFIG_PATH=<fig2dev command path plus name>
                        ; how fig2dev is to be called
                        ; e.g. AMIFIG_PATH=Work:AmiFIG/fig2dev
                        ; default is: fig2dev
                      - STATUS=<ENABLED|DISABLED>
                        ; allows to disable this module - for example
                        ; to be able to use an other, program-specific
                        ; import-module for the same file format

History
~~~~~~~
V4.8 (02.04.1998) :

 - changed way of calling the program (SystemTagList), which may
   fix crashes on certain FIG graphics
 - added possibility to increase stacksize, when necessary (crashes ?)
 - now has a lower priority than MetaView.svobject which allows
   to redirect FIG file recognition (and processing). [ see there ]

V4.7 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.33 Degas.svobject

```
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Version      : 4.7
```

```
Release Date : 14.08.1997

Description
~~~~~~~~~~~
Degas.svobject is an external library module for superview.library,
which needs any SVDriver with Oneplane-Support.

It supports reading of Atari Degas files.
In detail these are :

Reading :

 - uncompressed Degas PI1 320x200, 16 colors
 - uncompressed Degas PI2 640x200,  4 colors
 - uncompressed Degas PI3 640x400,  2 colors

History
~~~~~~~
V4.7 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.34 ILBM.svobject

```
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Supports powerUP (TM).

Version      : 4.19
Release Date : 07.05.2000

Description
~~~~~~~~~~~
ILBM.svobject is an external library module for superview.library,
which needs any SVDriver with Bitplane-Support.

It supports reading and writing of IFF-ILBM files.
In detail these are :

Reading :

 - IFF-ILBM uncompressed            1..8/24 bit
 - IFF-ILBM CmpByteRun1 compressed  1..8/24 bit

Writing :

 - IFF-ILBM uncompressed            1..8/24 bit
 - IFF-ILBM CmpByteRun1 compressed  1..8/24 bit

Reading/writing from/to ClipBoard is supported.

ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/ILBM.controlpad"
ControlPad-Commands : - ANIM_BODIES
```

```
                          ; if set, ANIM files' ILBM-BODY chunk
                          ; (first frame) will be extracted when
                          ; such a file is encountered. Otherwise
                          ; anim.datatype may do that task later.
                          ; (not actually IFF-ILBM support: it's
                          ;  IFF-ANIM support)
                        - DRACO
                          ; tries to avoid possible problems on
                          ; the Draco computer (modeid generation)

History
~~~~~~~
V4.19 (07.05.2000) :

 - optimized for speed

V4.18 (01.04.1999) :

 - minor changes

V4.17 (28.03.1999) :

 - added support for ppclaunch.library

V4.16 (16.02.1998) :

 - changed for new .svm style PPC modules

V4.15 (16.11.1997) :

 - transparency information might not have been exported
   correctly after reading (V2 gfxbuffer instead of V3)

V4.14 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.35 PBM.svobject

```
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Supports powerUP (TM).

Version      : 4.10
Release Date : 29.03.1998

Description
~~~~~~~~~~~
PBM.svobject is an external library module for superview.library,
which needs any SVDriver with Oneplane-Support.

It supports reading and writing of IFF-PBM files, which originally
only were written by Deluxe Paint II for the PC, when saving
chunky 256 Color graphics.
```

```
In detail these are :

Reading :

 - IFF-PBM uncompressed            8 Bit
 - IFF-PBM CmpByteRun1 compressed  8 Bit

Writing :

 - IFF-PBM uncompressed            8 Bit  (less than 256 colors will be
 - IFF-PBM CmpByteRun1 compressed  8 Bit   increased to 256 colors)

Reading/writing from/to ClipBoard is supported.

History
~~~~~~~
V4.10 (29.03.1999) :

 - added support for ppclaunch.library

V4.9 (16.02.1998) :

 - changed for new .svm style PPC modules

V4.8 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.36 ACBM.svobject

```
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Version      : 4.9
Release Date : 14.08.1997

Description
~~~~~~~~~~~
ACBM.svobject is an external library module for superview.library,
which needs any SVDriver with Bitplane-Support.

It supports reading and writing of IFF-ACBM files.
In detail these are :

Reading :

 - IFF-ACBM uncompressed 1..8 Bit

Writing :

 - IFF-ACBM uncompressed 1..8 Bit

Reading/writing from/to ClipBoard is supported.

History
```

```
  ~~~~~~~
  V4.9 (14.08.1997) :

   - recompiled with SAS/C 6.58
```

1.37 Datatypes support

```
Loading Graphics via DataTypes under OS3
========================================

In General
----------
The library generally also accesses OS3-Datatypes, if none of the
installed SVObjects was able to identify a specific graphics file format.

Usually by default only Datatypes of class "picture" will be accepted.

This means, no Samples, Texts, AmigaGuide File or whatever else will be
loaded and displayed via superview.library - by default.

But it is possible to enable these also - see configuration section
for more information on how to change settings - so that for example
introduction pictures of ANIMs may as well be loaded.


Specific Problems
-----------------
As you may have expected, it is as well possible to replace single
SVObjects by the corresponding Datatypes in case you think that
the Datatype does work better or more reliable.

For temporarily enabling this, you would just have to "Remove" the
SVObject and load the Datatype.
For permanently enabling this, you would have to delete the SVObject
from "LIBS:svobjects".

But remember, that DTs in general cannot export 24 bit Data and
are not able to save any graphics (other than as IFF-ILBM).

Ralph Schmidt's picture.datatype V43 does allow loading of 24 bit
pictures by enhancing the datatype system with additional functionality.
To be able using these features with SuperView, you need a working
installation of picture.datatype V43 (with ECS/AGA you'll also need a
version of cyberncg.library, which had been removed from newer pic-dt 43
distributions).

The picture.datatype V43 which is coming with the Picasso96 Workbench
Emulation RTG Software should work as well - any problems with this
one should be reported to its author in the first place, though.

This also applies to any other, future picture.datatype V43 clones.
```

1.38 PCX.svobject

```
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Supports powerUP (TM).

Version      : 4.10
Release Date : 28.03.1999

Description
~~~~~~~~~~~
PCX.svobject is an external library module for superview.library,
which needs any SVDriver with Bit-/Oneplane-Support.

It supports reading and writing of PCX files.
In detail these are :

Reading :

   2-256 Colors, 24 bit. In detail:

    - PCX V2.5  upto 16 Colors (supports 4/8 color EGA/VGA palette)
    - PCX V2.8a upto 16 Colors (supports 4/8 color EGA/VGA palette)
    - PCX V2.8b upto 16 GrayScales
    - PCX V3.00 upto 256 Colors
    - PCX V2.5 - V3.00 with 24 bit Data (see Remarks !)

Writing :

 Depending on the Colordepth of the source the following is written :

 Source Colors    Version      Type              Destination Colors

  2 ..  16        PCX V2.8a    planar bitmap      16
 32 .. 256        PCX V3.00    chunky pixel      256
 (24 bit)         PCX V3.00    RGB planar        (24 bit)

 For 2-256 Colors It is always tried, to write the files RLE-encoded,
 but if encoding is ineffective (output data nearly as large or even
 larger than input data), the files will be written unencoded.
 24 bit files will currently only be written unencoded.

History
~~~~~~~
V4.10 (28.03.1999) :

 - added support for ppclaunch.library

V4.9 (16.02.1998) :

 - changed for new .svm style PPC modules

V4.8 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.39 Spectrum.svobject

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Version : 4.1
Release Date : 30.07.1998

Description
~~~~~~~~~~~
Spectrum.svobject is an external library module for superview.library,
which needs any SVDriver with Oneplane-Support.

It supports reading of ZX Spectrum Graphics files.
In detail these are :

Reading :

Format	Dimensions	Colors
normal	256x192	16

Note
~~~~
Only files with a length of 6912 bytes plus the filename extension
".scr" will be recognized.

History
~~~~~~~
V4.1 (30.07.1998) :

- first release

1.40 SVG.svobject

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Version : 4.8
Release Date : 16.11.1997

Description
~~~~~~~~~~~
SVG.svobject is an external library module for superview.library,
which needs any SVDriver with Bit-/Oneplane-Support.

It supports reading and writing of SVG Graphics files, which is
SuperView-Library's own graphics file format with XPK support.

In detail these are :

Reading :

```
 - SVG  ONEPLANE 8/24 bit
        BITPLANE 1..8 Bit

Writing :

 - SVG ONEPLANE 8/24 bit
       BITPLANE 1..8 Bit

ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/SVG.controlpad"
ControlPad-Commands : - PACKMETHOD=<xxxx>
                        ; if this one is specified, it is tried to
                        ; pack the resulting file with the specified
                        ; XPK-Packer. If this fails, the file keeps
                        ; unpacked.


File Format Information
~~~~~~~~~~~~~~~~~~~~~~~
As "Aminet:util/dtype/akSVG43x.lha" there's a separate package available,
which consists of a "SVG.datatype" for applications not using
SuperView-Library,
               the description of the file format
                and
a conversion tool "AnyToSVG" (using Datatypes upto 24 Bit).


History
~~~~~~~
V4.8 (16.11.1997) :

 - fixed possible enforcer hit (writing XPK)

V4.7 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.41 The SVG Graphics File Format Specification

```
================================
= The SVG Graphics File Format =  - Version 1, draft version: 03.01.1997
================================

File Format Information
~~~~~~~~~~~~~~~~~~~~~~~
Pictures in the "SVG Graphics File Format" consist of two parts:
a header and an attached xpk-packed or unpacked data file.
Both parts are put into one single file.

Construction (all fields in Motorola BYTE order):

0x00  ID              UBYTE[18]       "SVG Graphics File" + 0-Byte
```

```
0x12  Version         UWORD           always 1 yet
0x14  GfxDataOffset   ULONG           header length (depends on version)
0x18  LeftEdge        ULONG           as with e.g. ILBM
0x1c  TopEdge         ULONG           ...
0x20  Width           ULONG           ...
0x24  Height          ULONG           ...
0x28  ColorDepth      ULONG           used colors as x of 2^x
0x3c  ViewMode32      ULONG           32 Bit Amiga ViewMode
0x40  PixelBits       UBYTE           1, 8, 24 (future: 16, 32)
0x41  PixelPlanes     UBYTE           # of planes with PixelBits
0x42  BytesPerLine    ULONG           bpl of a PixelPlane
0x46  ColorMap        UBYTE [256][3]  unused, if > 256 Colors (zero-ed)
```

After that either follows XPK compressed data or uncompressed data, which can be detected by the leading chars "XPK" or "PP20" for packed data at GfxDataOffset (relative to beginning of the file).

Please note, that with upto 256 colors (Colordepth <= 8) it has to be checked, whether the graphics actually is EHB or HAM. Use the Viewmode32 field for these assumptions when reading, and maybe OR with HAM_KEY or EHB_KEY when saving.

Note:

"Pixelbits" and Planes do allow a lot of combinations.

Actually used and supported by current software are only the following:

Bits	Planes	Depth	Content
1	1..8	1..8	(unaligned Bitmaps with 2..256 colors)
8	1	1..8	(chunky Bitmaps with 2..256 colors)
24	1	24	(24 Bit RGB Bitmaps with 8:8:8 RGB)

So 24 Bit Data should not be saved planewise, but as 24 Bit RGB instead.

If you ever should save any other data, please avoid any planar configurations and respect the following rules for RGB data chunks:

Bits	Planes	Depth	Content
16	1	15/16	(15/16 Bit Bitmap with 5:5:5:1 RGB0/A)
32	1	24/32	(24/32 Bit RGB Bitmaps with 8:8:8:8 RGB0/A)
48	1	48	(48 Bit RGB Bitmaps with 16:16:16 RGB)
64	1	48/64	(48/64 Bit RGB Bitmaps with 16:16:16:16 RGB0/A)
... etc ...			

Note, that an alpha channel can only be correctly identified, when "ColorDepth" is handled as an indicator, whether there actually is one, or not. Programs not supporting alpha channels should simply ignore the color depth and interpret "Bits=16 and Planes=1" as 5:5:5:0 RGB and "Bits=32 and Planes=1" as 8:8:8:0 RGB and so on...

Planar configuration actually only was thought for support of 2..256 color Bitmap contents. We all new, that actually 24 or more bitplanes are nearly unuseable and actually ugly to handle.

So please respect the "Planes" variable only being valid for values
between 1..8 and only, if "Bits=1" has been set, also note, that
with "Planes=1..8" you must set "ColorDepth=Planes", since other
than with 8 Bit chunky there is no support of unused planes.

1.42 GPlot.svobject

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Version   : 4.8
Release Date : 02.04.1998

Description
~~~~~~~~~~~
GPlot.svobject is an external library module for superview.library,
which needs any SVDriver with Bit-/Oneplane-Support, a working
GhostScript.svobject and an installed GPlot executeable.

It supports importing CGM metafile vector drawings as bitmapped graphics.
This is done by using gplot for conversion to Postscript (TM) files,
which then will be parsed using a working Ghostscript installation
with
              GhostScript.svobject
              .
Alternatively, you now can redirect CGM handling to
              MetaView.svobject
              .

GPlot.svobject will create a temporary file, which then will be
parsed through superview.library again.

Reading :

 (Any CGM drawings as long as the resulting Postscript (TM) commands
  are readable for Ghostscript - especially the Times-Roman font has
  to be available for Ghostscript).

Configuration
~~~~~~~~~~~~~
This CGM/GPlot support module has been tested with the GPlot 4.3b2a1
port from Aminet:gfx/conv. GPlot is (C) 1987 by the Pittsburgh Su Center,
the original version had been done by Phil Andres, Amiga port by
Michael Cheng in 1996.

At first, you have to correctly install and configure Ghostscript
and
              GhostScript.svobject
              .

After that you have to install GPlot and either supply an AmigaDOS
search path to a directory, where the executable "GPlot" is stored
(default), or explicitely specify path plus name of the program by
the controlpad entry GPLOT_PATH (see below).

```
Please note, that the resulting Postscript (TM) files, which then
will be passed through Ghostscript, definitely do contain a reference
to the font "Times-Roman" (in Ghostscript's FONTMAP this is redirected
to the font file ptmr.gsf, which has to be present in the font
directory(ies) specified in the environment variable GS_LIB).
With the Ghostscript version I had for testing, the font support
did not work, due to a bug (or configuration fault ;-) of Ghostscript.

So, please make sure, that this font is present - otherwise an error
message like "file not found" may appear.


Where to DOWNLOAD from
~~~~~~~~~~~~~~~~~~~~~~
Aminet:gfx/conv/gplot.lha


ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/GPlot.controlpad"
ControlPad-Commands : - STACKSIZE=<value>
                        ; stacksize to be used for calling GPlot,
                        ; increasing may help on crashes
                        ; default is: 32768
                      - GPLOT_PATH=<gplot command path plus name>
                        ; how gplot is to be called
                        ; e.g. GPLOT_PATH=Work:GPlot/GPlot
                        ; default is: GPlot
                      - STATUS=<ENABLED|DISABLED>
                        ; allows to disable this module - for example
                        ; to be able to use an other, program-specific
                        ; import-module for the same file format

History
~~~~~~~
V4.8 (02.04.1998) :

 - changed way of calling the program (SystemTagList), which should
   fix some crashes on certain CGM graphics
   (-> Steven Taylor)
 - added possibility to increase stacksize, when necessary (crashes ?)
 - now has a lower priority than MetaView.svobject which allows
   to redirect CGM file recognition (and processing). [ see there ]

V4.7 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.43 BMP.svobject

```
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Supports powerUP (TM).
```

```
Version      : 4.19
Release Date : 26.06.1999

Description
~~~~~~~~~~~
BMP.svobject is an external library module for superview.library,
which needs any SVDriver with Bit-/Oneplane-Support.

It supports reading and writing of Windows (TM) and OS/2 (TM)
BitMap files (BMP). Not all derivates might be supported, though.
Extraction of Bitmaps from RIFF-BMP files (DIB) also is possible.

In detail these are :

Reading :

 Windows BMP:  - unencoded   in 1, 4, 8, 16, 24, 32 bit colordepth
               - RLE-encoded in    4, 8             bit colordepth

 OS/2 1.x BMP: - unencoded   in 1, 4, 8, 16, 24, 32 bit colordepth


Writing :

 Depending on the Colordepth of the source the following is written :

 Source Colors    Version      Type              Destination Colors

         2        BMP (misc)   packed chk. pix.        2
  4 ..  16        BMP (misc)   packed chk. pix.       16
 32 .. 256        BMP (misc)   chunky pixel          256
 (24 bit)         BMP (misc)   RGB pixel           (24 bit)


History
~~~~~~~
V4.19 (26.06.1999) :

 - fixed reading of BMPs with bad bitmap size (written by stupid savers)
   (-> Michael Brübach)

V4.18 (04.06.1999) :

 - added support for 16 bit files (some strange digi cam format)
   (-> Soyeb Aswat)

V4.17 (28.03.1999) :

 - intermediate

V4.16 (28.03.1999) :

 - added support for ppclaunch.library

V4.15 (01.08.1998) :
```

```
 - there are BMPs around, which don't just have a zero bitmap size
   given, but even a completely wrong one. Did a workaround
   by adding a plausibility check (24 bit only, yet - too
   difficult for the others, since compression doesn't allow
   to do guesses, here)
   (-> Don Paul)

V4.14 (28.07.1998) :

 - fixed bug in memory handling (avoid freeing some data twice);
   did not occur yet

V4.13 (03.04.1998) :

 - added support for 32 bit files (some strange Windows backdrops)
   (-> Andreas Friedrich)
 - fixed reading of 4 and 8 bit RLE compressed graphics;
   IMHO all the available BMP file format docs are contradictory
   in parts, some even really buggy
   (-> Waldemar Scheu sent some graphics that did not work before)
 - reading of OS/2 1.x BMPs did not work due to another error
   in the BMP specs and a few errors in my code
   (-> Waldemar Scheu sent a graphics that did not work before)
 - etc.

V4.12 (16.02.1998) :

 - changed for new .svm style PPC modules

V4.11 (23.12.1997) :

 - long-standing bug: a 4 bit graphics (16 colors) with an odd width would
   have been distorted when writing. Fixed for 68k (temporarily fixed for
   PPC by falling back to 68k code for this rare case).

V4.10 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.44 AmiIcon.svobject

```
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Version      : 4.3
Release Date : 06.12.1999

Description
~~~~~~~~~~~
AmiIcon.svobject is an external library module for superview.library,
which needs any SVDriver with Bitplane-Support.

It supports reading and writing of Amiga Icon (.info) files.
In detail these are :
```

```
Reading :

 - plain 4/8 color icons
 - 16 color icons with MagicWB palette

 When newicon.library is present, it will be used for reading icons
 instead of icon.library. This means, the following types of icons
 are supported, too:

 - NewIcons with a max. size of 93x93 and max. 256 colors

Writing :

 - plain 4/8 color icons, using BEST PEN color adjustment
 - 16 color icons with MagicWB palette, using BEST PEN color adjustment

 When newicon.library is present, it will be used for writing icons
 instead of icon.library - as long as the icon size is smaller or
 equal than 93x93. With newicon.library 40.1 also a minimum of
 32 colors is required to actually activate the "newicon" mode.
 This means, the following types of icons are written, too:

 - NewIcons with a max. size of 93x93 and 32..256 colors,
   additionally containg the corresponding plain or MagicWB
   icon data

Note
~~~~
Reading explicitely needs to be enabled
by a Controlpad setting switch!

ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/AmiIcon.controlpad"
ControlPad-Commands : - ICON_DEPTH=<colordepth>
                        ; Depth of icon to be saved.
                        ; Also: WB (depth=2-3, 4-8 colors) or
                        ; MagicWB (depth=4, 16 colors) ?
                        ; default is: 2
                      - ICON_TYPE=<DISK|DRAWER|TOOL|PROJECT|GARBAGE>
                        ; Type of icon to be saved.
                        ; default is: PROJECT
                      - ICON_TOOL=<program name>
                        ; The default tool of the icon to be saved.
                        ; default is: "InsertHere"   ;)
                      - WRITE_NEWICON=<ON|OFF>
                        ; Write NewIcons, when there is newicon.library
                        ; available ?
                        ; Default is: ON
                      - READ_SUPPORT=<ON|OFF>
                        ; Allow reading of icons at all ?
                        ; Default is: OFF
                      - LOAD_WHICH=<OS_31|OS_35>
                        ; Read OS 3.5 or Standard/NewIcon content ?
                        ; (if there's no OS 3.5 content, OS_35 will
                        ;  automatically fall back to Standard/NewIcon
                        ;  content, when available and allowed)
```

```
                          ; Default is: OS_35
                        - WHICH_SIDE=<NORMAL|SELECTED>
                          ; Load the normal or selected side of the icon ?
                          ; Default is: NORMAL
                        - SAVE_WHICH=<OS_31|OS_35>
                          ; With WRITE_NEWICON=ON, OS_31 will only write
                          ; the Standard+NewIcon, while OS_35 will rewrite
                          ; the whole icon again as OS 3.5 icon, but
                          ; keeping the NewIcon part (thus writing a
                          ; double-style icon). Filesize will increase.
                          ; Default is: OS_35

History
~~~~~~~
V4.3 (6.12.1999) :

 - added OS 3.5 icon support for reading and writing (see new options)
 - fixed a couple of bugs and problems

V4.2 (8.12.1997) :

 - fixed bug, which could make the system crash (broken semaphore ?)
 - also, now opening newicon.library when needed, no longer in
   startup-code (would have caused a crash when e.g. running
   SnoopDos3 in parallel)

V4.1 (13.11.1997) :

 - first version
```

1.45 WinIcon.svobject

```
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Version      : 4.7
Release Date : 14.08.1997

Description
~~~~~~~~~~~
WinIcon.svobject is an external library module for superview.library,
which needs any SVDriver with Oneplane-Support.

It supports reading of W*nd*ws V3.x (TM) Icon files.
In detail these are :

Reading :

 - WinIcon files with _exactly_ 16 Colors
   (more than one Icon per file should work, but hasn't been tested yet.)

History
~~~~~~~
V4.7 (14.08.1997) :
```

```
 - recompiled with SAS/C 6.58
```

1.46 FBM.svobject

```
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Version      : 4.7
Release Date : 14.08.1997

Description
~~~~~~~~~~~
FBM.svobject is an external library module for superview.library,
which needs any SVDriver with Oneplane-Support.

It supports reading and writing of FBM (*nix) files.
In detail these are :

Reading :

 - FBM 8 Bit x 1 Plane:  2..256 Colors/256 Grayscales
 - FBM 8 Bit x 3 Planes: 24 bit

Writing :

 - FBM 8 Bit x 1 Plane:  2..256 Colors/256 Grayscales
 - FBM 8 Bit x 3 Planes: 24 bit

 Following to the specifications, a 2..128 color file takes as much
 space as a 256 color file: always 8 Bits are written.
 Only the colormap is sized differently for different colordepths.

History
~~~~~~~
V4.7 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.47 Limbo.svobject

```
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Supports powerUP (TM).

Version      : 4.9
Release Date : 02.04.1998


*** THIS ONE IS REALLY EXPERIMENTAL - IT WORKS, BUT REQUIRES
    A LOT OF MEMORY AND A FAST PROCESSOR.
```

DO NOT SAVE IMPORTANT DATA AS LIMBO/LMB. IT'S HIGHLY LOSSY! ***

Description
~~~~~~~~~~~
Limbo.svobject is an external library module for superview.library,
which needs any SVDriver with Oneplane-Support and an installed
Limbo 4.0 executeable.

It supports importing Limbo 4.0 fractal-compressed bitmapped graphics.
This is done by using Limbo for conversion of LMB files to temporary
PNM files, which then will be parsed through superview.library again.
Exporting is supported by creating temporary PNM files, which then
will be converted to LMB files via Limbo.
A VMEM: assignment is needed to be present to allow doing the
temporary file and directory management.

So it supports reading and writing of Limbo 4.0 files.
In detail these are :

Reading :

(Limbo 4.0 fractal-compressed files, as far as supported by the
used Limbo program.)

Writing :

(Any input will be converted to 24 Bit, which then will be converted
to Limbo 4.0 fractal-compressed files, by the Limbo program.)

Configuration
~~~~~~~~~~~~~
This Limbo support module has been tested with the Limbo 4.0
port from Aminet:gfx/conv, which was based on a version developed
by Carsten Frigaard, Jess Gade, Thomas Therp Hemmingsen and
Torben Sand in 1993/94 on Aalborg University, Denmark.

At first you have to install Limbo by simply copying it into a
directory where you like it to reside.

You also have to either supply an AmigaDOS search path to a directory,
where the executable "Limbo.68000" is stored (default), or explicitely
specify path plus name of the program by the controlpad entry
LIMBO_PATH (see below).

There's now also a PPC version available, which can be utilized
when the LoadSegPatch of ppc.library has been installed (so that
the ELF modules can be loaded and started as regular programs).

Where to DOWNLOAD from
~~~~~~~~~~~~~~~~~~~~~~
Aminet:gfx/conv/Limbo.lha   (68k version)
Aminet:gfx/conv/PPCLimbo.lha   (PPC version; with LoadSegPatch, only)

ControlPad-Switches
~~~~~~~~~~~~~~~~~~~~~~

```
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/Limbo.controlpad"
ControlPad-Commands : - STACKSIZE=<value>
                        ; stacksize to be used for calling Limbo,
                        ; increasing may help on crashes
                        ; default is: 32768
                      - LIMBO_PATH=<Limbo command path plus name>
                        ; how Limbo is to be called
                        ; e.g. LIMBO_PATH=Work:Limbo/Limbo.68030.881
                        ; default is: Limbo.68000
                      - STATUS=<ENABLED|DISABLED>
                        ; allows to disable this module - for example
                        ; to be able to use an other, program-specific
                        ; import-module for the same file format
                        ;
                        ; DECODING settings
                        ; *****************
                      - DECODE_ITERATIONS=<number>
                        ; option -i of Limbo 4.0
                        ; default is: 6
                      - EXPANSION_LEVEL=<number>
                        ; option -l of Limbo 4.0
                        ; default is: 0
                      - DECODE_VERBOSE=<ON|OFF>
                        ; Should decoding output be sent to stdio ?
                        ; default is: OFF
                        ;
                        ; ENCODING settings
                        ; *****************
                      - EXPANSION_LEVEL=<number>
                        ; option -l of Limbo 4.0
                        ; default is: 0
                      - MIN_RANGE_BLOCKSIZE=<number>
                        ; option -b of Limbo 4.0
                        ; default is: 4
                      - DOMAIN_SLIDE_BLOCKSIZE=<number>
                        ; option -d of Limbo 4.0
                        ; default is: 8
                      - MIN_COMPARE_DOMAIN_BLOCKS=<number>
                        ; option -m of Limbo 4.0
                        ; default is: 4
                      - MAX_COMPARE_DOMAIN_BLOCKS=<number>
                        ; option -s of Limbo 4.0
                        ; default is: 10
                      - FEATURE_SPACE_DIMS=<number>
                        ; option -f of Limbo 4.0
                        ; default is: 3
                      - GRID_DIV_RES=<number>
                        ; option -r of Limbo 4.0
                        ; default is: 1000
                      - QUADTREE_LEVEL=<number>
                        ; option -n of Limbo 4.0
                        ; default is: 0
                      - TRESHOLD_SPLIT=<number>
                        ; option -Tm of Limbo 4.0
                        ; default is: 100
                      - TRESHOLD_CLASS=<number>
```

```
                          ; option -Te of Limbo 4.0
                          ; default is: 50
                        - TRESHOLD_POST=<number>
                          ; option -Tp of Limbo 4.0
                          ; default is: -1
                        - ENCODE_VERBOSE=<ON|OFF>
                          ; Should encoding output be sent to stdio ?
                          ; (recommended, since endocing is
                          ; _extremely slow_)
                          ; default is: ON


History
~~~~~~~
V4.9 (02.04.1998) :

 - changed way of calling the program (SystemTagList), which may
   help to avoid crashes under certain circumstances (reading and writing)
 - added possibility to increase stacksize, when necessary (crashes ?)
   (reading and writing)

V4.8 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.48 PNM.svobject

```
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Version      : 4.9
Release Date : 03.10.1998

Description
~~~~~~~~~~~
PNM.svobject is an external library module for superview.library,
which needs any SVDriver with Oneplane-Support.

It supports reading and writing of PNM (*nix) files.
In detail these are :

Reading :

 All binary (non-ASCII) derivates of the PNM format will be read
 (P4/P5/P6), non-binary (ASCII) derivates are not supported (P1/P2/P3).

 - PBM (P4)  Black & White
 - PGM (P5)  256 Grayscales
 - PPM (P6)  24 bit TrueColor

Writing :

 - PGM (P5)  256 Grayscales
 - PPM (P6)  24 bit Truecolor
```

```
   Writing graphics as binary 24 bit PPM data (P6) is the
   only way to prevent color information from getting lost.

ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/PNM.controlpad"
ControlPad-Commands : - SUPPRESS_HEADER
                        ; setting this keyword will suppress
                        ; writing the PNM header for P5/P6
                        ; files, which actually will generate
                        ; a RAW data file, which cannot be loaded
                        ; with superview.library again, but may be
                        ; used for different purposes
                        ; Default: (not set)

History
~~~~~~~
V4.9 (03.10.1998) :

 - fixed problem concerning graphics with multiple comment lines
   (-> Waldemar Scheu)

V4.8 (06.07.1998) :

 - fixed small, bug source in writer code (obviously not a problem
   with SAS/C, but...)
 - fixed history: was V4.7, now is 4.8

V4.7 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.49 PNG.svobject

```
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Supports powerUP (TM).

Version      : 4.27
Release Date : 07.08.2000

Description
~~~~~~~~~~~
PNG.svobject is an external library module for superview.library,
which needs any SVDriver with Oneplane-Support.

It supports reading of Portable Network Graphics (PNG - pronounce
it "PiNG", if you like ;-)  files.
In detail these are :

Reading :

 - 8 Bit color mapped files
 - any grayscaled images, 16 Bit derivates scaled down to 8 Bit
```

```
 - True color files (24/48 Bit, alpha channel ignored) as 24 bit
   (so 48 Bit 16:16:16 will be cut down to 24 Bit 8:8:8)

   So the following types of PNG images (all valid ones) should be
   imported in the described way:

     Bit depths    Interpretation
     ----------------------------
     1,2,4,8,16    pixels are grayscaled samples

     8,16          pixels are R,G,B triple samples

     1,2,4,8       pixels are palette indices

       (plus variations with - here ignored - alpha channel)

Writing :

 - 8 Bit color mapped files
 - True color files (24 Bit)


ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/PNG.controlpad"
ControlPad-Commands : - PNG8_TRANSPARENCY=<ON|OFF>
                        ; whether 8 Bit PNGs should contain
                        ; transparency information
                        ; Default: OFF
                      - PNG8_TRANSPARENT_COLOR=<0..255>
                        ; Default color to be enabled and set
                        ; (graphics control extension block)
                        ; Default: 0
                      - Z_COMPRESSION=<0..9>
                        ; allows changes in compression/speed.
                        ; 0 results in uncompressed data, 9 compresses
                        ; best, but increases decompression time.
                        ; Default: 6
                      - SAVE_INTERLACED=<ON|OFF>
                        ; Save image as interlaced (progressive) ?
                        ; Default: OFF

History :
~~~~~~~~~
V4.27 (07.08.2000) :

 - upgraded to libpng 1.0.7

V4.26 (07.05.2000) :

 - upgraded to libpng 1.0.6

V4.25 (10.06.1999) :

 - fixed a few minor issues

V4.24 (28.03.1999) :
```

```
 - added support for ppclaunch.library

V4.23 (20.02.1999) :

 - upgraded to libpng 1.0.3

V4.22 (06.09.1998) :

 - smaller, faster

V4.21 (30.07.1998) :

 - all changes: fixed for 68k with this version, fixed for PPC in PPC-V21.6
 - upgraded to zlib 1.1.3
 - loading _interlaced_ alpha channel images (e.g. 32 bit = 24 bit
   plus 8 bit alpha channel) would not have worked correctly
 - long-standing bug: gray scaled images (in 8 or 16 bit) _with_
   8 or 16 bit alpha channel would not have been read correctly;
   some strange kind of colored true color image would have been
   exported. On the PPC side, even crashes (through damaged memory list)
   were possible. Perhaps the same problems could have happened with
   8 bit colormapped files plus alpha channel, not sure

V4.20 (27.06.1998) :

 - upgraded to libpng 1.0.2
 - there was a small bug in writing PNGs:
   files with 1..256 colors always would have been
   written as 8 bit (256 color) files, resulting in
   slightly bigger file sizes with 1..128 graphics.
   Now you may save some more bytes...
   (-> Christian Beck, originally concerning PNG-Box)
 - fixed bug introduced with PPC support;
   in 68k mode (loader) an already opened file
   handle would have been overwritten another time,
   thus the first one never would have been
   released - thus the opened PNG file could
   no longer be deleted
   (-> Torsten Jung)

V4.19 (30.03.1998) :

 - upgraded to libpng 1.0.1 and zlib 1.1.2
 - using libmoto.a for PPC part now (faster)

V4.18 (16.02.1998) :

 - changed for new .svm style PPC modules

V4.17 (11.02.1998) :

 - added support for PPC native ELF plugin module, allowing
   to speed up loading and saving incredibly with powerUP (TM)
 - PNG core now single-threaded due to problems with reentrancy
 - upgraded to libpng 0.99 and zlib 1.0.8
```

```
V4.16 (23.12.1997) :

 - faster, smarter

V4.15 (05.09.1997) :

 - 'interlaced' switch was ignored, when there was no
   'z_compression' switch
 - saving progressive PNG did not work at all
 - writing transparent PNG was heavily buggy (wrong/no chunk content)
 - reading transparent PNG was heavily buggy (wrong/no chunk content)

V4.14 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.50 C64.svobject

```
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Version      : 4.8
Release Date : 09.07.1998

Description
~~~~~~~~~~~
C64.svobject is an external library module for superview.library,
which needs any SVDriver with Oneplane-Support.

It supports reading of C64 Graphics files (Koala, Doodle).
In detail these are :

Reading :

 Format    Dimensions            Colors

 Doodle    320x200               2/16
 Koala     160x200 -> 320x200    4/16

History
~~~~~~~
V4.8 (09.07.1998) :

 - "Doodle" was reported to be "Koala"

V4.7 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.51 CDR.svobject

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Version   : 4.7
Release Date : 14.08.1997

Description
~~~~~~~~~~~
CDR.svobject is an external library module for superview.library,
which needs any SVDriver with Bit-/Oneplane-Support and BMP.svobject
to be present.

It supports reading of the previews which may be part of CorelDraw
.CDR files (e.g. with version 4) - these are related with plain
Windows BMP files, so that CDR.svobject will extract the graphics data,
create a temporary file, write it as a BMP file and then parse it
through superview.library again.

(See documentation of BMP.svobject for which
 BMP derivates currently are supported).

Reading :

 (Any contained preview, as long as the specific contained BMP derivate
  is supported by superview.library).

History
~~~~~~~
V4.7 (14.08.1997) :

 - recompiled with SAS/C 6.58

1.52 CVP.svobject

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Version   : 4.1
Release Date : 07.06.1998

Description
~~~~~~~~~~~
CVP.svobject is an external library module for superview.library,
which needs any SVDriver with Oneplane-Support.

It supports reading of CVP (passphoto) files.
In detail these are :

Reading :

 24 bit CVP files (taken with a video camera, output done with
 a video printer, put onto a disk)

Notes
~~~~~~~~~~~

```
~~~~~
CVP files must have the extension ".CVP" and a size of exactly
786432 bytes - otherwise they won't be recognized.

Credits
~~~~~~~
Thanks to Manfred Hoffmann for a sample CVP graphics and
an arexx script that built the base for my own decoder.

History
~~~~~~~
V4.1 (07.06.1998) :

 - first release
```

1.53 IMG.svobject

```
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Version      : 4.8
Release Date : 04.10.1998

Description
~~~~~~~~~~~
IMG.svobject is an external library module for superview.library,
which needs any SVDriver with Bitplane-Support.

It supports reading of IMG (GEM/Metafile) files.
In detail these are :

Reading :

 - IMG (16 byte header) grayscaled (1..8 bits = 2..256 scales)
 - IMG (18 byte header) grayscaled (1..8 bits = 2..256 scales)

History
~~~~~~~
V4.8 (04.10.1998) :

 - removed some unused code
 - fixed memory handling

V4.7 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.54 TIFF.svobject

```
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```

```
Supports powerUP (TM).

Version      : 4.17
Release Date : 24.09.1999

Description
~~~~~~~~~~~
TIFF.svobject is an external library module for superview.library,
which needs any SVDriver with Bit-/Oneplane-Support.

It supports reading and writing of TIFF-files (V5.0).
In detail these are :

Reading :

   Compression types (as far as known):

      - uncompressed       - CCITT Group 3 Fax
      - NeXT (2-bit RLE)   - CCITT/3 1D (Huffman RLE)
      - Mac PackBits       - CCITTRLEW (word-aligned uncompressed)
      - Thunderscan RLE    - JPEG (decompression not possible)

      ...and maybe more. LZW is not supported, though.

   Bit depths:

      Pixelbits      Planes      => resulting Bit Depth
      ------------------------------------------------
         1             1            1
         1             x            x   (Mac Packbits only)
         4             3            12  (imported as 24 Bit)
         8             1            8   (256 colors or gray)
         8             3            24
         8             4            24  (24 Bit + alpha Channel)


Writing :

 Depth             written as
 ------------------------------------------
 <= 256 colors     Motorola (MM), None, 8, 1
 (24 bit)          Motorola (MM), None, 8, 3


ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/TIFF.controlpad"
ControlPad-Commands : - PAGENUMBER=<0..n>
                        ; number of image to be displayed
                        ; (e.g. for TIFFs with image directories
                        ;  or multi-page FAX documents)


History
~~~~~~~
V4.17 (24.09.1999) :
```

```
  - added 32 bit support (24 bit plus alpha, alpha discarded)
  - added CMYK support
  - PPC/WOS: added missing fallback code (level of akTIFF 44.47)
  - 68k: extended fallback code to support uncompressed 4 and 32 bit files
         (level of akTIFF 44.47)
  - fixed "shifted pixel" problem in saver
    (-> Marko Seppänen)

V4.16 (10.06.1999) :

  - fixed a few minor issues

V4.15 (28.03.1999) :

  - added support for ppclaunch.library

V4.14 (03.01.1999) :

  - added multi-image support, intentionally for multi-page
    FAX documents
    (-> Martin Ruston)

V4.13 (06.09.1998) :

  - smaller, faster

V4.12 (30.03.1998) :

  - upgraded to libtiff 3.4beta037
  - no more debugging output; should fix some strange crashes
    (-> thanks to Steve Taylor for pointing me to this)
  - 68k TIFF loader was almost completely screwed up;
    with most images it would have been caught in an endless
    loop and crashed very quickly

V4.11 (16.02.1998) :

  - changed for new .svm style PPC modules

V4.10 (11.02.1998) :

  - added powerUP support (optional)
  - single-threaded

V4.9 (14.08.1997) :

  - recompiled with SAS/C 6.58
```

1.55 EPS.svobject

```
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Version      : 4.9
```

```
Release Date : 27.02.1999

Description
~~~~~~~~~~~
EPS.svobject is an external library module for superview.library,
which needs any SVDriver with Bit-/Oneplane-Support and TIFF.svobject
(respectively GhostScript.svobject) to be present.

It allows two operations, depending on controlpad preferences settings:

 - extraction of the trailers/previews which may be part of EPS(F)
   files. This usually will be TIFF graphics, but it makes no matter,
   which file format actually is included, because EPS.svobject will
   create a temporary file, which then will be parsed through
   superview.library again.
   (See documentation of TIFF.svobject for which
    TIFF derivates currently are supported).

 - extraction of the Postscript (TM) part of EPS(F) files, which then,
   in form of a temporary file, will be parsed through superview.library
   (and perhaps also GhostScript.svobject) again.

Reading :

  - Any contained trailers/previews/thumbnails, as long as the specific
    contained file format - if any - is supported by superview.library
  - Postscript (TM) as far as supported by the installed Ghostscript
    implementation

Writing:

  - EPS files with Postscript (TM) image content, without TIFF header
    (only from 24 bit sources -> use the AnyTo24Bit operator).

    The graphics will NOT be vectorized - instead a bitmap-like
    representation of it will be translated into Postscript (TM) format.

Remarks
~~~~~~~
Please note, that the Encoding Routines of the Library are not (yet)
fully re-entrant, so that only one Task may Encode a picture at a time.
The Library itself manages it, that the other Task has to Delay() until
the Encoding Routines are "free" again.


ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/EPS.controlpad"
ControlPad-Commands : - EXTRACTMODE=<HEADER|PS>
                        ; Determines, whether the preview image or
                        ; the Postscript (TM) part should be extracted,
                        ; while parsing the Postscript (TM) part requires
                        ; a working Ghostscript installation with
                        ; GhostScript.svobject being correctly configured
                        ; default is: HEADER
                      - NO_EPS_HEADER
                        ; if this option is set, the EPS file will be
```

```
                          ; written without EPS header, thus turn into a
                          ; plain P*stscript file; useful for sending
                          ; it directly to the printer or for use with
                          ; FinalWriter, WordWorth, TurboPrint
                        - SAVE_ROTATE=<ON|OFF>
                          ; by default, the picture seems to be rotated
                          ; with Postscript (TM) output of this module.
                          ; Enabling SAVE_ROTATE will again re-rotate it to
                          ; the original position.
                          ; default is: OFF
                        - SAVE_CENTER=<ON|OFF>
                          ; centers the images on the page with the
                          ; desired size of SAVE_WIDTH x SAVE_HEIGHT (or not)
                          ; default is: ON
                        - SAVE_RLE=<ON|OFF>
                          ; allows to apply RLE compression to the
                          ; PS output
                          ; default is: OFF
                        - SAVE_DPI=<value>
                          ; DPI value to use for the output
                          ; default is: 300
                        - SAVE_WIDTH=<value>
                          ; Width of the PS page
                          ; default is: 612
                        - SAVE_HEIGHT=<value>
                          ; Width of the PS page
                          ; default is: 762

History
~~~~~~~
V4.9 (27.2.1999) :

 - the title of a written PS file now equals the filename + ".ps";
   no longer just "PS.ps"
 - some efforts to speed up writing a bit

V4.8 (16.11.1998) :

 - saving of EPS header now can be switched off (resulting in pure P*stscript)
   (-> Florian Zeiler)

V4.7 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.56 WinIcon.svobject

```
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Version      : 4.7
Release Date : 14.08.1997

Description
~~~~~~~~~~~
```

```
WinIcon.svobject is an external library module for superview.library,
which needs any SVDriver with Oneplane-Support.

It supports reading of W*nd*ws V3.x (TM) Icon files.
In detail these are :

Reading :

 - WinIcon files with _exactly_ 16 Colors
   (more than one Icon per file should work, but hasn't been tested yet.)

History
~~~~~~~
V4.7 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.57 TIM.svobject

```
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Version      : 4.1
Release Date : 23.12.1997

Description
~~~~~~~~~~~
TIM.svobject is an external library module for superview.library,
which needs any SVDriver with Oneplane-Support.

It supports reading of TIM (PSX) files.
In detail these are :

Reading :

 -  16 color TIM
 - 256 color TIM
 -  15 bit   TIM (imported as 24 bit)
 -  24 bit   TIM

Disclaimer
~~~~~~~~~~
Note: Only files with the extension ".TIM" will be recognized.

Disclaimer
~~~~~~~~~~
Since there - aren't any developer docs for TIM and PSX freely available,
              reverse engineering of the file format was the only possible way ↩
                 to
              support this graphics standard.

            - was no PSX available (and reading from original PSX CD-ROMs
              would have caused other legal problems), we did the complete
              programming and testing with an other third party program:
              PPaint 7.1 is able to read and write PSX graphic files.
```

```
This made it possible to read and write TIM files without ever getting
in touch with any PSX native, copyrighted stuff.

History
~~~~~~~
V4.1 (23.12.1997) :

 - initial release (!! BETA !!)
```

1.58 GhostScript.svobject

```
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Version      : 4.10
Release Date : 01.04.1998

Description
~~~~~~~~~~~
GhostScript.svobject is an external library module for superview.library,
which needs any SVDriver with Bit-/Oneplane-Support and PNG.svobject
to be present.

It supports importing Postscript (TM) language and PDF files as bitmapped
graphics. This is done by using Ghostscript for conversion, giving
a DPI resolution and a description code for one of the supported output
file format, like e.g. PNG.

GhostScript.svobject will create a temporary file, which then will be
parsed through superview.library again.

(See documentation of PNG.svobject for which
 PNG derivates currently are supported).

Reading :

 (Any Postscript (TM) and PDF files as long as readable for Ghostscript).


Configuration
~~~~~~~~~~~~
This Ghostscript support module has been tested with the
Ghostscript 3.53 and 4.03 ports from Aminet, with amiga driver
& no ixemul.library: Aladdin Ghostscript is Copyright
(C) 1989, 1995 Aladdin Enterprises. All rights reserved.

Recommended is V5.01 or greater, Ghostscript 2.6.1 may work, if you don't
use PNG as output file format.

At first, Ghostscript must have been successfully installed,
and working (test it via command line access).

For enabling Ghostscript support, you either have to supply
```

an AmigaDOS search path to a directory, where the executable "gs000" is stored (default), or explicitely specify path and/or name of the program by the controlpad entry GS_PATH (see below).

But as mentioned before, Ghostscript has to be installed and set-up first.

Setting-up Ghostscript
~~~~~~~~~~~~~~~~~~~~~~
Since the documentation of some Ghostscript versions is anything-but-not-very-verbose I decided, to shortly explain here, what steps to perform to successfully install Ghostscript on your system:

- unpack Ghostscript to where you wish it to be located at (e.g. "Work:Ghostscript/")
- make an assign "Ghostscript:" to that Ghostscript directory (e.g. put the line "Assign Ghostscript: Work:Ghostscript" into your "S:User-Startup")
- assign PSFonts: to your postscript font directory (anywhere) (e.g. put the line "Assign PSFonts: Work:Ghostscript/Fonts" into your "S:User-Startup", if that font directory already does exist there)
- create some environment variables in ENV: _and_ ENVARC: which have to look as follows (respecting upper and lowercase):

Variable	Content	Remark
GS_FONTPATH		*NOT* to be created (do delete)
GS_LIB	PSFonts:	
GS_OPTIONS		create, but leave *EMPTY* (blank)
GS_DEVICE	amiga	

- create a file "PSFonts:FONTMAP" with at least the following lines:

```
% fontmap aka Fontmap
% ------------------------------------------------------------------
/Times-Roman                    (ptmr.gsf)      ;
/Times-Italic                   (ptmri.gsf)     ;
/Times-Bold                     (ptmb.gsf)      ;
/Times-BoldItalic               (ptmbi.gsf)     ;
```

The single ps fonts are assigned via the FONTMAP. For fonts used by ps files there must be an entry to allow interpretation of these files, but basically each font can easily substituted by an other.

It does not matter, which font files are assigned for which fontname; in general entries within the FONTMAP file at "PSFonts:" just have to go conformeous with the following scheme:

```
      /Fontname             (Filename)      ;
```

for example

```
      /Helvetica            (Helvet.pfb)    ;
```
~~~~~~~~~~~~~~~~~~~~~~

```
  This means that the corresponding files must actually exist.
  But one also may substitute fonts symbolically by other fonts
  (to be understood like an alias or replacement font as known
  from Windows (TM) for "Arial" and "Helvetica") like for example:

        /Helvetica_Bold       /Helvetica      ;


Remarks
~~~~~~~
 - if special versions for specific CPUs do crash, then try versions
   for "smaller" CPUs (e.g. 68000 version instead of 040+FPU version).
 - please note, that setting DPI to higher values does not necessarily
   increase image quality, but memory usage (default is DPI=72).
   Same is to mention for the output colordepth:
   256 colors give better results, when you've to perform dithering.
 - files to be recognized must either have the standard Postscript (TM)
   header (containing '%!PS-Adobe' in it) or have the file extension
   ".ps" and begin with '%' (containing instructions for GhostScript).
 - PDF files are also supported (extension ".pdf" and beginning with '%'),
   but having the correct and needed fonts installed is more critical
   for these. Had not enough fonts to successfully test loading of any
   of these.
 - error output of Ghostscript still is directed to stdio/Output(),
   so problems may be visible transparently


Where to DOWNLOAD from
~~~~~~~~~~~~~~~~~~~~~~
Aminet:gfx/show/gs#?.lha  (#?=version, CPU and archive content)


ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/GhostScript.controlpad"
ControlPad-Commands : - STACKSIZE=<value>
                        ; stacksize to be used for calling Ghostscript,
                        ; increasing may help on crashes
                        ; default is: 32768
                      - GS_PATH=<gs command path plus name>
                        ; how Ghostscript is to be called
                        ; e.g. GS_PATH=Ghostscript:gs000
                        ; default is: gs000
                      - OUTPUTMODE=<PNG256|PNG24BIT|OTHER>
                        ; Output file format to be used
                        ; (-sDEVICE parameter of Ghostscript's gs).
                        ; Only PNG supported yet.
                        ; default is: PNG256
                      - OTHER_OUTPUTMODE=<pcxmono|pcxgray|pcx16|pcx256|
                                          pcx24b|tiffcrle|tiff24nc|
                                          pngmono|pnggray|png16|png256|
                                          png16m|bmpmono|bmp16|bmp256|
                                          bmp16m>
                        ; If OUTPUTMODE=OTHER has been set, the string
                        ; specified here will directly be passed as
                        ; Ghostscript's "-sDEVICE" parameter
                        ; default is: png256
```

```
                        - DPI=<value>
                          ; DPI value to use for the converted output
                          ; (-r parameter of Ghostscript's gs)
                          ; default is: 72
                        - STATUS=<ENABLED|DISABLED>
                          ; allows to disable this module - for example
                          ; to be able to use an other, program-specific
                          ; import-module for the same file format

History
~~~~~~~
V4.10 (01.04.1998) :

 - added possibility to increase stacksize, when necessary (crashes ?)
 - improved interfacing/error handling with Ghostscript

V4.9 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.59 Targa.svobject

```
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Supports powerUP (TM).

Version      : 4.14
Release Date : 23.06.1999

Description
~~~~~~~~~~~
Targa.svobject is an external library module for superview.library,
which needs any SVDriver with Bit-/Oneplane-Support.

It supports reading and writing of TGA (Truevision Targa) files.
In detail these are :

Reading :

 Colors  Depth  Organisation                  RLE-Compression

   1        1   planar monochrome            supported
   256      8   chunky pixel (colors/gray)   supported
   32768   16   "HighColor 15/16 Bit" Pixel  supported
    (24 bit)    BGR-Pixel                    supported
    (32 bit)    BGRA-Pixel                   supported

Writing :

 Depending on the Colordepth of the source the following is written :

 Source Colors    Type                          Destination Colors

  2 .. 256        Uncompressed chunky pixel         256
  (24 bit)        Uncompressed BGR                (24 bit)
```

```
Remarks
~~~~~~~
 - PaintShop (3.0) and PaintShopPro (2.01) seem to write Targa
   files with a bad colormap (the same does apply to PixView 1.8,
   which perhaps was programmed using PaintShop files for testing).

   Corel PhotoPaint 4.0 crashed when opening one of these, PPaint 7.0
   and Targa.svobject did import a strange gray palette instead
   of the real one. PaintShop(Pro) however seems to be able to read
   SuperView-Library written Targa files correctly.

   Anyway, PaintShop(Pro) here does not seem to conform to the specs
   - I've tried everything to extract the real colormap from
   the written one, but it's simply too strange. It claims to
   be a 3x8 BGR colormap, but it must be something else that
   fits into 24 bit (I've tried nearly everything and it did not
   work, though). So, be careful - use some other file format when
   exchanging data with PC people that may like to use PaintShop(Pro).

 - 32 Bit graphics files are supported now, however only compressed
   files actually have been available for testing (uncompressed
   should work as well, the code is there...)

 - The flags for "mirroring" Images vertically and/or horizontally
   are not fully interpreted yet, nevertheless these will be reported
   by SVL_FileInfoRequest()
   If the VERTINV flag is not set, the picture will be assumed to
   be written as "from bottom to top", otherwise as "from top to
   bottom". Some programs do not set these flags right, when writing,
   so that you might get just the opposite result as expected.
   The HORIZINV flag is currently ignored: when reading such a picture
   as usual, you'd get a mirrored image. But this flag is also set
   wrong sometimes ...

History
~~~~~~~
V4.14 (23.06.1999) :

 - added support for compressed (and uncompressed - however untested)
   32 Bit files
   (-> Marko Seppänen)
 - fixed a possible (certain ?) bug in the 16 bit compressed loader
   (it would have thought that 16 bit compressed actually was 24 bit
   compressed)

V4.13 (29.03.1999) :

 - added support for ppclaunch.library

V4.12 (02.04.1998) :

 - due to a bad check in the file recognition routine (introduced
   with a bug fix some time) colormapped Targa files written by
   this SVObject were not recognized and loaded by it any longer;
   this did affect other Targa files of the same kind, too
   (-> Waldemar Scheu)
```

```
 - fixed another (logical) bug in file recognition routine
 - colormapped Targa files had a RGB instead of BGR colormap
   when being written (didn't I fix this already a zillion times ?!)
 - when reading colormapped Targa files, their BGR colormap would
   have been interpreted as RGB colormap (same as above, consequently)
 - added support for 16/32 bit (2/4 byte) colormaps
   (just followed the specs; not tested, though - report any bugs)
 - added note about garbage PaintShop/PixView targa files
 - fixed bug in little/big endian conversion, which (yet) did
   not have had any effects (luckily)
 - fixed a bunch of other things

V4.11 (16.02.1998) :

 - changed for new .svm style PPC modules

V4.10 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.60 MetaView.svobject

```
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Version      : 4.11
Release Date : 27.06.1999

Description
~~~~~~~~~~~
MetaView.svobject is an external library module for superview.library,
which needs any SVDriver with Bit-/Oneplane-Support, a working
ILBM.svobject and an installed MetaView executeable with CLI interface.

It supports importing WMF (also embedded in Win CLP), AMF, IFF-DR2D, IFF-DRSF,  ↩
   DXF
and WPG vector drawings as bitmapped graphics. Optionally also FIG and CGM  ↩
   graphics
may be handled through MetaView instead of using the default methods for CGM (
              GPlot.svobject
              )
and FIG (
              AmiFIG.svobject
              ).

This is done by using MetaView for conversion of WMF (Windows Meta File)
or Windows CLP, AMF (Amiga Meta File), IFF-DR2D, IFF-DRSD (DrawStudio), DXF (CAD ↩
   ) or WPG
vector files (optionally also FIG and CGM files) to IFF-ILBM files, which then  ↩
   will be
parsed through superview.library again using
              ILBM.svobject
              .
```

```
Reading :

 (Any WMF, Win CLP, AMF, IFF-DR2D, IFF-DRSD, DXF and WPG vector drawings ( ↩
    optionally
  also FIG and CGM) as long as understood and correctly converted to IFF-ILBM by ↩
      MetaView)


Configuration
~~~~~~~~~~~~~
This WMF/AMF/IFF-DR2D/DXF/WPG (plus FIG nad CGM) vector support module has been
tested with: MetaView 2.0 (C) by Henk Jonas, which is Shareware (30 DEM/20 USD)
and can be obtained from Aminet (see below). For some features, a newer version
may be required, though (follow the homepage URL for a download link).

Henk Jonas - eMail: subvcbhd@dattel.zrz.tu-berlin.de
             WWW:   http://www.cs.tu-berlin.de/~jonash

At first, you have to correctly install and configure MetaView and
the libraries it is using for vector graphics parsing.

Also, you have to supply an AmigaDOS search path to a directory, where
the executable "MetaView" is stored (default), or explicitely specify
path plus name of the program by the controlpad entry METAVIEW_PATH
(see below).


Notes
~~~~~
DXF and CLP files will only be recognized, if the file extensions have
not been changed (.DXF and .CLP).


Where to DOWNLOAD from
~~~~~~~~~~~~~~~~~~~~~~
Aminet:gfx/conv/MetaView.lha


ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/MetaView.controlpad"
ControlPad-Commands : - STACKSIZE=<value>
                        ; stacksize to be used for calling MetaView,
                        ; increasing may help on crashes
                        ; default is: 32768
                      - METAVIEW_PATH=<MetaView command path plus name>
                        ; how MetaView is to be called
                        ; e.g. METAVIEW_PATH=Work:AMF/MetaView
                        ; default is: MetaView
                      - FIG_SUPPORT
                        ; if this keyword is set, AmiFIG.svobject will
                        ; be overriden and instead MetaView will be
                        ; utilized for imporint FIG drawings
                      - CGM_SUPPORT
                        ; if this keyword is set, GPlot.svobject will
                        ; be overriden and instead MetaView will be
                        ; utilized for imporint CGM graphics
```

```
                        - STATUS=<ENABLED|DISABLED>
                          ; allows to disable this module - for example
                          ; to be able to use an other, program-specific
                          ; import-module for the same file format

History
~~~~~~~
V4.11 (27.06.1999) :

 - fixed version string

V4.10 (07.04.1998) :

 - added file recognition code for IFF-DRSD and CLP
   (-> thanks to Henk Jonas)

V4.9 (01.04.1998) :

 - changed way of calling the program (SystemTagList), which should
   fix some crashes on certain graphics
 - added possibility to increase stacksize, when necessary (crashes ?)

V4.8 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.61 WPG.svobject

```
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FREEWARE. All rights reserved. Only to be distributed with SuperView-Library.
Supports powerUP (TM).

Version      : 4.13
Release Date : 29.03.1999

Description
~~~~~~~~~~~
WPG.svobject is an external library module for superview.library,
which needs any SVDriver with Bit-/Oneplane-Support.

It supports reading of WPG (WordPerfect) BitMap files.
In detail these are :

Reading :

 - WPG Bitmap (grayscaled) with 1, 2, 4 or 8 bits colordepth
 - WPG Bitmap (colorMap)   with 1, 2, 4 or 8 bits colordepth

Remarks
~~~~~~~
WordPerfect WPG files do not necessarily have to contain bitmap graphics,
they also may contain various other data, e.g. vector graphics.
If a WPG file contains a bitMap graphic in any of its chunks, it will
be loaded, otherwise the file will be rejected - these rejected files
```

```
may be loaded by a correctly configured and installed MetaView.svobject,
though.

If a file does not contain any color information, WPG.svobject will
generate grayscales by default.
This will be mentioned in the file-info requester.

This version actually has been tested with graphics with 1, 4 and 8 Bit
colordepth (2, 16 and 256 Colors).
Due to the fact, that the 2 bit-routine is identically to the 1 bit-
routine you should not get any problems with those pictures.

History
~~~~~~~
V4.12 (18.06.1999) :

 - PPC support was broken (disabled) in V4.12
   (-> Jörg Hintze)

V4.11 (29.03.1999) :

 - added support for ppclaunch.library

V4.10 (16.02.1998) :

 - changed for new .svm style PPC modules

V4.9 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.62 SPP.svobject

```
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(Also see notes under "Credits".)
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Version      : 4.1
Release Date : 10.09.1998


*** THIS ONE IS REALLY EXPERIMENTAL ***


Description
~~~~~~~~~~~
SPP.svobject is an external library module for superview.library,
which needs any SVDriver with Oneplane-Support and an installed
SPP 1.0x executeable.

It supports importing/exporting SPP compressed bitmapped graphics.

SPP implements SPIHT - image Compression with Set Partitioning in
Hierachical Trees. It's a distributable version of SPIHT's compression
software which does not include any patented or copyrighted algorithms/methods.
```

```
Importing is done by using SPP for conversion of SPC files to temporary
PNM files, which then will be parsed through superview.library again.

Exporting is supported by creating temporary PNM files, which then
will be converted to SPC files via SPP.

The VMEM: assignment is not utilized, instead the temporary files always
will be written to the same path as the SPC files (this inhibits reading
from read-only media; if anyone really should care about this, then please
let me know). The temporary files will be deleted again after usage.

Note, that every written file will get the .spc extension.
The extension also is needed to identify SPP-compressed files,
so don't remove it.

So it supports reading and writing of SPP files.
In detail these are :

Reading :

 (SPP-compressed .SPC files, as far as supported by the used SPP program.)

Writing :

 (Any input needs to be supplied in 24 Bit, which then will be converted
  to SPP-compressed .SPC files, by the SPP program.)

Configuration
~~~~~~~~~~~~~
This SPP support module has been tested with the Michael Cheng's
SPP 1.09 port from Aminet:gfx/, which was based on a the version
developed by Amir Said and William A. Pearlman in 1996.

There's no special configuration needed, just install it and
setup the contralpad options accordingly.


Where to DOWNLOAD from
~~~~~~~~~~~~~~~~~~~~~~
Aminet:gfx/conv/                 (please use the Aminet search)


ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/SPP.controlpad"
ControlPad-Commands : - STACKSIZE=<value>
                        ; stacksize to be used for calling SPP,
                        ; increasing may help on crashes
                        ; default is: 32768
                      - SPP_PATH=<SPP command path plus name>
                        ; how SPP is to be called
                        ; e.g. SPP_PATH=Work:SPP/SPP-030-881
                        ; default is: SPP
                      - STATUS=<ENABLED|DISABLED>
                        ; allows to disable this module - for example
                        ; to be able to use an other, program-specific
```

```
                          ; import-module for the same file format
                        - LOSSY_FACTOR
                          ; 0..12, where 0 means non-lossy
                          ; default is: 0

History
~~~~~~~
V4.1 (10.09.1999) :

 - initial release
   (idea: Michael Tobin, M.D.)
```

1.63 SunRaster.svobject

```
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Version      : 4.7
Release Date : 14.08.1997

Description
~~~~~~~~~~~
SunRaster.svobject is an external library module for superview.library,
which needs any SVDriver with Bit-/Oneplane-Support.

It supports reading and writing of SunRaster (RAS) files.
In detail these are :

Reading :

 - SunRaster with   2 Colors ( 1 Bit, planar)
 - SunRaster with 256 Colors ( 8 Bit, chunky pixel)
 - SunRaster with  24 bit    (24 bit, R-G-B)

Writing :

 Depending on the Colordepth of the source the following is written :

 Source Colors    Type                            Destination Colors

  2..256          Uncompressed Chunky Pixel        256
  (24 bit)        Uncompressed 24 bit RGB         (24 bit)

Remarks
~~~~~~~
 - files with Colorbits other than 1, 8 or 24 are not supported yet
 - only RGB-planar colormaps supported (or monochrome, without map)
 - max. 1 plane of bitmap data allowed

History
~~~~~~~
V4.7 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

```
 - obviously had been broken since V4.4 (V4.4 included instead ?)
```

1.64 SGI.svobject

```
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Version      : 4.7
Release Date : 14.08.1997

Description
~~~~~~~~~~~
SGI.svobject is an external library module for superview.library,
which needs any SVDriver with 24 bit Oneplane-Support.

It supports reading and writing of SGI files.
In detail these are :

 Colors Depth  Organisation                    RLE-Compression

   256  8      8 Bit Chunky Pixel (gray)      supported
  (24  Bit)    8:8:8 24 bit RGB               supported

Writing :

 Source Colors    Type                         Destination Colors

 (24 bit)         Uncompressed RGB             (24 bit)

Remarks
~~~~~~~
 - Currently files with BPC-Values of 2 are not supported, which
   means that pixel data has to be stored in bytes, not words
   (either gray 8 Bit or 24 bit RGB as 8:8:8, not 16 or 16:16:16)

History
~~~~~~~
V4.7 (14.08.1997) :

 - recompiled with SAS/C 6.58
 - SVDriver flag was not set
```

1.65 PICT.svobject

```
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Supports powerUP (TM).

Version      : 4.10
Release Date : 29.03.1999
```

```
Description
~~~~~~~~~~~
PICT.svobject is an external library module for superview.library,
which needs any SVDriver with 24 bit Oneplane-Support.

It supports reading of Mac PICT-2 Metafile graphics.
In detail these are :

Reading :

 - Mac PICT-2 with 1, 2, 4, 8 or 24 bit colordepth
   always as 24 bit RGB Data (JPEG optionally as dithered 8 Bit)

Remarks
~~~~~~~
 - the file extension has to be ".pct" (as on PCs), ".pic"
   or ".pict", otherwise it will be rejected
   (there do more checks take place, but those are less relieable)
 - pictures always will be exported as 24 bit RGB data
 - font handling always will operate with the internal
   standard font instead of the appropriate ones
   (derived from PBM package, see Credits)

Limitations
~~~~~~~~~~~
Please note, that the Decoding Routines of the Library are not (yet)
fully re-entrant, so that only one Task may Decode a picture at a time.
The Library itself manages it, that the other Task has to Delay() until
the Decoding Routines are "free" again.
Since Decoding usually is managed very fast, this should not
actually matter.

History
~~~~~~~
V4.10 (29.03.1999) :

 - added support for ppclaunch.library

V4.9 (16.02.1998) :

 - changed for new .svm style PPC modules

V4.8 (11.02.1998) :

 - added powerUP support (optional)
 - fixed some small bugs

V4.7 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.66 Pictor.svobject

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```
Version      : 4.7
Release Date : 14.08.1997

Description
~~~~~~~~~~~
Pictor.svobject is an external library module for superview.library,
which needs any SVDriver with Bit-/Oneplane-Support.

It supports reading of Pictor/PC Paint (PIC) files.
In detail these are :

Reading :

 - Files with 1, 4, or 8 Bit colordepth
   (monochrome or with EGA or VGA palette).

History
~~~~~~~
V4.7 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.67 MAC.svobject

```
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Version      : 4.7
Release Date : 14.08.1997

Description
~~~~~~~~~~~
MAC.svobject is an external library module for superview.library,
which needs any SVDriver with Bitplane-Support.

It supports reading of MAC (MacIntosh MacPaint) files.
In detail these are :

Reading :

 - MAC Black & White 576x720

Remarks
~~~~~~~
MacPaint files, which are to be loaded into "MAC.svobject" should contain
the specific MacBinary Header (first the 128 Byte-Header, then the
MacPaint specific data appended to it).
In the PC area, there may sometimes files be found, which just contain
the MacPaint 576x720 black and white Data.
These files - without the header - can only be identified via the three
leading zero bytes at the beginning of the 512 Byte MacPaint header.
But there's never a 100% guarantee that a File with three leading zeroes
really is a MacPaint File, so we also request a filename ending with
".mac" or ".MAC" in this special case.
```

```
History
~~~~~~~
V4.7 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.68 JPEG.svobject

```
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Supports powerUP (TM).

This software is based in part on the work of the Independent JPEG Group.

Version      : 4.21
Release Date : 07.08.2000

Description
~~~~~~~~~~~
JPEG.svobject is an external library module for superview.library,
which needs any SVDriver with Oneplane-Support.

It supports reading and writing of JPEG files as written by
"The Independent JPEG Group's JPEG Software" (release 6).

In detail these are :

Reading :

 - JPEG (IJG-JFIF), with output in 256 Colors or 24 bit

Writing :

 - JPEG (IJG-JFIF), from upto 8 or 24 bit Input

Remarks
~~~~~~~
* VMEM:
* Temporary data might be written to a directory assigned to "VMEM:",
  if neccessary, but please note, that this might affect your HardDisk,
  if this program crashes (e.g. on a corrupt JPEG-picture) !
  So don't blame me, if this happens, but select a _safe_ place for this
  temporary-file directory !

* Writing JPEG-files :
* Note, that JPEG-compression is lossy, which means that the original
  picture cannot be reconstructed totally.
  Only JPEG-compress files, of which you have backups, or files which
  you never want to edit and enhance again.
  You should always control the results from saving an JPEG-File : in
  some special cases (e.g. many thin lines on the screen) there may
  occur strong differences to the original picture.
```

```
ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/JPEG.controlpad"
ControlPad-Commands :   ;
                        ; STANDARD settings
                        ; *****************
                      - COLORDEPTH=<8|24>
                        ; For READING colored 24 bit images:
                        ; should the output be done as 8 or 24 bit Data ?
                        ; default is 8 Bit data. Grayscaled graphics
                        ; will _always_ be exported as 8 Bit
                      - QUANTIZATION=<0..100>
                        ; For WRITING 8/24 bit images as 24 bit JPEG:
                        ; 0   - poor quality, big compression
                        ; 100 - best quality, no compression
                        ; never use such extreme values, but try
                        ; something like 20, 50, 75
                        ; default is: 75)
                        ;
                        ; ADVANCED settings
                        ; *****************
                      - FORCE_GRAY_DECODE
                        ; For READING images:
                        ; this switch overrides the selected depth
                        ; for colored images and always exports them
                        ; as 8 Bit grayscaled pictures
                        ; default is: not set
                      - DECODE_METHOD=<FAST_INTEGER|SLOW_INTEGER|
                                       FLOATING_POINT>
                        ; For READING images:
                        ; how to DECODE the 24 bit or gray data
                        ; default is: FAST_INTEGER
                      - DITHERMODE=<DITHER_FLOYD-STEINBERG|
                                    NO_DITHERING|DITHER_ORDERED>
                        ; For READING and dithering 24 bit images
                        ; to 8 Bit images:
                        ; how and whether to DITHER the 24 bit data
                        ; default is: DITHER_FLOYD-STEINBERG
                      - COLOR_QUANTIZING=<FAST|SLOW>
                        ; For READING and dithering 24 bit images
                        ; to 8 Bit images:
                        ; whether to QUANTIZE the 24 bit data within
                        ; two passes (not with DITHER_ORDERED)
                        ; default is: SLOW
                      - UPSAMPLING=<ON|OFF>
                        ; For READING and dithering 24 bit images
                        ; to 8 Bit images:
                        ; whether to do fancy upsampling on the 24 bit
                        ; default is: ON
                      - FORCE_GRAY_ENCODE
                        ; For WRITING images:
                        ; this switch causes grayscales to be written
                        ; no matter, whether the input was colored
                        ; default is: not set
                      - ENCODE_METHOD=<FAST_INTEGER|SLOW_INTEGER|
                                       FLOATING_POINT|FASTEST_INTEGER>
                        ; For WRITING images:
```

```
                          ; how to ENCODE the 24 bit or gray data
                          ; default is: FAST_INTEGER
                        - OPTIMIZE=<ON|OFF>
                          ; For WRITING 24 bit images:
                          ; whether to optimize the generated huffman
                          ; code (good compression, but slow)
                          ; default is: OFF
                        - PROGRESSIVE=<ON|OFF>
                          ; For WRITING 24 bit images:
                          ; whether to write progressive JPEG files
                          ; default is: OFF

History
~~~~~~~
V4.21 (07.08.2000) :

 - speedup

V4.20 (30.05.1999) :

 - now recognizes and reads JPEG files with Mac Binary header as well;
   only for files with extension .jpg or .jpeg, though
   (added full "StripJPEG" functionality)

V4.19 (28.03.1999) :

 - added support for ppclaunch.library

V4.18 (06.09.1998) :

 - smaller, faster

V4.17 (30.03.1998) :

 - upgraded to libjpeg V6b

V4.16 (16.02.1998) :

 - changed for new .svm style PPC modules

V4.15 (11.02.1998) :

 - added support for PPC native ELF plugin module, allowing
   to speed up loading and saving incredibly with powerUP (TM)
 - JPEG core now single-threaded due to problems with reentrancy
 - in 4.13 accidentally linked the 68000 and 030 version with
   060 code. No problem for 020+ users, but for 68000 users.

V4.14 (31.12.1997) :

 - fixed error handling (according to hint by Tom Lane)

V4.13 (23.12.1997) :

 - faster, smarter
 - JPEGMEM env variable no longer checked
```

```
V4.12 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.69 PCD.svobject

```
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(Also see notes under "Credits".)
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Supports powerUP (TM).

Version      : 4.13
Release Date : 29.03.1998

Description
~~~~~~~~~~~
PCD.svobject is an external library module for superview.library,
which needs any SVDriver with 24 bit Oneplane-Support.

It supports reading of the unpacked resolutions of PCD-files,
as BASE/16 (192x128), BASE/4 (384x256) and BASE (768x512)
directly, and additionally BASE*4 (1536x1024) and BASE*16 (3072x2048)
via the external NetPBM-tool "hpcdtoppm".

It does not read the BASE*4 (1536x1024) and BASE*16 (3072x2048)
resolutions directly, since these are encrypted in a way, which is
not only undocumented, but also copyrighted by Kodak, who are
taking a license fee for their decoding algorithms.

Legal Issues
~~~~~~~~~~~~
This program module is FREEWARE.
The author does not claim any copyrights on the code, which is
used to decode the YUV-data fromout the PCD-file (see credits)
or on the other PCD-related information.
Copyright is only claimed for the program as a whole, which means
that some parts of the library module, which are also used within
other SVObjects, are copyrighted by the author.

If the writing or the publication of this program should ever
be considered to be partly any kind of a violation of third party
copyrights, it is hereby expressed that the usage of this program
is only allowed, if any user of it agrees to the following:
If the case as described above takes place, any user has to
delete any copies of this program immediately when he gets informed
about it.

Configuration
~~~~~~~~~~~~
"hpcdtoppm" does not need to be configured. Just copy it somewhere.

Where to DOWNLOAD from
~~~~~~~~~~~~~~~~~~~~~
Aminet:gfx/pbm/#?.lha  (#? something with "pbm" in it)
```

```
ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/PCD.controlpad"
ControlPad-Commands : - OUTPUTFORMAT=<BASE/16 | BASE/4 | BASE
                                    | BASE*4  | BASE*16>
                        ; specifies the output resolution to be used
                      - HPCDTOPPM_PATH=<hpcdtoppm command path plus name>
                        ; how NetPBM's hpcdtoppm is to be called
                        ; e.g. HPCDTOPPM_PATH=Work:NetPBM/ppm/hpcdtoppm
                        ; If this one is not set, "BASE" will be
                        ; used as default resolution, even if OUTPUFORMAT
                        ; has been set to BASE*4 or BASE*16

History
~~~~~~~
V4.13 (29.03.1999) :

 - added support for ppclaunch.library

V4.12 (16.02.1998) :

 - changed for new .svm style PPC modules

V4.11 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.70 FastILBM24.svobject

```
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Version      : 4.7
Release Date : 14.08.1997

Description
~~~~~~~~~~~
FastILBM24.svobject is an external library module for superview.library,
which needs any SVDriver with Oneplane-Support.

It has especially been written to allow fast and "low-memory"
loading and dithering of ILBM 24 bit graphics.

This means, that no compressed or uncompressed 24 bit data will
be completely loaded into memory, but directly be dithered
to HAM6/8, so that even people with less memory and no graphics
card will be able to view those nice 24 bit graphics.

May be deactivated, even if installed; may be switched between
HAM6 and HAM8; allows increasing/decreasing of internal cache buffer.

ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/FastILBM24.controlpad"
ControlPad-Commands : - BUFFERSIZE=<Size in Bytes>
```

```
                          ; how many bytes should be buffered
                            (more = faster)
                          ; Default is 8192, minimum is 256
                        - PASSTHROUGH
                          ; do not recognize ANY pictures, so that
                          ; they e.g. might be passed through to
                          ; ILBM.svobject instead
                        - DITHERMODE=<HAM6_QUICK|HAM8_QUICK>
                          ; Default is HAM6_QUICK

History
~~~~~~~
V4.7 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.71 YUVN.svobject

```
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Version      : 4.8
Release Date : 02.04.1998

Description
~~~~~~~~~~~
YUVN.svobject is an external library module for superview.library,
which needs any SVDriver with 24 bit Oneplane-Support.

It supports reading and writing of IFF-YUVN (YUVN) files.
In detail these are :

Reading :

 - IFF-YUVN 24 bit (gray, 411, 422, 444, 211, 222)

   Gray will be imported as 24 bit with R=G=B.
   Use "ExtractGrayScales" operator to reduce
   memory usage - and redundancy

Writing :

 - IFF-YUVN 24 bit (411)

Reading/writing from/to ClipBoard is supported.

Remarks
~~~~~~~
 - only 24 bit sources will be written as IFF-YUVN.
   256 color graphics are NOT automatically transformed to 24 bit,
   so that you may have to use the "AnyTo24Bit" operator before saving.

History
~~~~~~~
```

```
V4.8 (02.04.1998) :

 - when wrinting, due to bad chunk size alignment, images sometimes later
   might not have been parsed correctly (by iffparse.library), resulting
   in a "data not found" or similar message with YUVN.svobject
   (-> reported by Waldemar Scheu)

V4.7 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.72 DEEP.svobject

```
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Supports powerUP (TM).

Version      : 4.10
Release Date : 29.03.1999

Description
~~~~~~~~~~~
DEEP.svobject is an external library module for superview.library,
which needs any SVDriver with 24 bit Oneplane-Support.

It supports reading and writing of specific IFF-DEEP (DEEP) files.
In detail these are :

Reading :

 - IFF-DEEP 24 bit RGB  8:8:8,   uncompressed
   and      32 bit RGBA 8:8:8:8, uncompressed   (Alpha channel ignored)
 - IFF-DEEP 24 bit RGB  8:8:8,   RLE-compressed
   and      32 bit RGBA 8:8:8:8, RLE-compressed (Alpha channel ignored)

Writing :

 - IFF-DEEP 24 bit RGB 8:8:8, uncompressed

Reading/writing from/to ClipBoard is supported.

Remarks
~~~~~~~
 - only 24 bit sources will be written as IFF-DEEP.
   There's no conversion done from e.g. 256 Colors to 24 bit
   to perform the requirements of this file format.
 - other compression methods (e.g. Huffman) aren't yet supported
   due to a lack of information on implementation

History
~~~~~~~
V4.10 (29.03.1999) :

 - added support for ppclaunch.library
```

```
V4.9 (16.02.1998) :

 - changed for new .svm style PPC modules

V4.8 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.73 FAXX.svobject

```
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Version      : 4.5
Release Date : 05.03.1998

Description
~~~~~~~~~~~
FAXX.svobject is an external library module for superview.library,
which needs any SVDriver with Bitplane-Support.

It supports reading of IFF-FAXX (GPFax) files.
In detail these are :

Reading :

 - IFF-FAXX 1 bit black & white, compressed

Reading from ClipBoard is supported.


Notes
~~~~~
Note, that only IFF-FAXX files compliant to the official FAXX
(Facsimile image FORM) as registered at CATS 11/13/91
by Christopher E. Darsch (Atlantis Design Group, Inc.) are
supported. These files do consist of the three chunks FXHD,
PAGE and FLOG and may be extended by the GPHD chunk as defined
by GPSoftware.

NOT supported are the completely incompatible (and obviously
non-standard) files as written by MultiFax, which seem to
mainly consist of text and also may include an attached
IFF-FTXT file. MultiFax, as a second option, also seems to
output partly standard-compliant files, which in theory
should be read correctly - in practice there did occur
some problems with garbaged output though (yet it's not clear,
whether it's the fault of the MultiFax encoder or our decoder).

A typical file written by GPFax may look like this:

  FORM  FAXX
    FXHD
    GPHD
```

```
    PAGE

A supported MultiFax file may look like this:

  FORM  FAXX   (19102 data bytes)
    FXHD
    PCON
    PAGE

A non-supported MultiFax file may look like this:

  FORM  FAXX
    TELE
    CNFG
    PFLG
    FDSC
  FORM  FTXT
    MCMD
    MCMD
    MCMD
    MCMD
    CHRS


Credits
~~~~~~~
Thanks to Dr. Greg Perry (GPSoft) for help on implementation.


History
~~~~~~~
V4.5 (05.03.1998) :

 - small changes

V4.4 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.74 RGB8.svobject

```
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Supports powerUP (TM).

Version      : 4.8
Release Date : 29.03.1999

Description
~~~~~~~~~~~
RGB8.svobject is an external library module for superview.library,
which needs any SVDriver with 24 bit Oneplane-Support.

It supports reading and writing of IFF-RGB8 and IFF-RGBN
(Turbo Silver, Imagine, ArtEffect) files.
```

```
In detail these are :

Reading :

 - IFF-RGBN 12 bit RGB 4:4:4, RunLength4 compressed (Genlock bit ignored)
 - IFF-RGB8 24 bit RGB 8:8:8, RunLength4 compressed (Alpha channel ignored)

Writing :

 - IFF-RGB8 24 bit RGB 8:8:8, RunLength4 compressed (no Alpha channel)

Reading/writing from/to ClipBoard is supported.

Remarks
~~~~~~~
 - only 24 bit sources will be written as IFF-RGB8.
   There's no conversion done from e.g. 256 Colors to 24 bit
   to perform the requirements of this file format.
 - other compression methods are not available, thus not supported...

History
~~~~~~~
V4.8 (29.03.1999) :

 - added support for ppclaunch.library

V4.7 (03.10.1998) :

 - was checking for 5 instead of 2 (4) IFF-IDs. Possible crash reason...
   (-> Waldemar Scheu)
 - added support for IFF-RGBN
   (-> sample gfx supplied by Waldemar Scheu)

V4.6 (16.02.1998) :

 - changed for new .svm style PPC modules

V4.5 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.75 RGFX.svobject

```
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Version      : 4.4
Release Date : 05.12.1998

Description
~~~~~~~~~~~
RGFX.svobject is an external library module for superview.library,
which needs any SVDriver with 8/24 bit Oneplane- and Bitplane-Support.

It supports reading and writing of the new IFF-RGFX graphics file
```

```
standard for AGA and RTG Amigas (see Aminet:dev/misc/IFF-RGFX.lha)
In detail these are :

Reading :

 - IFF-RGFX 1..24 bit uncompressed
 - IFF-RGFX 1..24 bit XPK-compressed

Writing :

 - IFF-RGFX 1..24 bit uncompressed
 - IFF-RGFX 1..24 bit XPK-compressed

Reading/writing from/to ClipBoard is supported.

ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/RGFX.controlpad"
ControlPad-Commands : - PACKMETHOD=<xxxx>
                        ; XPK packer to be used for writing
                        ; "RGFX xpk-compressed"
                        ; Default: NUKE
                      - SAVE_CHUNKY
                        ; forces chunky data to be saved,
                        ; even if source graphics was planar
                        ; (e.g. when converting from IFF-ILBM).
                        ; May also result in smaller files.
History
~~~~~~~
V4.4 (05.12.1998) :

 - rscm->rscm_AGA still may have contained non-AGA modes when
   writing files under CGFx/P96. Fixed again. More redundant checks.
   (-> Achim Stegemann)
 - saving chunky files now can be forced (via SAVE_CHUNKY option)
   (-> Achim Stegemann)

V4.3 (03.12.1997) :

 - rscm->rscm_AGA may have contained non-AGA modes when writing
   files under CGFx/P96. Fixed.
   (-> Achim Stegemann)
 - HAM would not necessarily have been written with correct mode
   id: P96/CGfx must be INVALID_ID and AGA must be OR'ed with HAM_KEY

V4.2 (27.11.1997) :

 - write: bytesperline entry always was set to zero in chunky
          mode (accidentally mixed ">> 3" and "/ 8" to ">> 8" :-(
   (-> Achim Stegemann)

V4.1 (16.11.1997) :

 - first release, implementing IFF-RGFX V1.0
```

1.76 QRT.svobject

```
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Version      : 4.8
Release Date : 02.08.1998

Description
~~~~~~~~~~~
QRT.svobject is an external library module for superview.library,
which needs any SVDriver with 24 bit Oneplane-Support.

It supports reading and writing of QRT (POV RayTracer) files.
In detail these are :

Reading :

 - QRT Dump 24 bit

Writing :

 - QRT Dump 24 bit

Remarks
~~~~~~~
 - only 24 bit sources will be written as QRT.
   There's no conversion done from e.g. 256 Colors to 24 bit
   to perform the requirements of this file format.

History
~~~~~~~
V4.8 (02.08.1998) :

 - progressbar started at 100% then went down to 0%...

V4.7 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.77 C-Source.svobject

```
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Version      : 4.8
Release Date : 09.11.1997

Description
~~~~~~~~~~~
C-Source.svobject is an external library module for superview.library.

It creates C or Assembler source code in chunky/RGB notation from any input ↩
   graphics
```

```
(<= 8 Bit and HAM as chunky, 24 bit as RGB).

In detail these are :

Writing :

 C-Source:   - 8 Bit as C-Source with UBYTE [] pixel array and UBYTE [][3]  ↩
    colormap
               (HAM6/8 indicated by flag #define)
             - 24 bit as C-Source with UBYTE [][3] pixel array (RGB data)

 Asm-Source: - 8 Bit as asm source dc.b pixel array and dc.b (3-byte wise)  ↩
    colormap
               (HAM6/8 indicated by EQU defined flag)
             - 24 bit as asm source dc.b pixel array (3-byte RGB data)


For simple extraction of a colormap from a graphics file, you should
apply the Crop operator with parameters   CROP_LEFTEDGE=0
                                          CROP_TOPEDGE=0
                                          CROP_WIDTH=1
                                          CROP_HEIGHT=1
and then save the result as C-Source.


Remarks
~~~~~~~
 - this module uses buffered I/O, but nevertheless is quite slow for
   larger graphics (I/O buffer is set to 64K for OS version >= 39)
 - usage of RAM-Disk for output buffers is strongly suggested
 - the module does raw output, which should be compileable with
   any Amiga C compiler - and any other compiler, when simply
   replacing

        #include <exec/types.h>

   with

        typedef unsigned char UBYTE;
        typedef unsigned long ULONG;

  - the "endmark" entries at the end of any written array can simply
    be removed; they actually have no meaning, but simplify the process
    of writing the data to the file

History
~~~~~~~
V4.7 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.78 UXFormats

```
XWD and UtahRLE are not included with this distribution, but can be found on
AmiNet or any related BBS.
```

```
Look out for an archive called "Aminet:gfx/show/svoUXFormats.lha" or similar.
```

1.79 ECS.svdriver

```
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Version      : 2.19
Release Date : 07.08.2000

Requirements
~~~~~~~~~~~~
- OS V2.04+ (V37+) and its libraries
- AMIGA with Old or Enhanced Chip Set (OCS/ECS)

Description
~~~~~~~~~~~
ECS.svdriver is an external SV_GfxBuffer display module for
superview.library, which allows object-oriented displaying on
ECS displays.


This Driver supports the following :

Dimensions        Depth         Type

[ECS]             [ECS]         BITPLANE
[ECS]             8/(24)        ONEPLANE    (Chunky Pixel)

The 8-Bit mode will perhaps only work on ECS systems which have any
Graphic Card installed, which allows 256 or more colors in a way
of an Intuition emulation.
24 bit Graphics will be displayed as "best guess of 256 colors"
if no SVOperator is specified.

Autoscrolling of Screens larger than the actual display is supported :
Just move the mouse to the boundings !


Attention: if you get the error messages "this module can't handle HAM data"
           or something like that, you most likely have set 24BITOPERATOR
           to "24BitToHam", however the selected screenmode (e.g. by CyberGfx)
           doesn't support to display HAM data (HAM_KEY not set in MODE_ID).


ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/ECS.controlpad"
ControlPad-Commands : - 24BITOPERATOR=<OperatorName>
                        ; (case-sensitive, ".svoperator" may be added)
                        ; e.g. "24BITOPERATOR=24BitToHAM.svoperator"
                        ; or   "24BITOPERATOR=ExtractGrayScales"
                        ; specifies, which operation should be performed
                        ; on 24 bit graphics _before_ displaying them
```

```
                          ; (if not specified displaying will fail)
                        - 8BITOPERATOR=<OperatorName>
                          ; (case-sensitive, ".svoperator" may be added)
                          ; e.g. "8BITOPERATOR=ExtractGrayScales"
                          ; specifies, which operation should be performed
                          ; on non-ECS graphics (more than 16 Colors in
                          ; HighRes, more than 32 Colors in LowRes, HAM8)
                          ; (if not specified, will be tried to display)
                        - BITMAPCOPY=<DIRECT|RTG>
                          ; "BITMAPCOPY=RTG" prevents ECS.svdriver from
                          ; directly copying into Bitmaps, which will
                          ; result in a usage of more memory, but keeps it
                          ; working.
                          ; Default is "BITMAPCOPY=DIRECT".
                        - SCREENINFRONT
                          ; Put Screen to front _before_ the graphics
                          ; has been displayed (useful with GfxCards)

History
~~~~~~~
V2.19 (07.08.2000) :

 - speedup

V2.18 (02.03.1999) :

 - (radically) fixed screen gadget and title bar problem

V2.17 (29.11.1997) :

 - improved resource management and temporary buffer delocation
   (may fix some hidden bugs as well)
 - tried to reconstruct 5.81/16.2 behaviour for OS 3.0/3.1
   systems *without* SetPatch V43 (and only for these), since another
   strange effect seems to have caused distortion of the original
   bitmap *although* we made copies (compiler bug ?)
   (-> Sven Drieling, Colin J. Knight)
 - SetPatch check was missing __saveds
 - in RTG mode, we used the wrong pointer to reference our
   buffer, once (here: could have been a problem when a 8BITOPERATOR
   had been selected and used on a ONEPLANE graphics, which then
   did become a BITPLANE graphics - highly unlikely case, though)
 - AI's original CheckSetPatch routine was buggy, it actually did
   the opposite as expected: with any version lower or equal
   it did return TRUE, for any greater version it returned FALSE.
   Since we check for V43.4, it would only have worked with this
   one - otherwise we applied our bugfix, although it was no
   longer necessary, and with e.g. V40.16 there would not have
   been a bug-fix at all!
   This could have resulted in a destroyed source bitmap
   graphics, i.e. a black screen after certain times of viewing
   or usage of certain image processing operators.
   (-> 'black screen' effect noticed, and debugging done by
       Colin J. Knight and Sven Drieling)

V2.16 (03.10.1997) :
```

```
 - more changes

V2.15 (26.09.1997) :

 - c2p conversion did allocate a temporary line buffer even if not
   needed/used (when SetPatch 43.x being installed)
 - added another patch for systems not having SetPatch 43.x

V2.14 (15.09.1997) :

 - if HAM (HAM6) is unavailable for a selected (RTG ?) screen mode,
   an automatic fallback to LowRes will take place
 - dito for EHB
 - if a screen mode is not available we now will compute (OS 37) or
   look for (OS 39+) a better one - just like AGA.svdriver

V2.13 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.80 AGA.svdriver

```
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Version      : 2.22
Release Date : 07.08.2000

Requirements
~~~~~~~~~~~~
- OS V3+ (V39+) and its libraries (takes advantage of V40+)
- AMIGA with AGA ChipSet (OCS/ECS still supported, but with restrictions)
  or an appropriate Graphics Card with Workbench Emulation

Description
~~~~~~~~~~~
AGA.svdriver is an external SV_GfxBuffer display module for
superview.library, which allows object-oriented displaying on
AGA displays.


This Driver supports the following :

Dimensions        Depth         Type

[AGA]             [AGA]         BITPLANE
[AGA]             8/(24)        ONEPLANE    (Chunky Pixel)

24 bit Graphics will be displayed as "best guess of 256 colors"
if no SVOperator is specified.

Autoscrolling of Screens larger than the actual display is supported :
Just move the mouse to the boundings !

Attention: if you get the error messages "this module can't handle HAM data"
```

```
            or something like that, you most likely have set 24BITOPERATOR
            to "24BitToHam", however the selected screenmode (e.g. by CyberGfx)
            doesn't support to display HAM data (HAM_KEY not set in MODE_ID).


ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/AGA.controlpad"
ControlPad-Commands : - 24BITOPERATOR=<OperatorName>
                        ; (case-sensitive, ".svoperator" may be added)
                        ; e.g. "24BITOPERATOR=24BitToHAM.svoperator"
                        ; or   "24BITOPERATOR=ExtractGrayScales"
                        ; specifies, which operation should be performed
                        ; on 24 bit graphics _before_ displaying them
                        ; (if not specified, "best guess" colors will
                        ;  be used, which is really slow)
                      - BITMAPCOPY=<DIRECT|RTG>
                        ; "BITMAPCOPY=RTG" prevents AGA.svdriver from
                        ; directly copying into Bitmaps, which will
                        ; result in a usage of more memory, but keeps it
                        ; working.
                        ; Default is "BITMAPCOPY=DIRECT".
                      - SCREENINFRONT
                        ; Put Screen to front _before_ the graphics
                        ; has been displayed (useful with GfxCards)

History
~~~~~~~
V2.22 (07.08.2000) :

 - speedup

V2.21 (02.03.1999) :

 - (radically) fixed screen gadget and title bar problem

V2.20 (02.12.1997) :

 - improved resource management and temporary buffer delocation
   (may fix some hidden bugs as well)
 - fixed bug in internal 24 bit "best pen" routine (under V40, only)
 - WriteChunkPixel() now only will be used, when SetPatch V43 is
   installed (maybe it inherits some problems from WritePixelLine8()
 - tried to reconstruct 5.81/16.2 behaviour for OS 3.0/3.1
   systems *without* SetPatch V43 (and only for these), since another
   strange effect seems to have caused distortion of the original
   bitmap *although* we made copies (compiler bug ?)
   (-> Sven Drieling, Colin J. Knight)
 - removed two unused pointer variables
 - SetPatch check was missing __saveds
 - in RTG mode, we used the wrong pointer to reference our
   buffer, once (here: harmless)
 - AI's original CheckSetPatch routine was buggy, it actually did
   the opposite as expected: with any version lower or equal
   it did return TRUE, for any greater version it returned FALSE.
   Since we check for V43.4, it would only have worked with this
   one - otherwise we applied our bugfix, although it was no
```

```
   longer necessary, and with e.g. V40.16 there would not have
   been a bug-fix at all!
   This could have resulted in a destroyed source bitmap
   graphics, i.e. a black screen after certain times of viewing
   or usage of certain image processing operators.
   (-> 'black screen' effect noticed, and debugging done by
       Colin J. Knight and Sven Drieling)

V2.19 (03.10.1997) :

 - more changes

V2.18 (26.09.1997) :

 - c2p conversion did allocate a temporary line buffer even if not
   needed/used (when SetPatch 43.x being installed)
 - added another patch for systems not having SetPatch 43.x

V2.17 (15.09.1997) :

 - if HAM (HAM6/8) is unavailable for a selected (RTG ?) screen mode,
   an automatic fallback to LowRes/HighRes will take place
 - dito for EHB
 - fixed a possible bug source, which would have caused problems
   when 24BITOPERATOR resulted in a BITPLANE buffer (usually ONEPLANE)

V2.16 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.81 Window.svdriver

```
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Version      : 2.6
Release Date : 07.08.2000

Requirements
~~~~~~~~~~~~

              AGA
               and/or
              CyberGraphX
               RTG system.

Description
~~~~~~~~~~~
Window.svdriver is an external SV_GfxBuffer display module for
superview.library, which allows object-oriented displaying on
AGA/RTG displays in a window on a selectable Intuition public screen.

The driver adjusts itself to the given display - which means,
that colors either are remapped to the given screen colors using
a "best pen" algorithm (OS compliant) or - in case of a RTG
```

```
24 bit screen - will be rendered in true color.

Scrolling within the window boundaries is possible, if the
displayed graphics is larger than the original window size - if
that is the case, the SVDriver runs in a special scroll mode,
which does not give the control back to the calling program
until that mode ended.

If the graphics completely fits into the window or the
window - which is resizeable - afterwards became smaller
than the graphics, the scroll mode will not be entered.

When in scroll mode, the user may scroll the graphics into
four directions using the cursor keys. Pressing the left
mouse button or any other (vanilla) key ends the scroll mode
and again gives control back to the calling application
(usually another mouse click or special keyboard shortcut
then will close the graphics window).

The title bar of the display window states in which mode
the SVDriver currently is.


Notes
~~~~~
When scroll mode isn't turned on, there's no interaction
between the SVDriver and the calling program possible;
so the possibility of resizing the window is disabled.
Unfortunately, the normal window refresh (caused by
window overlays) is disabled as well. You may wish
to take a look at the "WinSlide" tool coming with
SuperView, which does not suffer from these problems.


Credits
~~~~~~~
Thanks to (in alphabetical order) Frank Dietrich, Sven Drieling,
Tom Lively and several others for intensive beta testing.


ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/Window.controlpad"
ControlPad-Commands : - 24BITOPERATOR=<OperatorName>
                        ; (case-sensitive, ".svoperator" may be added)
                        ; e.g. "24BITOPERATOR=Dither24Bit.svoperator"
                        ; or   "24BITOPERATOR=ExtractGrayScales"
                        ; specifies, which operation should be performed
                        ; on 24 bit graphics _before_ displaying them
                        ; on a screen with a colordepth <= 8
                        ; (if not specified, "best guess" colors will
                        ;  be used, which is really slow). Note, that
                        ; HAM is not allowed (thus don't specify the
                        ; 24BitToHAM operator).
                      - SCROLLSPEED=<Pixels>
                        ; determines, how many pixel should
                        ; be scrolled in any direction when
```

```
                          ; being in scroll mode and a cursor key
                          ; is pressed
                          ; Default: 10 (medium slow)
                        - PUBSCREEN_NAME=<PubScreenName>
                          ; where the window driver should open
                          ; its windows (if not set or not available,
                          ; the default Public Screen will be used).
                        - SCROLLMODE=<AUTO|NEVER|ALWAYS>
                          ; - 'ALWAYS' activates scroll mode even for
                          ; non-oversized graphics; this will block
                          ; the input of the calling program as
                          ; long as no key or mouse button has been
                          ; pressed inside the display window - but
                          ; will avoid window-refresh problems.
                          ; - 'NEVER' is to avoid the blocking of
                          ; input handling that is caused by the
                          ; scrolling handler (-> PMPro Diashow, ...)
                          ; Default: AUTO
                        - TRUECOLOR8
                          ; if the Pubscreen is a 24 bit screen but
                          ; the graphics to be displayed is 'only'
                          ; 8 bit or HAM6/8, usually remapping is
                          ; done nevertheless. This option instead
                          ; allows to call "AnyTo24Bit" first,
                          ; thus giving better display quality
                          ; on 24 bit screens. This is memory
                          ; intensive, because for scrolling we
                          ; need another complete 24 bit buffer.
                          ; (requires AnyTo24Bit.svoperator)
                        - PEN_PRECISION=<IMAGE|EXACT>
                          ; you should not change this
                          ; default: IMAGE
                        - REFRESHMODE=<SMART|SIMPLE>
                          ; window refresh mode
                          ; default: SMART

History
~~~~~~~
V2.6 (07.08.2000) :

 - added 020/030+ version
 - speedup

V2.5 (28.11.1999) :

 - "smart" window refrshing now is default,
   but "simple" can be configured as well now

V2.4 (31.10.1998) :

 - added special fix for PMPro + DitherFix24.svoperator
 - added new option "PEN_PRECISION"
 - removed SCROLLALWAYS again and replaced by (more flexible)
   SCROLLMODE option

V2.3 (05.10.1998) :
```

```
 - added "SCROLLALWAYS" option to allow to avoid the known
   window-refresh problems when in non-scroll mode
 - added "TRUECOLOR8" option to allow 8 bit and HAM display
   without remapping on 24 bit screens
 - added special (undocumented ;) option for PMPro's public screens

V2.2 (19.07.1998) :

 - tried to speed up remapping a little

V2.1 (21.06.1998) :

 - first release
```

1.82 CgxOverlay.svdriver

```
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Version      : 2.6
Release Date : 07.08.2000

Requirements
~~~~~~~~~~~~

              CyberGraphX
               RTG system, plus a graphics
card that does support CyberGraphX' video/overlay feature (e.g. CyberVision64/3D ↩
   ).


Description
~~~~~~~~~~~
CgxOverlay.svdriver is an external SV_GfxBuffer display module for
superview.library, which allows object-oriented displaying on
RTG displays in an overlay window on a selectable Intuition public
screen.

When in overlay mode, a true color window (16 Bit) can be created on
a given screen - the difference to a normal window just is, that a) the
underlying screen does not need to have the same colordepth and b) nothing
can be moved over this window (if do it, it won't be visible).

The driver does not need to adjust itself to the given display - which
means, that no dithering is needed, because always 16 bit true color
data can be written to the output overlay window.

Currently, no scrolling is possible - but the overlay window can
be resized to fit (handled in hardware).

Overlay Support: Background Information
---------------------------------------
With an installed cgxvideo.library you can make use of the overlay
feature of any graphics cards that supports overlay (through this
```

```
library, that is).

The CV64/3D supports video overlay, unless the driver's MULTIMEDIAMEM
setting has been changed, so that the 1 MB of texture/overlay memory
is being utilized for conventional display. One overlay "window"
at a time is possible.

With the BVision/PPC (which perhaps also applies to the CyberVision/PPC)
it has been reported, that adding the tooltype VLAYER=DESTRUCTIVE
to the BVision Monitor Driver will enable overlay support through
cgxvideo.library, at least with CyberGraphX V4.1 (the commercial release).

However, you need at least the V4.2 drivers for the needed RGB15/16PC
overlay formats - thus BV/CV-PPC users do need at least V4.2 of CyberGraphX
for fast overlay support. There's YCbCr16 overlay support as well, however
it has huge memory requirements and does result in slower displaying
(due to the unavoidable conversion overhead from 24 Bit RGB to YCbCr16).


ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/CgxOverlay.controlpad"
ControlPad-Commands : - PUBSCREEN_NAME=<PubScreenName>
                        ; where the window driver should open
                        ; its windows (if not set or not available,
                        ; the default Public Screen will be used).
                      - REFRESHMODE=<SMART|SIMPLE>
                        ; window refresh mode
                        ; default: SMART
                      - CLOSEGADGET=<YES|NO>
                        ; add a close gadget to the overlay window ?
                        ; default: NO

History
~~~~~~~
V2.6 (07.08.2000) :

 - added 020/030+ version
 - speedup

V2.5 (09.01.2000) :

 - added "CLOSEGADGET" option added
   (-> Sven Ottemann)

V2.4 (31.12.1999) :

 - "REFRESHMODE" controlpad did not work (always SMART)
 - added support for YCbCr overlays (huge memory requirements, though),
   but RGB16 still is default
 - now also tested using Picasso96 and its cgxvideo emulation

V2.3 (28.11.1999) :

 - "smart" window refreshing now is default,
   but "simple" can be configured as well now
 - removed beta warning
```

```
 - added overlay background information and how to get it working
   with the CyberVision/BVisonPPC cards

V2.2 (05.11.1999) :

 - fixed bug in resource management

V2.1 (20.12.1998) :

 - first release (after some beta testing)
```

1.83 CyberGraphics.svdriver

```
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Version      : 2.22
Release Date : 07.08.2000


Requirements
~~~~~~~~~~~~
- OS V3+ (V39)+ and its libraries
- AMIGA with CyberGraphX V2/V3 System and appropriate Graphics Card
- cybergraphics.library V40+

Description
~~~~~~~~~~~
CyberGraphics.svdriver is an external SV_GfxBuffer display module for
superview.library, which allows object-oriented displaying on
Amigas with the 16/24 bit CyberGraphX RTG System.


This Driver displays any 1..8 or 24 bit graphics via the CyberGraphX
System. Graphics upto 256 Colors will be displayed via usual graphics
routines, 24 bit graphics will be displayed via CyberGraphX
in either 16 or 24 bit (16 Bit is default, because the unregistered
version of CyberGraphX does not support more and I guess, that
not yet all the users out there registered it already).

HAM6/8 will be converted to 24 bit, which then will either be
displayed as 16 or 24 bit.

The driver will not open any Screens in standard ECS/AGA modes,
since it makes more sense to use AGA.svdriver in such a case.
If no CyberGraphX screenmode is specified, it will be generated,
which is just the same effect like with an intelligent screen promoter.
No ECS/AGA screenmodes will be passed through, since this is
neither useful nor practicable on two Monitor systems or with
single 31khZ-limited Monitors.


Credits
~~~~~~~
```

```
Thanks to Ingenieurbüro Helfrich, for supplying the PiccoloSD64 card
(in the meantime using a CyberVision64/3D and CyberGraphX V3, BTW).

The CyberGraphX Software of course is copyrighted by its authors,
which is hereby expressesively respected in all points.


ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/Cybergraphics.controlpad"
ControlPad-Commands : - EMUSCREENDEPTH=<16|24>
                        ; beginning depth for opening CyberGraphX Screens
                        ; Default is 16 Bit (which will also be tried
                        ; when opening of a 24 bit Screen fails)
                        ; This does not concern colordepths < 16 Bit,
                        ; except HAM6/8.
                      - SMALLSCREENS
                        ; unless this keyword is specified, it is not
                        ; tried to open screens smaller than 320x240

History
~~~~~~~
V2.22 (07.08.2000) :

 - speedup

V2.21 (02.03.1999) :

 - (radically) fixed screen gadget and title bar problem

V2.20 (3.4.1998) :

 - small changes

V2.19 (23.12.1997) :

 - now labeled "CyberGraphX Screendriver" instead of "Cybergraphics Screendriver
   (-> Frank Mariak)
 - recompiled with SAS/C 6.58

V2.18 (14.08.1997) :

 - removed some unused, dead code
 - recompiled with SAS/C 6.58
```

1.84 EGS7.svdriver

```
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Version      : 2.11
Release Date : 14.08.1997

Requirements
~~~~~~~~~~~~
```

```
- OS V2.04+ (V37)+ and its libraries
- AMIGA with EGS Graphic Card (or EGS distribution with Amiga Emulation)
- egs.library      V1+ (should be V7+)
- egsintui.library V1+ (should be V7+)
- egsgfx.library   V1+ (should be V7+)

Description
~~~~~~~~~~~
EGS7.svdriver is an external SV_GfxBuffer display module for
superview.library, which allows object-oriented displaying on
EGS V7 (Enhanced Graphic System).

This Driver displays any 1..8 or 24 bit graphics via the EGS7
System. Any source Graphics with less than 24 bit, like 256 Color
or HAM6/8 graphics, are converted to 24 bit before displaying them.

This EGS7.svdriver is based on my former "EGS.svdriver", which is
to be replaced by the new one. But of course you may still continue
using the older one.
The difference is, that the EGS7.svdriver really does display any
of the available source graphics formats (even HAM) and is x-times
faster than the old one. Also, it is now possible to directly close
the EGS-Displaywindow via its Close-Gadget, since some kind of
self-written Intuition-Emulation enables us to do so.

Note:
You may consider not to use this EGS7.svdriver, but instead
EGSPlus from Aminet (Aminet:gfx/board/EGSPlus.lha), which
offers its own cybergraphics.library clone, and thus should work
with CyberGraphics.svdriver.


Credits
~~~~~~~
Thanks to Ingenieurbüro Helfrich, for supplying the PiccoloSD64 card.

The EGS7 Software is of course copyrighted by its authors,
which is hereby expressesively respected in all points.


Notes
~~~~~
This EGS-SVDriver should still work with the AMIGA driver for EGS.

When using the ECS/AGA emulation, you should set the max. possible
colordepth in the ScreenMode preferences program.

AGA:
With AGA any Graphics with less than 256 Colors should be displayed
100% correctly. Only 256 Color-graphics will usually have some Colors
wrong, because those are obtained by the EGS-System for the Display itself
(Window-Borders, etc.), so that they usually can't be used for the graphics.
24 bit graphics will be dithered to 256 Colors under AGA (usually
grayscaled).

ECS:
Using the ECS emulation will perhaps nearly always result in very
```

```
ugly Colors, if you're displaying more than, let's say, 8 Colors.
This results out of the maximum colordepth of 16 Colors in Hires,
of which some - see AGA notes - are already reserved.
Of course 24 bit graphics may also be dithered to 16 Colors/Grayscales,
but better don't try it out ...


History
~~~~~~~
V2.11 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.85 Picasso96.svdriver

```
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Version      : 2.8
Release Date : 07.08.2000

Requirements
~~~~~~~~~~~~
- OS V3+ (V39)+ and its libraries
- AMIGA with Picasso96 System and appropriate Graphics Card
- Picasso96API.library V2+

Description
~~~~~~~~~~~
Picasso96.svdriver is an external SV_GfxBuffer display module for
superview.library, which allows object-oriented displaying on
Amigas with the Picasso96 RTG System.

The related Picasso96 libraries are needed.

This Driver supports the following :

Source    Depth   Special Modes   Dimensions            Dest. Depth

ONEPLANE  8/24    HAM6, HAM8      [ Picasso-Dependent]  8 / 24
BITPLANE  1..8    HAM6, HAM8      [ Picasso-Dependent]  8 / 24

HAM6/8 will be converted to 24 bit, which then will either be
displayed as 16 or 24 bit.
24 bit will either be displayed in 16 or 24 bit.


Credits
~~~~~~~
Thanks to Tobias Abt and Alexander Kneer (Picasso 96 team) for
developer support and beta-testing/debugging.

The Picasso96 Emulation Software of course is copyrighted by
it authors, c/o Tobias Abt and Alexander Kneer, which is hereby
expressesively respected in all points.
```

```
ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/Picasso96.controlpad"
ControlPad-Commands : - SMALLSCREENS
                        ; unless this keyword is specified, it is not
                        ; tried to open screens smaller than 320x240
                      - EMUSCREENDEPTH=<16|24>
                        ; beginning depth for opening Picasso96 Screens
                        ; Default is 24 bit (if opening fails, it is
                        ; also tried to open a 16 Bit Screen, then)

History
~~~~~~~
V2.8 (07.08.2000) :

 - speedup

V2.7 (06.02.2000) :

 - changed screen opening routine for better x bit support (15/32 bit, that is)
   (-> thanks to Tobias Abt, for the hint)

V2.6 (30.12.1999) :

 - 15 bit modes now do show up as well
   (useable, too - at least with my CV64/3D monitor driver)

V2.5 (03.04.1998) :

 - no longer tries to open 16/24 bit screens on 8 bit mode IDs;
   should fix known problems with PMPro and SViewNG
   (-> thanks to IrseeSoft for pointing out and to Alexander Kneer
       for reporting and help on debugging)
 - cleaned up source a little bit, smaller now

V2.4 (20.08.1997) :

 - explicitely clears screen (SetRast) before displaying
 - WritePixelArray8() seems to have produced crap sometimes,
   now doing it the same way as in CyberGraphics.svdriver
 - recompiled with SAS/C 6.58
 - fixed a bunch of bugs; should work as expected, now.
   Did some testing with P96/PicassoIV, P96/PicassoII
   and P96-CGfx emulation
   (-> Paul Lesurf, Jürgen Schäfer, me)
```

1.86 Picassoll.svdriver

```
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Version      : 2.11
Release Date : 14.08.1997
```

```
Requirements
~~~~~~~~~~~~
- OS V2.04+ (V37)+ and its libraries
- AMIGA with Picasso II/II+/IV Graphics Card and Software,
  Picasso96 emulation should work as well (not tested yet)
- vilintuisup.library V1+

Description
~~~~~~~~~~~
PicassoII.svdriver is an external SV_GfxBuffer display module for
superview.library, which allows object-oriented displaying on
Amigas with the Picasso Workbench Emulation System.

The related Picasso-libraries are needed.

This Driver supports the following :

Source    Depth   Special Modes   Dimensions            Dest. Depth

ONEPLANE  8/24    HAM6, HAM8      [ Picasso-Dependent]  8 / 24
BITPLANE  1..8    HAM6, HAM8      [ Picasso-Dependent]  8 / 24

HAM6/8 will be converted to 24 bit, which then will either be
displayed as 16 or 24 bit.
24 bit will either be displayed in 16 or 24 bit.


Credits
~~~~~~~
Thanks to Florian Zeiler (IrseeSoft) for supplying the Gfx Card.

The Picasso Emulation Software is of course copyrighted by
Village Tronic Marketing GmbH, which is hereby expressesively
respected in all points.


Known Bugs
~~~~~~~~~~
Problem:
  As with V1.8 (6. Apr 1994) of the Picasso II Software Set, the
  vilintuisup.library sometimes supplies Screens, which differ between
  internal dimensions and actual dimensions.
  A 24 bit graphics with 1165x712 would be displayed on a Screen with
  correct dimensions in best ViewMode. But for some reason, the Intuition
  Part of the Screen will be opened in 1168x712 with a related ViewMode.
  Whenever this ViewMode is the best fitting one, this seems to make
  problems to the Picasso Emulation. If the ViewMode is one with a larger
  or smaller display (so that either Autoscroll has to be used, or the
  graphics does not fill the whole screen) this does not occur.
  This is not a bug of the PicassoII.svdriver, since width adjustments
  will occur independently from the viewmode selection.
Solution:
  Whenever the Picture is weirdly distorted, at first try an other
  viewmode. This bug does not seem to cause crashes, only destroyed
  displays.
  Maybe a newer version of the Picasso Software already did fix this
```

```
   (seems to be an alignment problem when copying from RAM into
    the Picasso onboard-memory).

 Problem:
   When using AUTOSCROLLADJUST the Picasso Software may destroy about
   two lines within the displayed picture (get black).
 Solution:
   Don't use it.


 ControlPad-Switches
 ~~~~~~~~~~~~~~~~~~~
 ControlPad-Name     : "ENV:SuperView-Library/PicassoII.controlpad"
 ControlPad-Commands : - SMALLSCREENS
                         ; unless this keyword is specified, it is not
                         ; tried to open screens smaller than 320x240
                       - BLITTER
                         ; uses the Picasso blitter to copy graphics
                         ; into screens. Otherwise CPU is used.
                         ; On 68000 systems you may wish to use the blitter
                       - EMUSCREENDEPTH=<16|24>
                         ; beginning depth for opening Picasso Screens
                         ; Default is 24 bit (if opening fails, it is
                         ; also tried to open a 16 Bit Screen, then)
                       - SCREENMODEREQUEST
                         ; if this one is specified, the SVDriver ITSELF
                         ; will open a ScreenMode-Requester and ask
                         ; for an appropriate Screenmode to use.
                         ; Useful, if you always like to change modes.
                       - AUTOSCROLLADJUST
                         ; this keyword will force Autoscroll whenever
                         ; it would make sense, but the Picasso Software
                         ; would not manage it by itself (when either
                         ; only width or height need to be autoscrolled)

 History
 ~~~~~~~
 V2.11 (14.08.1997) :

  - removed some unnecessary parts 2.7 compatibility code
  - explicitely clears screen (SetRast) before displaying
  - recompiled with SAS/C 6.58
```

1.87 OPAL.svdriver

```
Just a short note before using and installing OPAL.svdriver
and (of course ;-) reading the following documentation:

There's a little problem causing some OPAL programs not to be displayed
correctly on certain systems with specific chipsets.

That was the reason why it did not work on the machines of some
people - mine was one of these - but nevertheless it is easy to
workaround and even already has been described within the official
OpalVision Reference Manual [page 326].
```

```
 To speak clearly, the color palette has to be adjusted concerning
 Color 0 (the magic color), but only the BLUE component, within
 the Palette Preferences.
 Any other colors and components are freely selectable.


 OCS and ECS Chipset Machines with Zorro Bus (2000-3000)

        BLUE of COLOR 0 must be either 1, 3, 5, 7, 9, 11, 13, or 15.

 AGA Chipset Machines with Zorro Bus (4000)

        BLUE of COLOR 0 must have Bit 4 set, which restricts it to one
        of the following ranges:

                    16-31   or   48-63   or  80-95   or  112-127
              or    144-159  or  176-191  or 208-223  or  240-255

 Otherwise you may get a black or weirdly distorted screen (I tested it ;-)
 or must use some tricks and Amiga+M fiddling to get a picture.

 [ Please also note, that Steve's eMail did change as follows
   Steve Quartly: steveq@mafeking.scouts.org.au ]

*****************************************************************************
included the original documentation at this place
*****************************************************************************

OPAL.svdriver/Documentation                          OPAL.svdriver/Documentation

   PROGRAM
        OPAL.svdriver
        Version 2.3
        Relase date: 29.6.95

   COPYRIGHT
        © 1995 Paul Huxham and Steve Quartly.
        Bonusware, all rights reserved.

   DISTRIBUTION
        Freely distributable with any non-commerical application that uses
        superview, however all copyright remains with the authors. This
        distribution archive may not be split for further distribution.

   PURPOSE
        OPAL.svdriver is an external display driver module for
        superview.library. It can display superview buffers on an OpalVision
        display card.

   CONTENTS
        OPAL.svdriver     - This is the driver to copy to LIBS:svdrivers.
        OPAL.svdriver.doc - Documenation you are reading now.

   USAGE
        Select OPAL.svdriver as the display driver from SuperViewPrefs and/or
        from the superview compatible software you are using.
```

```
     While conversion for OpalVision is taking place, the following
     information will be displayed:
      OPAL.svdriver version number,
      and the image size (which can be larger than the screen size).

REQUIREMENTS
     1) An OpalVision card :-)
     2) opal.library must be in LIBS: otherwise the driver will fail with an
        internal error.
     3) A minimum of Kickstart 2.0.

CONTROL PAD
     ControlPad-Name:
       "ENV:SuperView-Library/OPAL.controlpad"

     ControlPad-Commands:
       OVERSCAN=ON|OFF
         Force Opal to display in either overscan or non-overscan. Not
         specifiying an overscan setting informs OPAL.svdriver to
         intelligently select an overscan screen mode for you.
       CENTER_IMAGE
         Force the displayed image to be taken from the centre section of
         the image buffer, i.e. If the image is 640 x 512 and the display
         mode is LoRes, Non-interlace and CENTER_IMAGE is specified then
         the top left of the visible display will be 160, 156 offset into
         the original image.
         If not present, the image will be displayed from the top left of
         the image buffer.

NOTES
     Opal images cannot be scrolled yet (until superview supports scrolling
     images larger than the drivers screen size), so if the picture is larger
     than the display area, the displayed image will be cropped.

HISTORY
     V0.0 First the earth cooled.

     V1.0 Initial release.

     V2.2 Supports new features of superview.library version 11.6
           - Selectable screen modes.
           - Control pads for configuration.

     V2.3  - Fixed byte aligning of 24 bit images.
           - Drastically reduced memory requirements and increased speed by
             removing the conversion from RGB triplets through RGB planes.

COMPLIER
     OPAL.svdriver was written using CED V3.5 and compiled with SAS/C 6.55 on
     an Amiga 2000/030 and Amiga 4000/040. Enforcer was used to detect and
     correct programming errors.

BUGS
     Should you find any bugs, please report them so that they can be fixed.
     Likewise any suggestions for improvment of the driver should be
     forwarded so that they can be addressed.
```

```
THANKYOU
     Very many thanks to Andreas, the author of Superview.library for
     implementing some of our suggestions and also for explaining some of the
     internals of superview.library. Without superview this driver would be a
     boat anchor. (It would probably float :-)

AUTHORS
     You can contact the authors via:
     Email:
       Paul Huxham
       paulh@Perth.DIALix.oz.au

       Steve Quartly
     steveq@sndcrft.DIALix.oz.au
     or
       P.O. Box 875
       Morley,
       Perth,
       Western Australia 6943
```

1.88 Retina.svdriver

```
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Version      : 2.14
Release Date : 14.08.1997

Requirements
~~~~~~~~~~~~
- OS V2.04+ (V37)+ and its libraries
- AMIGA with Retina Z2/Z3 Graphics Card and Software
- retina.library    V7+
- retinaemu.library V1+

Description
~~~~~~~~~~~
Retina.svdriver is an external SV_GfxBuffer display module for
superview.library, which allows object-oriented displaying on
Amigas with the 16/24 bit Retina Workbench Emulation System.

The related Retina-libraries are needed.

This Driver supports the following :

Source    Depth   Special Modes   Dimensions           Dest. Depth

ONEPLANE  8/24    HAM6, HAM8      [ Retina-Dependent]  16 / 24
BITPLANE  1..8    HAM6, HAM8      [ Retina-Dependent]  16 / 24

HAM6/8 will be converted to 24 bit, which then will either be
displayed as 16 or 24 bit.

USAGE
```

```
~~~~~
RetinaEmu:
----------
For SuperView's "svdRetina-Screen" screen entry, select
an AutoScroll-Area of "800x600" and "No Refresh" with
"Retina Standard" (Z2) or "Retina Blitter" (Z3) output.

RetinaScreenMode:
-----------------
The Monitor specifications need to be 100% correct.

What using instead?
-------------------
Retina.svdriver always displays graphics in 16/24 bit - so when running
on AGA systems, AGA.svdriver would be the better solution for upto
256 Colors. On ECS systems this may only apply to 16/32 Color graphics
as long as you don't have OS 3.1 and a RetinaEmu which supports 256 Color
Screens for this configuration (should be available).
Otherwise with ECS.svdriver you would still have to specify "8BITOPERATOR"
for more than 16/32 Colors, which then would be as slow or even slower.

Credits
~~~~~~~
Thanks to Florian Zeiler (IrseeSoft) for supplying the Gfx Card.

The Retina Emulation Software is of course copyrighted by
MS MacroSystem Computer GmbH Germany, which is hereby expressesively
respected in all points.


ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/Retina.controlpad"
ControlPad-Commands : - EMUSCREENDEPTH=<16|24>
                        ; beginning depth for opening Retina Screens
                        ; Default is 24 bit (if opening fails, it is
                        ; also tried to open a 16 Bit Screen, then)

History
~~~~~~~
V2.14 (14.08.1997) :

 - there was a BSS allocation for "chip" left
 - recompiled with SAS/C 6.58
```

1.89 MERLIN.svdriver

```
© 1994-96 by Thomas Eigentler,
© 1996-2000 by Andreas R. Kleinert.
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Version      : 2.9
Release Date : 14.08.1997
```

```
Requirements
~~~~~~~~~~~~
- OS V2.04+ (V37)+ and its libraries
- AMIGA with MERLIN Graphics Card and Software
- hrgsystem.library V38+
- hrgrender.library V38+

Description
~~~~~~~~~~~
MERLIN.svdriver is an external SV_GfxBuffer display module for
superview.library, which allows object-oriented displaying on
Amigas with the 16/24 bit Merlin Workbench Emulation System.

Original Author
~~~~~~~~~~~~~~~
MERLIN.svdriver has been included into the SuperView-Library
distribution with friendly permission by the original author,
who also supplied the source code to continue development.

Thomas' does no longer continue development of MERLIN.svdriver,
which I took over from him, but for any other issues you may
Thomas Eigentler reach him via one of his email adresses:

    FidoNet: Thomas Eigentler 2:246/1511.0
    UseNet:  Thomas_Eigentler@damage.tynet.sub.org
             thomas.eigentler@student.uni-tuebingen.de

Credits
~~~~~~~
The Merlin Emulation Software is of course copyrighted by its
authors (ProDev), which is hereby expressesively respected in all points.

Thanks go to Mika Lundell and Thomas Eigentler for reporting bugs and
doing beta testing.

Notes
~~~~~
It has been reported, that MERLIN.svdriver crashes, when it is tried
to open the 040 version of hrgblitter.library on a 060.
Not a bug of superview.library (-> Thomas Eigentler).

History
~~~~~~~
V2.9 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.90 24BitToHAM.svoperator

```
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(Also see notes under "Credits".)
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Supports powerUP (TM).

Version      : 3.12
```

```
Release Date : 30.02.1999

Description
~~~~~~~~~~~
24BitToHAM.svoperator is an external SV_GfxBuffer modification module
for superview.library.

24BitToHAM.svoperator dithers 24 bit RGB graphics to HAM6/HAM8,
either quick or well.

ControlPad-Name     : "ENV:SuperView-Library/24BitToHAM.controlpad"
ControlPad-Commands : - DITHERMODE=< HAM6_QUICK|HAM6_WELL
                                   |HAM8_QUICK|HAM8_WELL>
                        ; specifies the HAM-Mode to be used and
                        ; the resulting speed/quality

History
~~~~~~~
V3.12 (30.03.1999) :

 - added support for ppclaunch.library

V3.11 (16.02.1998) :

 - changed for new .svm style PPC modules

V3.10 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.91 AnyTo24Bit.svoperator

```
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Supports powerUP (TM).

Version      : 3.10
Release Date : 31.03.1999

Description
~~~~~~~~~~~
AnyTo24Bit.svoperator is an external SV_GfxBuffer modification module
for superview.library.

AnyTo24Bit.svoperator converts any input graphics into TrueColor
RGB graphics with 24 bit.
Input may be any (upto) 256 Color graphics or HAM6/HAM8 data.

History
~~~~~~~
V3.10 (31.03.1999) :

 - added support for ppclaunch.library

V3.9 (21.02.1998) :
```

```
 - added PPC support (via optional plugin)
 - fixed possible bug in HAM viewmode handling
 - fixed bug in EHB viewmode/info handling

V3.8 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.92 Blur.svoperator

```
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Supports powerUP (TM).

Version      : 3.8
Release Date : 31.03.1999

Description
~~~~~~~~~~~
Blur.svoperator is an external SV_GfxBuffer modification module
for superview.library.

It applies a Blur style filter to a given graphics.

History

V3.8 (31.03.1999) :

 - added support for ppclaunch.library

~~~~~~~
V3.7 (17.11.1998) :

 - included with public library release (PPC support and 030 version !)
```

1.93 CallPNM

```
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Version      : 3.8
Release Date : 01.04.1998

Description
~~~~~~~~~~~
CallPNM.svoperator is an external SV_GfxBuffer modification module
for superview.library.

This is not an operator in the common sense.

Instead it is just an Interface to allow easy access to any external
```

```
operators from the well known PBM package (distributed as NetPBM).

When using this operator, the given GfxBuffer will be saved as
a 24 bit PNM file (8 Bit input as well), after that the specified
PBM program module will be externally called and its output will
be written into another temporary file.
This file then will be parsed through superview.library (perhaps
it will be in PNM format, but one never know) and the buffer will
be returned as the result of the "CallPNM" operation.

Please note, that the whole internal construction of the operator
is a little bit more complicated than usual, so that any error
handling will perhaps not always result in very clear statements
(can't parse the output of the PBM programs).
BTW, any temporary files will of course be placed into "VMEM:",
from where they will be deleted later.


ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/CallPNM.controlpad"
ControlPad-Commands : - STACKSIZE=<value>
                        ; stacksize to be used for calling PNM program,
                        ; increasing may help on crashes
                        ; default is: 32768
                      - PNMCOMMAND=<PBM command path and name>
                        ; PNM command to be called
                        ; e.g. PNMCOMMAND=Work:NetPBM/pnm/pnmscale
                      - PNMOPTIONS=<Options>
                        ; Options for PNM command to be called
                        ; e.g. PNMOPTIONS=-xscale 2.0 -yscale 2.0


History
~~~~~~~
V3.8 (01.04.1998) :

 - changed way of calling the program (SystemTagList), which should
   fix some crashes on certain programs/graphics
 - added possibility to increase stacksize, when necessary (crashes ?)

V3.7 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.94 Crop.svoperator

```
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Version      : 3.8
Release Date : 14.08.1997

Description
~~~~~~~~~~~
```

```
Crop.svoperator is an external SV_GfxBuffer modification module
for superview.library.

Crop.svoperator may extract shapes of any size from any 2..256 Color
or 24 bit graphics.
Values for "LeftEdge", "TopEdge", "Width" and "Height", describing
the crop box have to be supplied via ControlPad settings.

ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/Crop.controlpad"
ControlPad-Commands : - CROP_LEFTEDGE=<Value>
                        ; crop from x position
                        ; (will be adjusted, if >= source width)
                      - CROP_TOPEDGE=<Value>
                        ; crop from y position
                        ; (will be adjusted, if >= source height)
                      - CROP_WIDTH=<Value>
                        ; crop how many x pixels from leftedge
                        ; (will be adjusted, if too large)
                      - CROP_HEIGHT=<Value>
                        ; crop how many y pixels from topedge
                        ; (will be adjusted, if too large)

History
~~~~~~~
V3.8 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.95 Dither24Bit.svoperator

```
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(Also see notes under "Credits".)
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Supports powerUP (TM).

Version      : 3.15
Release Date : 31.03.1999

Description
~~~~~~~~~~~
Dither24Bit.svoperator is an external SV_GfxBuffer modification module
for superview.library.

Dither24Bit.svoperator dithers 24 bit RGB graphics to 256 Colors
by default. Possible is also dithering to less colors (2..128),
if specified via ControlPad-Settings.

This module applies Heckbert's median cut and dithers
using Floyd-Steinberg.

ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/Dither24Bit.controlpad"
```

```
ControlPad-Commands : - COLORDEPTH=<1..8>
                        ; specifies the colordepth of the dithering
                        ; output (1->2 Colors .. 8->256 Colors)
                      - DITHERMODE=<BESTPEN|DITHER_FLOYD-STEINBERG
                                    |ORDERED|BURKES>
                        ; whether to just select the best pen or
                        ; do Floyd-Steinberg pixel error adjustment

History
~~~~~~~
V3.15 (31.03.1999) :

 - added support for ppclaunch.library

V3.14 (16.02.1998) :

 - changed for new .svm style PPC modules

V3.13 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.96 ExtractGrayScales

```
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Version      : 3.8
Release Date : 14.08.1997

Description
~~~~~~~~~~~
ExtractGrayScales.svoperator is an external SV_GfxBuffer modification module
for superview.library.

ExtractGrayScales.svoperator modifies any supplied source SV_GfxBuffer
in a way, that its colormap will be changed to reflect gray-scales
(works with (upto) 256 Colors and 24 bit files).
Output is done in input colordepth or 256 Colors by default (fastest).

This is a sample SVOperator for simple demonstration how to write one.
It's simple, but effective.

ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/ExtractGrayScales.controlpad"
ControlPad-Commands : - COLORDEPTH=<1..8>
                        ; specifies the colordepth of the grayscaled
                        ; output (1->2 Colors .. 8->256 Colors)
                      - QUICK
                        ; uses >>2, >>1, >>3 (*0.25, *0.5, *0.125)
                        ; instead of *0.3, *0.59, *0.11

History
~~~~~~~
```

```
V3.8 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.97 ExtractRed

```
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Version      : 3.8
Release Date : 14.08.1997

Description
~~~~~~~~~~~
ExtractRed.svoperator is an external SV_GfxBuffer modification module
for superview.library.

ExtractRed.svoperator modifies any supplied source SV_GfxBuffer
in a way, that only the RED values of a picture will be extracted
for creation of a new (upto) 256 Color graphics
(works with (upto) 256 Colors and 24 bit files).

History
~~~~~~~
V3.8 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.98 ExtractGreen

```
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Version      : 3.8
Release Date : 14.08.1997

Description
~~~~~~~~~~~
ExtractGreen.svoperator is an external SV_GfxBuffer modification module
for superview.library.

ExtractGreen.svoperator modifies any supplied source SV_GfxBuffer
in a way, that only the GREEN values of a picture will be extracted
for creation of a new (upto) 256 Color graphics
(works with (upto) 256 Colors and 24 bit files).

History
~~~~~~~
V3.8 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.99 ExtractBlue

```
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Version      : 3.8
Release Date : 14.08.1997

Description
~~~~~~~~~~~
ExtractBlue.svoperator is an external SV_GfxBuffer modification module
for superview.library.

ExtractBlue.svoperator modifies any supplied source SV_GfxBuffer
in a way, that only the BLUE values of a picture will be extracted
for creation of a new (upto) 256 Color graphics
(works with (upto) 256 Colors and 24 bit files).

History
~~~~~~~
V3.8 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.100 HilbertDither256.svoperator

```
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(Also see notes under "Credits".)
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Supports powerUP (TM).

Version      : 3.10
Release Date : 31.03.1998

Description
~~~~~~~~~~~
HilbertDither256.svoperator is an external SV_GfxBuffer modification module
for superview.library.

HilbertDither256.svoperator modifies any supplied source SV_GfxBuffer in a
way, that all supplied graphics with upto 256 Colors are dithered to
Black & White graphics (2 Colors), as e.g. needed for desktop publishing
or output on matrix printers.

It uses the fractal Hilbert curve for getting best results in
eliminating the resulting errors.

As a side effect, the resulting picture will always have a width and
height, which is divideable by 16 (graphics will be adjusted this way).

ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/HilbertDither256.controlpad"
ControlPad-Commands : - BACKGROUND=<BLACK|WHITE>
```

```
                        ; defines, which of the two colors will act
                        ; as background color. Useful e.g. for printing.

History
~~~~~~~
V3.10 (31.03.1999) :

 - added support for ppclaunch.library

V3.9 (21.02.1998) :

 - added PPC support (via optional plugin)
 - improved memory handling
 - now correctly rejects HAM, as it already should have from the
   very beginning (bug!)

V3.8 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.101 LeftToRight

```
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Version      : 3.8
Release Date : 14.08.1997

Description
~~~~~~~~~~~
LeftToRight.svoperator is an external SV_GfxBuffer modification module
for superview.library.

LeftToRight.svoperator modifies any supplied source SV_GfxBuffer
in a way, that it will be swapped from left to right (mirrored)
(works with (upto) 256 Colors and 24 bit files).

History
~~~~~~~
V3.8 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.102 OptimizePalette

```
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FREEWARE. All rights reserved. Only to be distributed with SuperView-Library.
Supports powerUP (TM).

Version      : 3.11
Release Date : 31.03.1999
```

```
Description
~~~~~~~~~~~
OptimizePalette.svoperator is an external SV_GfxBuffer modification module
for superview.library.

OptimizePalette.svoperator filters all unused colors out of a palette
of a given graphics with upto 256 Colors
(EHB, HAM6/8 and 24 bit graphics will be rejected).

A new palette will be created - which also misses any duplicate color
table entries - to which then the given graphics is remapped.

This Operator may have three effects (plus combinations):

  a) none, if the palette already was or has been optimized
  b) only some black colors at the end of the color map, if
     removing of unused colors did not suffice to fall back to
     the next lower depth boundary
     (<= 256 to <= 1, 2, 4, 8, 16, 32, 64 or 128)
  c) a reduced colordepth to one of the next lower depth boundaries
     (as described under b) if there've been a lot of actually
     unused colors
  d) combinations of b) and c)

History
~~~~~~~
V3.11 (31.03.1999) :

 - added support for ppclaunch.library

V3.10 (21.02.1998) :

 - added missing __saveds
 - added PPC support (via optional plugin)

V3.9 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.103 PaletteDither.svoperator

```
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(Also see notes under "Credits".)
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Supports powerUP (TM).

Version      : 3.11
Release Date : 31.03.1999

Description
~~~~~~~~~~~
PaletteDither.svoperator is an external SV_GfxBuffer modification module
for superview.library.

PaletteDither.svoperator dithers 24 bit RGB graphics 2..256 color
```

```
graphics by using a selectable number of colors from a specified
fixed palette for that (taken from a given graphics file) and
calculating the (optional) rest by itself.

This is useful for creation of ANIMations, where the palette for
all single frames have to be (mostly) identical or for games and
other applications where the palette of used graphics have to
harmonize together.

ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/PaletteDither.controlpad"
ControlPad-Commands : - COLORDEPTH=<1..8>
                        ; specifies the colordepth of the final,
                        ; dithered graphics (1..8 for 2..256 colors)
                      - DITHERMODE=<BESTPEN|DITHER_FLOYD-STEINBERG>
                        ; whether to just select the best pen or
                        ; do Floyd-Steinberg pixel error adjustment
                      - PALETTEDEPTH=<1..8>
                        ; number of colors (depth) to be taken from the
                        ; fixed palette - the possible rest will be
                        ; generated (if specifying more palette colors
                        ; than available, all available will be taken)
                      - PALETTEFILE=<palette graphics filename>
                        ; any 2..256 color graphics file, of which
                        ; superview.library is able to extract a
                        ; palette from (for example an IFF-ILBM file,
                        ; but including a BMHD and - maybe empty - BODY).
                        ; Allows to take one graphics as sample for
                        ; the others (concerning the palette).

History
~~~~~~~
V3.11 (31.03.1999) :

 - added support for ppclaunch.library

V3.10 (19.02.1998) :

 - fixed bug in colormap calculation
 - added PPC support (via optional plugin)

V3.9 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.104 Resize

```
© 1999 by Andreas R. Kleinert.
FREEWARE. All rights reserved. Only to be distributed with SuperView-Library.

Version      : 3.1
Release Date : 24.09.1999

Description
```

```
~~~~~~~~~~~
Resize.svoperator is an external SV_GfxBuffer modification module
for superview.library.

Resize.svoperator resizes any (upto) 256 Color or 24 bit graphics
to new dimensions as supplied by the user (new width and new height).

ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/Resize.controlpad"
ControlPad-Commands : - NEW_WIDTH=<width>
                        ; new width
                      - NEW_HEIGHT=<height>
                        ; new height

History
~~~~~~~
V3.1 (23.09.1999) :

 - first release
```

1.105 Rotate

```
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Version      : 3.8
Release Date : 14.08.1997

Description
~~~~~~~~~~~
Rotate.svoperator is an external SV_GfxBuffer modification module
for superview.library.

Rotate.svoperator rotates any (upto) 256 Color or 24 bit graphics
by (default) 90 degrees (reverse clockwise).
The default behaviour may be overwritten via controlpad settings,
which also allow 180 and 270 degrees (no extra memory needed: uses
different algorithm).

ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/Rotate.controlpad"
ControlPad-Commands : - DEGREES=<90|180|270>
                        ; rotate by how many degrees (reverse clockwise) ?

History
~~~~~~~
V3.8 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.106 RotateFree

```
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(Also see notes under "Credits".)
FREEWARE. All rights reserved. Only to be distributed with SuperView-Library.
Supports powerUP (TM).

Version      : 3.14
Release Date : 31.03.1999

Description
~~~~~~~~~~~
RotateFree.svoperator is an external SV_GfxBuffer modification module
for superview.library.

Rotate.svoperator rotates any (upto) 256 Color or 24 bit graphics
by 0..360 (default is 90) degrees (reverse clockwise) about any
given point (default is the middle, which is width/2, height/2).
The default behaviour may be overwritten via controlpad settings.

ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/RotateFree.controlpad"
ControlPad-Commands : - ROTATE_ANGLE=<0..360>
                        ; rotate by how many degrees (reverse clockwise) ?
                      - METHOD=<MIDDLE|GIVENPOINT>
                        ; default is rotation about the middle
                      - X_COORD=<Value>
                        ; if METHOD=GIVENPOINT we need (X/Y)
                        ; Default is (0/0)
                      - Y_COORD=<Value>
                        ; if METHOD=GIVENPOINT we need (X/Y)
                        ; Default is (0/0)
                      - KEEPSIZE
                        ; if this keyword is set, it is NOT tried to
                        ; readjust the image size and to center the
                        ; image, so that parts, which would be out of
                        ; range won't be cut off (which works best
                        ; with (X/Y) pairs in the left, upper quarter)

History
~~~~~~~
V3.14 (31.03.1999) :

 - added support for ppclaunch.library

V3.13 (05.04.1998) :

 - now using mathffp/mathtrans.library: smaller, faster (68k only)
 - now using libmoto.a: faster (PPC only)
 - better optimization, compiler settings
 - there was a major bug in the algorithm, which could cause patterns
   of black pixels within the image (-> Tilo Hanich, Florian Zeiler).
   This has been fixed; for this, the algorithm completely had to
   be redesigned and rewritten.
 - heavy optimization on the new algorithm
```

```
V3.12 (19.02.1998) :

 - changed for new .svm style PPC modules
 - fixed size calculation for resulting image;
   plus added special cases for 90/270 and 180/360 degrees

V3.11 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.107 Scale50

```
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Supports powerUP (TM).

Version      : 3.11
Release Date : 31.03.1999

Description
~~~~~~~~~~~
Scale50.svoperator is an external SV_GfxBuffer modification module
for superview.library.

Scale50.svoperator scales any (upto) 256 Color or 24 bit graphics
to their half size by default.
The default behaviour may be overwritten via controlpad settings,
which also allows to double the size instead.

ControlPad-Switches
~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/Scale50.controlpad"
ControlPad-Commands : - METHOD=<HALF|DOUBLE>
                        ; scale to which size ?

History
~~~~~~~
V3.11 (31.03.1999) :

 - added support for ppclaunch.library

V3.10 (16.02.1998) :

 - changed for new .svm style PPC modules

V3.9 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.108 ScaleDDA

```
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Version      : 3.1
Release Date : 24.09.1999

Description
~~~~~~~~~~~
ScaleDDA.svoperator is an external SV_GfxBuffer modification module
for superview.library.

ScaleDDA.svoperator scales any (upto) 256 Color or 24 bit graphics
by a given zoom factor, thus increasing its size by a factor larger
1.0 and decreasing its size by a factor smaller than 1.0

ControlPad-Switches
~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/ScaleDDA.controlpad"
ControlPad-Commands : - ZOOM_FACTOR=<factor>
                        ; greater than 1.0 (increase size)
                        ; smaller than 1.0 (decrease size)

History
~~~~~~~
V3.1 (23.09.1999) :

 - first release
```

1.109 Sharpen.svoperator

```
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FREEWARE. All rights reserved. Only to be distributed with SuperView-Library.
Supports powerUP (TM).

Version      : 3.8
Release Date : 31.03.1999

Description
~~~~~~~~~~~
Sharpen.svoperator is an external SV_GfxBuffer modification module
for superview.library.

It applies a Sharpen style operator to a given graphics.

History
~~~~~~~
V3.8 (31.03.1999) :

 - added support for ppclaunch.library

V3.7 (17.11.1998) :

 - included with public library release (PPC support and 030 version !)
```

1.110 TopToBottom

```
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Version      : 3.8
Release Date : 14.08.1997

Description
~~~~~~~~~~~
TopToBottom.svoperator is an external SV_GfxBuffer modification module
for superview.library.

TopToBottom.svoperator modifies any supplied source SV_GfxBuffer
in a way, that it will be swapped from bottom to top
(works with (upto) 256 Colors and 24 bit files).

History
~~~~~~~
V3.8 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.111 XOR.svoperator

```
© 1994-2000 by Andreas R. Kleinert.
FREEWARE. All rights reserved. Only to be distributed with SuperView-Library.

Version      : 3.9
Release Date : 02.11.1997

Description
~~~~~~~~~~~
XOR.svoperator is an external SV_GfxBuffer modification module
for superview.library.

XOR.svoperator modifies a graphics in a way, that the color register
numbers of the supplied picture's pixels are XOR'ed with a given value,
which may be specified via ControlPads (see below).

Note, that the supplied XOR value must be be smaller or equal the
number of colors, thus smaller or equal 2^(depth) - 1.


ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:SuperView-Library/XOR.controlpad"
ControlPad-Commands : - XORVALUE=<0..255>
                        ; 0 and 255 will not be the best decision ;-)
                        ; Use 15 or something like this.
                        ; Values greater (depth^2)-1 (is: colors-1) won't
                        ; be accepted.

History
```

```
~~~~~~~
V3.9 (02.11.1997) :

 - fixed old bug with graphics < 256 colors

V3.8 (14.08.1997) :

 - recompiled with SAS/C 6.58
```

1.112 Requirements for the SuperView-Library Package

```
                Generally, you need at least an 68000 Amiga, running with OS  ↩
                   2.04+.
Better performance results require better software/hardware.

More requirements (software, hardware, legal):

  o The GUI of the SVPrefs program 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").
  \textdegree{} For usage of the IFF-based SVObjects, like ILBM, ACBM, PBM, DEEP
    and YUVN, you should take care to have iffparse.library V37+
    on your bootdisk or system partition.
  \textdegree{} For DataType support with OS 3.x+ you need datatypes.library V39 ↩
     +
    to be present. If it is not present, datatype-support is disabled,
    but you might not need it, anyway.
  \textdegree{} For being able to use 24 bit Datatypes extension,
    you need Ralph Schmidt's picture.datatype V43 to be installed
    (with ECS/AGA you'll also need a version of cyberncg.library, which
    had been removed from newer pic-dt 43 distributions).
    The picture.datatype V43 which is coming with the Picasso96 RTG
    package will work as well, even with ECS/AGA.
  \textdegree{} Postscript (TM) support via
              GhostScript.svobject
               and EPS.svobject
    requires Ghostscript being correctly installed and configured.
    Without working GhostScript.svobject and a special flag set,
    EPS.svobject will not be able to extract any of the Postscript (TM)
    data from EPS(F) files, but only the possibly included preview
    images from the header (which usually are TIFFs).
  \textdegree{} FIG (-> AmiFIG) support requires both, Ghostscript and
              AmiFIG.svobject
              ,
    being correctly installed and configured.
  \textdegree{} CGM (-> GPlot) support requires both, Ghostscript and
              GPlot.svobject
              ,
    being correctly installed and configured.
  \textdegree{} WMF/AMF/IFF-DR2D/DXF/WPG-Vector (-> MetaView) support requires

              MetaView.svobject
              , being correctly installed and configured.
  \textdegree{} SVG.svobject, Unpack.svobject and RGFX.svobject may/will require ↩
      xpkmaster.library
```

```
    to work fully/properly. The Xpk package can be found on Aminet
    as Aminet:util/pack/xpk_User.lha (also present are xpk_Develop.lha
    and xpk_Source.lha).
  \textdegree{} AmiIcon.svobject optionally supports newicon.library for reading ↩
     /writing
    NewIcons. The NewIcon package can be found on Aminet as Aminet:util/wb/ ↩
       NewIcon#?.lha
    (replace #? with the corresponding version number).
  \textdegree{} Support for highest PhotoCD resolutions BASE*4 (1536x1024) and  ↩
     BASE*16 (3072x2048)
    does require the NetPBM-Tool "hpcdtoppm" to be installed and configured for
    use with PCD.svobject. See
              PCD.svobject
               description for
    more information. The lower resolutions upto BASE (768x512) will work  ↩
       without.


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 !


Additionally there are some more requirements, which do not
necessarily depend on the OS or the hardware:

  \textdegree{} Some SVObjects, SVDrivers or SVOperators additionally require
    different hardware/software configurations, but usually this is
    stated within their own documentation.

Turbo versions will be installed by the installer-script automatically,
if it makes sense (CPU auto-detection - should even work with 68060).
```

1.113 NotesAndHints

```
                                    Notes and Hints


              How much Memory does this program eat ?!

              Problems with displaying 24 bit files

              Problems with converting 24 bit files
```

1.114 Memory Usage

```
How much Memory does this program eat ?!
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Simply enough, there are no fixed limits ...

Superview.library and its attached SVObjects, SVDrivers and
```

SVOperators request as much memory as they need - which directly
depends on the size of the processed graphics - and there's no
automatic virtual memory manager or such (I added some virtual
memory support, but up to now there aren't any modules making
use of it).

But actually no CHIP memory is needed for most of the actions
(only some chunky-to-planar conversion operations and some
specific SVDrivers may make use of CHIP memory) - so perhaps
nearly anything will be performed in FAST ram, when your
configuration offers enough. 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.

The large memory usage results out of the buffering-technique, which
is used with the SuperView-Library.

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
(you may BTW use VMM or so, if you don't have so much RAM).

Anyway, here's a check-list for what you can do to make more memory
available to superview.library :

 o first of all, check if there are some background-programs running,
   which you do not really need (especially Commodities).
   Remove them !
 o call "avail flush" in the Shell or select "flushlibs" in the
   WB-debug menu (available when started with "LoadWB -debug").
   (SuperView and Image Engineer do also allow flushing Libraries
   directly fromout the program.)
 o decrease the "AddBuffers" values of drives, which you do not
   really need (e.g. DF2, DF3, PC0, ...)
 o last not least : leave/close Workbench, stay in the Shell
 o start your favorite viewer or conversion program (e.g. SuperView)
 o 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...

1.115 Displaying 24 bit graphics

 The Problem

  "All of my attempts in displaying my really nice 24 bit graphics with
   AGA.svobject resulted in really ugly colors. What shall I do ?"

```
The Reason
----------
 You did not set an available or valid 24 bit SVOperator, which
 could have been used by the selected SVDriver (e.g. AGA.svdriver,
 ECS.svdriver) adjusting the number of colors to less than 256
 (by dithering, conversion to gray, etc.).

The solution
------------
 o Within the SVDriver's controlpad settings file (e.g. AGA.controlpad,
   ECS.controlpad) you may set "24BITOPERATOR=<operatorname>" and
   specify a specific operator for e.g. dithering 24 bit graphics
   to 256 colors (Dither24Bit), converting them to grayscales
   (ExtractGrayScales) or HAM6/8 (24BitToHam), etc.

 o The same trick may take place for ECS.svdriver on systems, which
   can't display more than 16/32(64EHB) colors, so that specifying
   the (optional) "8BITOPERATOR=<operatorname>" would allow automatic
   conversion to less colors.

 o Besides this, a special case perhaps perhaps is the combination of
   AGA.svdriver and JPEG.svobject, where it may be good for
   performance and memory usage to simply use the internal
   on-the-fly dithering of JPEG.svobject, which then simply does not
   make 24 bit, but 256 color output anymore, when the colordepth
   controlpad switch has been set as: "COLORDEPTH=8" within
   JPEG.controlpad.

 These default settings intuitively can be changed via SVPrefs,
 or possibly via your application's GUI as well.

 o An other possibly way is, to always do the dithering only
   when needed - by simply invoking the needed SVOperator
   fromout your application's GUI.
```

1.116 Converting 24 bit graphics

```
The Problem
-----------
 You have problems converting from one 24 bit file format into
 other 24 bit file formats ?

The Reason
----------
 Not necessarily all SVObjects, which support reading of 24 bit files do
 also support writing of 24 bit files.
 SVObjects, which support writing 24 bit data yet are for example:

  non-lossy
  ---------
  IFF-ILBM     BMP       Targa    SunRaster    PNG
  IFF-DEEP     PCX       PNM      SGI          SVG
  IFF-RGB8     TIFF      QRT      FBM          UtahRLE
```

```
  lossy        not for reimport     not importable
  -----        ----------------     --------------
  IFF-YUVN     EPS                  C-Source
  JPEG                              PNM (when in Raw-Mode)
  Limbo
  SPP

The solution
------------
 A temporary solution might be to use other 24 bit programs for
 conversion, if you don't want to use one of the file formats, which
 are already supported.
```

1.117 SVPrefs

```
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Version      : 24.3
Release Date : 07.12.1999

Description
~~~~~~~~~~~
SVPrefs is the Preferences Program for superview.library.

Any specific ControlPad settings for superview.library,
superviewsupport.library and all the SVObjects, SVDrivers
and SVOperators may be modified fromout here in a comfortable
GUI-based way - as long as these ControlPad requirements are
documented in form of a CPInfo-file placed in ENVARC:SuperView-Library
(as usually).

Additionally, adding and removing of single SVObjects, SVDrivers
or SVOperators is possible from here, if no other program is accessing
superview.library and the related modules at the same time
(to keep the internal lists valid).


Inclusion and Exclusion: Explanation
------------------------------------
As one of the newest features of superview.library, you may also
decide here, which of the installed SVObjects, SVDrivers and/or
SVOperators should not be loaded into memory at startup time.
This works as follows:

 - excluded modules will be written to a specific configuration file
   at ENVARC:superview-Library and ENV:superview-Library
   (svobjects.exclude, svdrivers.exclude, svoperators.exclude)
 - excluded modules will not be opened when the library starts
   its initialization phase, which means that these modules will
   never be loaded. May speed up opening and save memory.
   On the other side, these modules are not available as long
   as you don't re-add them to the system, either only temporarily
   or also by re-including.
   So you only should apply this to modules you seldomly or never
```

```
   use, but don't want to de-install (everytime) nevertheless.
 - any of these modules may temporarily be loaded via the "Add"
   function of SVPrefs as well as these (or others) may again
   temporarily be removed
 - SVPrefs can apply (re)inclusion and exclusion to modules
   currently held in memory
   (to re-include an currently excluded module you at first have to
    re-load it via "Add")

Inclusion and Exclusion: Overview
---------------------------------

   INCLUDE temporarily      ADD
           permanently      ADD, INCLUDE

   EXCLUDE temporarily      REMOVE
           permanently      EXCLUDE, REMOVE

   If you don't need that feature: simply don't use it...


Commandline Options
~~~~~~~~~~~~~~~~~~~
 1. INIT

    Syntax:      SVPrefs INIT
    Explanation: Initializes ppc.library

 2. SET

    Syntax:      SVPrefs SET file NAME [VALUE]
    Explanation: Can be used to change controlpad settings fromout
                 the Shell or an ARexx script
    Example:  1. SVPrefs SET AGA 24BITOPERATOR Dither24Bit
                 (sets 24BITOPERATOR=Dither24Bit in ENV:SuperView-Library/AGA. ↩
                    controlpad)

              2. SVPrefs SET AGA SCREENINFRONT
                 (sets keyword SCREENINFRONT in ENV:SuperView-Library/AGA. ↩
                    controlpad)


Requirements
~~~~~~~~~~~~
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").

History
~~~~~~~
SVPrefs' version depends on the version of
superview.library it first has been included with.


V24.3 (07.12.1999) :
--------------------
 - fixed a few bugs (compare SView's Preferences V9.05)
```

```
 - improved filerequester handling
 - when clicking on "Cancel" after looking at PPC preferences,
   a reboot no longer will be suggested
   (-> Martin Steigerwald)
 - after prefs have been changed, the last selected entry and its position
   in the controlpad list won't change anymore
   (-> Martin Steigerwald)

V24.1 (05.09.1999) :
--------------------
 - now requires V24/V15 of sv-libraries
 - prefs editor did not show default values for "ASCII" entries

V23.2 (10.04.1999) :
--------------------
 - added reboot information (svppclaunch.library)

V23.1 (31.03.1999) :
--------------------
 - modified for svppclaunch.library support

V22.1 (18.11.1998) :
--------------------
 - adjusted version requirements

V21.10 (07.10.1998) :
---------------------
 - maybe skipped some revisions...

V21.5 (03.07.1998) :
--------------------
 - the stack as given in the program icon was far too small
   (4096 bytes), which caused crashes when started from WB.
   Increased to 32768 bytes.
   (-> Gertrud Kiefer, Wolfgang Krause, various)

V21.3 (12.06.1998) :
--------------------
 - fixed nasty bug in "?" (preferences) with the slider/integer
   combination (slider was not precise enough, integer gadget
   did not allow to modify slider value, changes were not kept)
 - fixed certain conditional enforcer hits within the prefs'
   slider and string selection routines
   (-> Sven Drieling)

V21.2 (05.04.1998) :
--------------------
 - added commandline option "SET" for changing controlpad settings
   fromout the shell or (ARexx) scripts
   (-> Tilo Hanich)
 - documented INIT command
 - no longer detaches from CLI (not useful in scripts)

V20.1 (07.02.1998) :
--------------------
 - the gadgets for "Library" and "Support-Library"
   preferences had been switched
```

```
V19.5 (31.10.1997) :
--------------------
 - small GUI changes
   (-> Georg Rottlaender)
 - fixed revision history

V19.4 (19.10.1997) :
--------------------
 - fixed small bug
 - new Wizard-GUI with lots of improvements done by
   Georg Rottlaender <Georg.Rottlaender@home.ivm.de>
 - the screen had been locked twice, but only
   unlocked once (closing not possible)
   (-> Georg Rottlaender)

V19.3 (27.09.1997) :
--------------------
 - misc

V19.2 (21.09.1997) :
--------------------
 - cleaned version history
 - now using StormWizard for GUI creation,
   wizard.library V37 required
 - some more gimmicks
 - ensuring, that ppc.library already is in memory, before
   superviewsupport.library does try to open it
   (-> Frank Mariak)
 - added "INIT" option, which does ensure this, too.
   To be called as "SYS:Prefs/SVPrefs >NIL: <NIL: INIT"
   from S:User-Startup (see revised installation description)
```

1.118 SuperViewSupport-Library

```
© 1994-2000 by Andreas R. Kleinert.
FREEWARE. All rights reserved. Only to be distributed with SuperView-Library.
Supports powerUP (TM).

Version      : 15.5
Release Date : 07.08.2000


Description
~~~~~~~~~~~
superviewsupport.library contains functions, which are heavily used
by the superview.library and its SVObjects, SVDrivers and SVOperators.

superviewsupport.library helps saving diskspace by just holding this
functions for usage by the other libraries, also some superview.library
debugging functions are included.

ControlPad-Switches
~~~~~~~~~~~~~~~~~~~
ControlPad-Name     : "ENV:superview-library/superviewsupport.controlpad"
```

```
ControlPad-Commands : - C2P=<OS|SV>
                        ; determines, whether chunky to planar conversion
                        ; is managed via the appropriate OS functions
                        ; or via internal ones.
                        ; Due to various problems with the OS functions
                        ; "SV" is now default.
                        ; Be careful when using "OS" with GfxCards,
                        ; which carelessly patched graphics.library.
                        ;
                        ; NOTE: PPC code will automatically be utilited,
                        ;       when a PPC is available, but only with
                        ;       C2P=SV
                        ;
                        ; Default: SV
                      - MODEGEN=<OS|SV|SVEXT>
                        ; determines, whether viewmode generation should
                        ; rely on internal/OS functions only, or make
                        ; use of P96/CGfx(/PII) functions when available.
                        ; Similar to ModeP. "SV" may cause problems on
                        ; some systems, may work fine on others. "SVEXT"
                        ; was known from the ak-datatypes series as well.
                        ; Note: applicable for OS 3.0 and beyond, only.
                        ; Default: OS

History
~~~~~~~
V15.5 (07.08.2000) :

 - speedup of c2p/p2c routines

V15.4 (07.05.2000) :

 - slightly improved performance of controlpad handling routines

V15.3 (19.01.2000) :

 - speedup of OS-based c2p/p2c routines
   (depending on machine's memory interface)
 - cpu-specific speedup of SV-based c2p/p2c routines (020+ faster ?)
 - tried to speed it up generally
 - faster reading and saving of preferences files (.controlpad/.cpinfo)

V15.2 (08.11.1999) :

 - (did some tests)

V15.1 (05.09.1999) :

 - bumped version to allow explicite request for new release

V14.1 (31.03.1999) :

 - using svppclaunch.library now
 - bumped version to allow explicite request for this feature

V13.2 (20.02.1999) :
```

```
 - additional $VER string to make everyone happy

V13.1 (18.11.1998) :

 - bumped to V13 (new requirement for superview.library V22+)
 - fixed error handling for cgfx-based screen grabbing (RTG 24 bit mode)

V12.4 (06.09.1998) :

 - smaller, faster

V12.3 (28.06.1998) :

 - added another optional alternative viewmode generation routine
   (already known from the ak-datatypes series)

V12.2 (03.04.1998) :

 - forgot to mention 12.1 (upgraded ppc modules to new .svm format)
 - recompiled (especially PPC modules)

V11.5 (24.12.1997) :

 - new preferences option for viewmode generation
 - fixed another possible problem in the viewmode generation

V11.4 (2.12.1997) :

 - AI's original CheckSetPatch routine was buggy, it actually did
   the opposite as expected: with any version lower or equal
   it did return TRUE, for any greater version it returned FALSE.
   Since we check for V43.4, it would only have worked with this
   one - otherwise we applied our bugfix, although it was no
   longer necessary, and with e.g. V40.16 there would not have
   been a bug-fix at all!
   This could have resulted in a destroyed source bitmap
   graphics, i.e. a black screen after certain times of viewing
   or usage of certain image processing operators.
   (-> 'black screen' effect noticed, and debugging done by
       Colin J. Knight and Sven Drieling)

V11.3 (19.11.1997) :

 - fixed some small oddities in the gfxbuffer allocation routine,
   smarter now
 - SetPatch check routine was missing a __saveds (oops)

V11.2 (27.09.1997) :

 - in internal V39 c2p and p2c functions (mode C2P=OS) there was a
   BMF_STANDARD missing
 - V37 c2p version did allocate a temporary buffer even if not
   needed/used (when SetPatch 43.x being installed)
 - if there's a PPC present, all buffers allocated via
   SVSUP_AllocGfxBuffer() will be 32-aligned at the end now
   (not mentioned in svgfx_BufferSize, though)
```

```
V11.1 (18.09.1997) :

 - due to PPC changes, bumped main library version to V11
 - c2p conversion should finally have become 'trash-save'
   under all OS versions, with and without SetPatch V43
 - there was a similar (possible) bug for OS V37/38 within
   CopyScreenToBuffer8()
 - fixed small error handling bug in screen-save routine
   (can't handle 24 Bit under non-CGfx RTG systems)

V10.4 (14.08.1997) :

 - recompiled with SAS/C 6.58

V10.3 (29.06.1997) :

  - fixed 'memory loss on LibInit failure bugfix' ;-)

V10.2 (24.06.1997) :

  - fixed "memory loss on LibInit failure" bug

V10.1 (11.04.1997) :

  - now support PPC via powerUP's ppc.library for the following tasks:

     - chunky to planar conversion (c2p)
     - planar to chunky conversion (p2c)

V9.1 (02.04.1997) :

  - new, universal screen grabbing function with 24 Bit Cybergraphics
    support added

*************************************************************************
* Older revision descriptions have been deleted to save diskspace !     *
*************************************************************************
```

1.119 SuperView in the Press

```
============================
P R E S S   F E E D B A C K  (28.05.1999)
============================

Following some excerpts from articles - mainly from the computer press -
which directly or indirectly reported about SuperView(/Library) in the
past (if german, these have not been translated).

   - CU Amiga Magazine (UK)
   - Amiga Format (Future Publishing Ltd, UK)
   - Amiga Informer (Eldritch Enterprises, US)
   - Amiga Computing (IDG Media, UK)
   - Amiga Magazin, Amiga Public Domain Sonderheft (Magna Media, Germany)
   - Amiga Plus (ICP, Germany)
   - Amiga special (media, Germany)
```

```
   - AmigaOS (Falke, Germany)

(If you found an article in a magazine I did not list here - please
 tell me. I'm usually not reading the english magazines, and probably
 won't be aware of many other reviews, too)

*****************************************************************************

CU Amiga Magazine (UK)
----------------------
   "Now this is a serious piece of work. [...]
    When you look into the features list and the PowerPC support,
    you see why the author thinks that being too tight to pay the
    30 DM (£10) registration fee is a bit out of order. [...]
    this is a serious power application. [...]
    The whole idea behind this package is that it's
    quick and powerful. [...]
    There just isn't enough space avaiable to go on over all the
    features of SuperView NG here, so listen to my advice and get the
    demo to try it for yourself. [...]
    Most definitely a must for serious graphics users."
    "Rating: *****" [ 5 stars out of 5 ]
   [ October issue 1997. Refered to SViewNG 7.xx ]

    "SuperView is a new PD picture viewer that relies on 'datatypes'.
     It also has support for 'operators' which can perform a variety of
     functions on pitures before they are viewed/saved (eg: sharpening,
     oil-painting effects and dithering of 24-bit pictures).
    "It will load and save virtually all formats [...]"
     Rating: 89 percent.
   [ March issue 1996. Referred to SuperView 5.32. Information taken from
     database under http://www.cu-amiga.co.uk/database/p11-19.html ]

Amiga Format (Future Publishing Ltd, UK)
----------------------------------------
    "[...] Picture Manager Pro makes use [...] of Superview libraries [...]"
    "[...] Picture Manager Pro is well thought out and silky smooth in
     operation. [...] It is exceptionally stable [...]"
     Rating: 92 percent (Gold Award)
   [ January 1998, issue 106. Referred to Picture Manager 4, which
     heavily makes use of SuperView-Library - so in means of speed
     and stability the rating perhaps does concern the library, too ]

Amiga Informer (Eldritch Enterprises, US) - www.amigainformer.com
-----------------------------------------
   "Picture Manager Pro uses the SuperView libraries to integrate the
    use of scanners, printers, and display boards. This allows versatility as
    well as modular upgrading. [...] First, using the SuperView
    processing libraries, it can color correct and enhance the thumbnail
    images that make up the catalog. There are no other packages I'm
    aware of with this option. [...] I think that Blittersoft's distribution
    teamed with Andreas Kleinert's SuperView libraries is a real winner."
   [ Issue 10. Refered to Picture Manager 4.1 + Library V19.x ]

   "SuperView itself is a neat small viewer program with a window to allow
    loading and processing images with the included libraries. The program
    allows optional use of any of the included library functions. It supports
```

over forty graphic formats, along with being able to use datatypes, supports scanners and printers, drives nine different display formats including OCS/ ↩ ECS,
AGA, EGS, OpalVision, Retina, CyberGraphX, Merlin and both Picasso II and Picasso96, and saves in most of the same forty plus formats. [...]
The SuperView libraries are the integral powerhouse of this package. These shared libraries do all the actual work, allowing the viewing program to be small and versatile. This modular approach also allows for frequent expansion and updating, which the author appears to be dedicated to.
The author Andreas Kleinert deserves a very honorable mention. He is very active and available for debugging and development, as well as attentive, patient and courteous. [...] I think if you take the time to ↩ install
SuperView, you'll agree that it is well worth the space and effort required ↩ ."
[Issue 10. Refered to SuperView 7.x + Library V19.x]

Amiga Computing (IDG Media, UK)

"The SuperViewLibraries [...] allow other programs, that support SuperView to easily load, save, convert and process images with the minimum of ease. This allows programmers to concentrate on perfecting their program without having to worry about supporting every different type of picture format out there."
[Issue 12/1995, page 21. Refered to SuperView V5.10 + Library V12.3. The CoverDisk contained ImageEngineer V2.1a and licensed V12.3]

"SuperView is a set of libraries, that allows Image Engineer to load and save a large number of different file types, [...]"
"Installation of SuperView is very straightforward using the standard Amiga installer program, [...]"
[Issue 7/1996, page 18/20. Refered to SuperView V5.41 + Library V12.9. The CoverDisk contained ImageEngineer V3.0 Demo and licensed V12.9]

Amiga Magazin (Magna Media, Germany)

"Zum Betrachten von Bildern ist dieses PD-Programm wohl die beste Lösung. [...]"
[Issue 12/1994, p. 120. Refered to SuperView V2.1]

***
"[...] SuperView besticht durch seinen modularen Aufbau. [...]
SuperView kennt sehr viele Bildformate. Jedes Format wird durch ein SVObject verwaltet. Das erlaubt eine flexible Erweiterbarkeit des Programms. [...] Daß das Programm [...] alle Features des Amiga-OS bis hin zur Version 3.1 unterstützt [...] ist angesichts des großen Funktionsumfanges klar. [...]
Fazit: SuperView ist ein sehr leistungsfähiger Bildanzeiger und eine echte Konkurrenz [...]"
[Issue 7/1995, p. 134. Refered to SuperView V4.52 on Time #386]

***
"[...] Das Programm ist komplett modular aufgebaut und somit erweiterbar. Sogar die Benutzerschnittstelle ist austauschbar. [...]"
[Issue 2/1996, p. 50. Refered to SuperView V5.10 on German #561]

***

"'SuperView' als Bildanzeiger zu beschreiben, wäre nur die halbe
Wahrheit. Diese Aufgabe erfüllt das Programm zwar mit Bravour,
hält aber noch anderes auf Lager. [...]"
[Issue 4/1996, p. 92. Refered to SuperView V5.32 on Time #486]

***
"[...] Es dürfte kaum ein Bitmap-Format geben, mit dem der PM nichts
anfangen kann. [...]"
[Issue 3/1997, p. 87. Article about Picture Manager professional
(PMPro) V4.0, which uses superview.library 15.x for images]

***
"[...] Andreas Kleinerts Programm trennt die Spreu vom Weizen. [...]
Es repräsentiert auch bedeutend mehr als andere Bild-Anzeigeprogramme.
Zahlreiche Effekte bringen einen Hauch von Bildbearbeitung. [...]
Durch sein modulares Aufbaukonzept kann man 'SuperViewNG' jederzeit
um weitere Funktionen erweitern [...]
Fazit: Bilder werden schnell angezeigt; die unkomplizierte Benutzer-
oberfläche erlaubt problemlose Anzeige. [...]"
[Issue 9/1997, p. 35. Article about SViewNG 6.21]

***
"Meister der Bildformate"
[...] Umwandeln von Bildern erledigt SuperView tatsächlich mit links. [...]
SuperView II hat einen leistungsfähigen ARexx-Port und läßt sich auch
als AmigaDOS-Befehl ansprechen. [...] Als Bildumwandlungsprogramm
weiß SuperView zu überzeugen. Kaum ein anderes Programm unterstützt
so viele Formate wie SuperView. [...]"
[Issue 2/1999, p. 13/14. Article about SViewII 8.10]

***
"Viele neue Features ergeben sich aus der Verwendung einer neuen
SuperView-Library. [...]"
"[...] besserer PowerPC-Support (u.a. bei TIF, JPEG und PNG [...]"
[Issue 2/1999, p. 10-12. Article about Picture Manager professional
(PMPro) V5.5., which uses superview.library 21.x for images]

Amiga Plus (ICP, Germany)

"SuperView benutzt zwar auch ab OS3.0 Datatypes, zeigt aber
ab OS2.0 auch bereits IFF-, [...] -Grafiken an.
Erreicht wird dies durch eine eigene 'superview.library',
die [...] es ermöglicht, Grafiken in diesen Formaten zu speichern"
[Issue 7/1994, p. 42. Refered to SuperView V2.1]

***
"Wir haben für Sie eine Auswahl der besten und wichtigsten
Tools und Utilities aus allen Sparten des Computeralltags
zusammengetragen" [...]
"SuperView [...] Bildanzeiger, der ab OS3 Datatypes zum Erkennen der
Grafikformate verwendet. Mit Hilfe der SuperView-Library sind die
wichtigsten Formate auch ab OS2 lesbar."
[Issue 4/1995, p. 46. Refered to SuperView V2.1]

***
[Formatvielfalt, Konvertierung]
"[...] Dieses Kunststück verdankt unser Testkandidat unter anderem

der exzellenten SuperView.library von Andreas Kleinert [...]
[Issue 2/1996, p. 73. Article about Picture Manager professional
(PMPro) V3.0, with superview.library 12.x]

***
"SuperView [...] ist ein Anzeiger, der durch unzählige externe Module
erweiterbar ist und alle erdenklichen Bildformate auf ECS- und
AGA-Amigas, sowie auf EGS-, OpalVision, Picasso-, Merlin-, Retina-
und CyberGraphX-Grafikkarten darstellt. [...]"
[Issue 3/1996, p. 61. Refered to SuperView V4.63, V4.70, V5.10]

***
"'SuperView' zeichnet sich durch seine Vielseitigkeit aus. [...]
Mehr als nur ein kleiner Bonus sind die 31 Operatoren [...].
Selbstverständlich lassen sich die Bilder auch wieder
speichern. [...]"
[Issue 6/1996, p. 43. Refered to SuperView V5.32]

***
"[...] Dieses Programm unterstützt eine deutlich höhere Anzahl
von Bildformaten (wie PCX, BMP und TIFF) und kann auch Effekte
hinzufügen und Bilder zwischen verschiedenen Formaten
konvertieren [...]"
[Issue 9/1996, p. 58. Refered to SuperView V5.30]

***
"[...] In der Ausgabe 6/96 haben wir Ihnen das hervorragende
Anzeige- und Konvertierungsprogramm 'SuperView' vorgestellt.
"[...] SuperView beherrscht eine Vielzahl von Grafikformaten"
"[...] Neben IFF-ILBM, GIF, JPEG und TIFF beherrscht SuperView
unter anderem auch die Formate BMP, Targa, PNM, FBM, PCX,
IFF-ACBM, IFF-YUVN, IFF-DEEP, Sun Raster, SGI, RT, UtahRLE
und SVO. Puh. [...]"
[Issue 10/1996, p. 39. Refered to SuperView V5.50]

***
"[...] Image Engineer verwendet die Superview-Library und
versteht daher beim Laden und Schreiben eine Vielzahl von
Formaten, unter anderem IFF, GIF, [...]"
[Issue 10/1996, p. 46. Article about Image Engineer 3.1,
which uses SuperView-Library]

***
"[...] Die besten Tools für Ihren Amiga [...]
Bildanzeiger [...]"
"Wer schnell Grafiken in Top-Qualität sehen will,
braucht Bildanzeige-Tools. Ein weitverbreiteter
Vertreter dieser Programmgattung ist SuperView. [...]
SuperView kennt alle wichtigen [...] Grafikformate. [...]"
[Issue 11/1996, p. 53. Article about "Best Tools For Your Amiga"]

***
"[...] Eine Stärke des Programms ist das automatische Erkennen
der vorhandenen Grafikformate [...]
Picture Manager unterstützt jetzt auch die Scanner-Software
'ScanQuix3', respektive deren Pseudo-Twain-Standard. [...]
Gut gemacht."

```
    [ Issue 1/1997, p. 26. Article about Picture Manager prof. V4.0,
      which uses SuperView-Library ]

    ***
    "[...] Alle weiteren Dateiformate ließen sich bislang nur über
     das Installieren entsprechender Datatypes nutzen.
     [...] Damit haben Sie jetzt Zugriff auf nahezu jede Art von
     Bildmaterial. [...] Über die Qualität und Arbeitsgeschwindigkeit
     dieser Library braucht man wohl kaum noch ein Wort zu verlieren,
     sie hat sich mittlerweile zu einer Art Standard bei der automatischen
     Erkennung von Bild- und Grafiktypen entwickelt. [...]"
    [ Issue 2/1997, p. 32. Article about "AE SuperView" plugin for ArtEffect
      which uses SuperView-Library ]

    ***
    "'SuperView' ist eine Art Schweizer Taschenmesser für Computer-
     Grafiker: [...] Das Programm unterstützt eine stolze Liste von
     Formaten: [...]"
    [ Issue 5/1997, p. 45. Overview article about "The best freely
      distributable graphics and animation programs" ]

    ***
    "[...] Der Daseinszweck von Andreas Kleinerts Shareware-Programm
     'SViewNG' besteht darin, Grafikdateien anzuzeigen, in andere
     Formate zu konvertieren und sogar zu bearbeiten. Das Programm ist
     dabei sehr schnell, versteht eine Unmenge an Grafikformaten und
     unterstützt erfreulicherweise auch Grafikkarten. [...]"
    [ Issue 8/1997, p. 40. Refered to SuperView V6.21 ]

    ***
    "[...] SuperView beherrscht eine beeindruckende Vielzahl von
     Grafikformaten. [...] Damit sorgt SuperView dafür, daß der
     Amiga grafikmäßig keine Insel darstellt [...].
     Auch über eine ganze Reihe von Bildbearbeitungsfunktionen
     verfügt SuperView. [...] Sowohl beim Anzeigen, beim
     Konvertieren als auch bei den Bearbeitungsfunktionen ist
     die Arbeitsgeschwindigkeit von SuperView gut. [...]
     Die Anleitung ist gut und ausführlich. [...]
     Fazit [...] Beeindruckend ist vor allem die Unterstützung
     derart vieler Grafikformate. [...]"
    [ Issue 5/1999, p. 18-20. Refered to SViewII V8.10 ]

Amiga special (media, Germany)
------------------------------
    "SuperView - Bildbetrachter" [...]
    "Bildanzeiger gibt es viele [...]
     Doch ein Programm, das all dies beherrscht und dabei noch
     anwenderfreundlich und kompakt ist, das fehlte bisher.
     Die Situation hat sich nun geändert [...]"
    "Superview.library [...] Programmierer können mit diesen frei
     vetreibbaren Routinen interessante und komplexe Anwendungen
     realisieren. [...] Sämtliche Module sind [...] gut dokumentiert,
     so daß sich jeder Interessierte schnell zurechtfindet [...]"
    "Die grafische Benutzeroberfläche [...]"
    "Diese [...] ist einleuchtend aufgebaut, so daß man nach kürzester
     Einarbeitung damit klarkommt." [...]
    "Fazit [...] SuperView ist ein tolles Paket zum Anzeigen und
```

Bearbeiten von Grafiken [...]. Anwender haben mit SuperView endlich
einen kleinen und leistungsfähigen Bildanzeiger gefunden, der [...]
sogar kleine Funktionen zur Bildbearbeitung enthält."
[Issue 1/1995, p. 62-63. Article about SuperView V4.0]

***
"Gerade auch die Unterstützung von Grafikkarten geschieht
"mit SuperView einfach und effizient." [...]
[Issue 6/1995, p. 77. Article about SuperView V4.0]

***
"Im Zusammenspiel mit der 'SuperView.library' von Andreas Kleinert
konnte diese Weiterentwicklung [...] seine Leistungsfähigkeit
eindrucksvoll unter Beweis stellen"
[Issue 12/1995, p. 116. Article about Picture Manager Professional
Beta 0.97]

***
"SuperView gehört mit zu dem Besten, was im Amiga-Sektor an
Grafikbetrachtungs-Programmen verfügbar ist. Es ist kompatibel
mit fast allen gängigen Formaten [...], besitzt [...] eine
durchdachte und komfortable Oberfläche. Erfreulicherweise trägt
die mehrsprachige umfangreiche Anleitung [...] und das durchdachte
Installationsprogramm ebenfalls zum hervorragenden Gesamteindruck
von 'SuperView' bei."
[Issue 5/1996, p. 66. Article about SuperView V5.30 on Time #472]

***
"[...] Zum Laden und Speichern werden die Libraries von SuperView
genutzt. [...] Durch diese Libraries werden fast alle Grafikformate
unterstützt, die auf dem Amiga erhältlich sind. Unterstützt werden
auch alle bekannten Grafikkarten sowie der AGA-Chipsatz. [...]"
[Issue 9/1996, p. 48. Article about Image Engineer 3.0,
which uses SuperView-Library]

Amiga Public Domain Sonderheft (Magna Media, Germany)

"'SuperView' ist sowohl eine Bibliothek (Library), die Lade- und
Speicherformate [...] zur Verfügung stellt, als auch Treiber zum
Anzeigen von Bildern. [...] Das Ganze erinnert an die Datatypes
des Amiga-OS 3.0, allerdings auf Grafik spezialisiert und um
Operatoren und spezielle Grafiktreiber erweitert. Außerdem kann
die Library mit 24-Bit-Bildern umgehen." [...]
"In der Library steckt viel Arbeit." [...]
"Fazit: SuperView besitzt potentiell das Zeug zum universellen
Bildanzeigeprogramm und Konvertierutility." [...]
[Issue 2/1995, p. 43. Article about SuperView V4.52 / V10.2]

AmigaOS (Falke, Germany)

"Über die Jahre der Entwicklung wurde SuperView II stets sinnvoll
optimiert und erweitert. [...] Immer mehr wurden auch Funktionen
eingebaut, mit denen sich die Grafiken untereinander bequem
konvertieren und, was sich als noch wichtiger herausgestellt hat,
modifizieren lassen. [...] Als eines der ersten Programme auf dem
Amiga unterstützt SuperView [...] die PowerPC-Prozessoren via
PowerUp sinnvoll. Der dadurch entstehende Geschwindigkeitsschub

[...] ist gewaltig. [...] Wer [...] viele Grafiken in unterschiedlichen, teilweise sogar exotischen Formaten gesammelt hat und diese untereinander konvertieren und eventuell bearbeiten möchte, der kommt an SuperView II kaum vorbei..."
[Issue 4/1999, p. 42-43. Refered to SViewII V8.10]

"[...] Alle wichtigen Formate können geladen und in den meisten Fällen auch gespeichert werden. [...] Ergänzt wird diese Liste durch alle per Datatype darstellbaren Formate. Wie schon erwähnt, wurde auch die PPC-Untersützung der Lade- und Speichermodule erheblich verbessert. [...] bei gepackten Formaten wie JPEG, PNG oder TIFF [...] ist eine deutliche Geschwindigkeitssteigerung zu verzeichnen. [...] Als Grundlage dient die hervorragende SuperView-Library von Andreas Kleinert [...]"
[Issue 6-7/1999, p. 34-36. Article about Picture Manager professional (PMPro) V5.5., which uses superview.library 21.x for images]

1.120 Books and other written stuff used during development

[1] "Bitmapped Graphics", 2nd Edition, Steve Rimmer, Windcrest/McGraw-Hill,
© 1993 by Windcrest Books (registered Trademark of TAB Books).
ISBN 0-8306-4209-9
[2] "Supercharged Bitmapped Graphics", Steve Rimmer, Windcrest/McGraw-Hill,
© 1992 by Windcrest Books (registered Trademark of TAB Books).
ISBN 0-8306-3788-5
[3] "Das Handbuch der Grafikformate", Klaus Holtorf,
© 1994 Franzis-Verlag GmbH, München
ISBN 3-7723-6392-X
[4] "Amiga Magazin", Issue 2/1992, Markt & Technik Verlag AG
[5] "DOS Extra", Issue 4/1993, DMV-Verlag
[6] "Das Aufsteigerbuch" (C64 -> Amiga), Michael Strauch, Alexander
Stellmach, © 1987 by DATA BECKER GmbH, Düsseldorf.
ISBN 3-89011-134-4
[7] "Formats.doc" of the ShowVIC distribution on SaarAG-Disk #616.
ShowVIC is (C)opyright 1993 by Matt Francis.
[8] "Einführung in die digitale Bildverarbeitung", Wolfgang Abmayr,
© 1994 B.G. Teubner, Stuttgart.
ISBN 3-519-06138-4
[9] "Noch mehr Dateiformate", Günter Born,
© 1995 Addison-Wesley (Deutschland) GmbH.
ISBN 3-89319-757-5
[10] The Independent JPEG Group's software package(s) with Source-Code(s)
and Documentation. Release 4 through 6b.
[11] "The Programmer's PC Sourcebook", Thom Hogan,
published by Microsoft Press, © 1991 by Thom Hogan.
ISBN 1-55615-321-X
[12] "Struktur und Interpretation von Computerprogrammen", H. Abelson,
G.J. Sussman, J. Sussman, Springer-Verlag, © 1985 by the M.I.T,
ISBN 3-540-56934-0
[13] "Algorithmen Arbeitsbuch", Dieter Herrmann,
© 1992 Addison-Wesley (Deutschland) GmbH.
ISBN 3-89319-481-9
[14] "C/C++ Users Journal (tm)" (several issues),
© Miller Freeman Inc.
[15] ... and perhaps books/magazines/articles, which I don't remember yet !

```
[16] ... as well as texts found on AmiNet, BBS or CD-ROM.
[17] Newsgroups in Fido (mostly *.GER) and UseNet (mostly DE.* and Z-Netz)

...plus a bunch of Amiga-related books, like RKMs and the Guru Book, etc.
```

1.121 Overview: Other Program Projects

```
For this, please take a look at:

      http://home.t-online.de/home/Andreas_Kleinert/index_ami.html
  and http://home.t-online.de/home/Andreas_Kleinert/support.htm

Shortcut:

      http://wdo.de/ark/
```

1.122 Credits

```
24BitToHAM.svoperator
---------------------
This SVOperator originally based on code, which had been included
with FBM Release 1.0 25-Feb-90 by Michael Mauldin.
The original code had been written by Harald C. Koch to convert
24 bit RGB data (FBM format) to HAM6-ILBM files.
I modified it to create format-independent 8 Bit chunky pixel buffers,
which can be handled by SuperView-Library and did various other
enhancements.

The code used for the "quick" option of the SVOperator (without palette)
is not related in any way to code of the FBM package.
The ham8-well code originally was drived from fbham.c, but now
no longer does show any similarities to it.

Here's the copyright notice as found in "fbham.c"
(revision headers cut off / left out) :

 * fbham.c: FBM Release 1.0 25-Feb-90 Michael Mauldin
 *
 * Copyright (C) 1989,1990 by C. Harald Koch & Michael Mauldin.
 * Permission is granted to use this file in whole or in part for
 * any purpose, educational, recreational or commercial, provided
 * that this copyright notice is retained unchanged.  This software
 * is available to all free of charge by anonymous FTP and in the
 * UUNET archives.
 [...]
 *
 * based on ray2.c from DBW_Render, Copyright 1987 David B. Wecker
 *
 [...]


AmiFIG.svobject
```

```
---------------
This FIG support module accesses the external program "fig2dev",
which for example is available as port of the fig port AmiFIG 1.1
from AmiNet, which is (C) 1996 Andreas Schmidt.


C64.svobject
------------
For getting information about the C64 Koala and Doodle formats I took
a look into the source code of ComView 1.0 by Paul Grebenc, which can
be found as "C64View" on the SaarAG-Disk #523.

I did not include and use the Source Code as such, but I really learnt
a much out of it. The algorithms are perhaps nearly the same,
but because I do not use file-to-screen decoding my code is perhaps
some 100% faster (different structure, many optimizations).


EPS.svobject
------------
EPS.svobject uses strongly modified code from

/* pnmtops.c - read a portable anymap and produce a PostScript file
**
** Copyright (C) 1989 by Jef Poskanzer.
**
[...]

which is allowed by its copyright statements.


FBM.svobject
------------
For getting information on the FBM-Format I took a look into the
file "fbm.h" and other source-files, which describe this file format
and are part of FBM Release 1.0 25-Feb-90 by Michael Mauldin.
No source-code from this package - only the "pure information" - has
been used for FBM.svobject.


GhostScript.svobject
--------------------
GhostScript.svobject accesses an external Ghostscript port,
like for example Ghostscript 3.53 from AmiNet, which is
based on Aladdin Ghostscript.
Aladdin Ghostscript is Copyright (C) 1989, 1995 Aladdin Enterprises.
All rights reserved.


Limbo.svobject
--------------
Limbo.svobject does support the Limbo 4.0 port from Aminet:gfx/conv,
which was based on a version developed by Carsten Frigaard, Jess Gade,
Thomas Therp Hemmingsen and Torben Sand in 1993/94 on Aalborg University,
Denmark.
```

JPEG.svobject

This software is based in part on the work of the Independent JPEG Group.
Various releases, starting with V4, have been used. Current release: V6b.

PICT.svobject

The PICT loader module is based on code derived from the PBM package,
namely the standalone-module "picttoppm.c".
It is said it can be used freely, so I decided to do this instead
of trying to implement this weird PICT-2 stuff of QuickDraw
(is it a vector format or a bitmap format ;-)

The original source has been stronlgy modified to fulfil the needs
of being integrated as a library module for superview.library.
To be more independent from the pbm.package (great improvments on
code size) I also extracted the standard bdf font from the pbm
part (also free).

Here are the Copyright notice of these modules as found in the files
"picttoppm.c" and "libpbm5.c" (revision headers cut off / left out) :

```
/*
 * picttoppm.c -- convert a MacIntosh PICT file to PPM format.
 *
 [...]
 *
 * Copyright 1989,1992,1993 George Phillips
 *
 * Permission to use, copy, modify, and distribute this software and its
 * documentation for any purpose and without fee is hereby granted, provided
 * that the above copyright notice appear in all copies and that both that
 * copyright notice and this permission notice appear in supporting
 * documentation.  This software is provided "as is" without express or
 * implied warranty.
 *
 * George Phillips <phillips@cs.ubc.ca>
 * Department of Computer Science
 * University of British Columbia
 *
 * $Id: picttoppm.c,v 1.7 1993/10/26 22:40:31 phillips Exp phillips $
 */
```

Only the default font definition has been taken from this one:

```
/* libpbm5.c - pbm utility library part 5
**
** Font routines.
**
** Support for BDF fonts Copyright 1993 by George Phillips.
**
** Copyright (C) 1991 by Jef Poskanzer.
**
** Permission to use, copy, modify, and distribute this software and its
** documentation for any purpose and without fee is hereby granted, provided
** that the above copyright notice appear in all copies and that both that
```

```
** copyright notice and this permission notice appear in supporting
** documentation.  This software is provided "as is" without express or
** implied warranty.
*/
```

PNG.svobject

Is based on the png reference library (including libpng and zlib), which allows being used e.g. for freely distributable and commercial programs

libpng:

```
 libpng 1.0.6
 Copyright (c) 1995, 1996 Guy Eric Schalnat, Group 42, Inc.
 Copyright (c) 1996, 1997 Andreas Dilger
 Copyright (c) 1998, 1999, 2000 Glenn Randers-Pehrson
```

zlib:

```
 zlib 1.1.3
 (C) 1995-1998 Jean-loup Gailly and Mark Adler
```

RotateFree.svoperator

The basic algorithm for rotation about any given point with any possible angle had been described in "C/C++ Users Journal", issue August 1995. It was strongly dependend on TIFF input, did only work with 8 Bit input and was not able to adjust the image buffer size to prevent image parts to be cut off. Used only the basic algorithm as a hint how to do hit.

SPP.svobject

SPP.svobject does support Michael Cheng's SPP 1.09 port from Aminet:gfx/, which was based on a the version developed by Amir Said and William A. Pearlman in 1996.

TIFF.svobject

Since V3.7 this module makes use of the freely distributable TIFF Library (libtiff). For this version V3.4 beta 037 has been used.

Please note the following copyrights:

```
 Copyright (c) 1988-1997 Sam Leffler
 Copyright (c) 1991-1997 Silicon Graphics, Inc.

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 its documentation for any purpose is hereby granted without fee, provided
 that (i) the above copyright notices and this permission notice appear in
 all copies of the software and related documentation, and (ii) the names of
 Sam Leffler and Silicon Graphics may not be used in any advertising or
```

```
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   EXPRESS, IMPLIED OR OTHERWISE, INCLUDING WITHOUT LIMITATION, ANY
   WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE.

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   ANY SPECIAL, INCIDENTAL, INDIRECT OR CONSEQUENTIAL DAMAGES OF ANY KIND,
   OR ANY DAMAGES WHATSOEVER RESULTING FROM LOSS OF USE, DATA OR PROFITS,
   WHETHER OR NOT ADVISED OF THE POSSIBILITY OF DAMAGE, AND ON ANY THEORY OF
   LIABILITY, ARISING OUT OF OR IN CONNECTION WITH THE USE OR PERFORMANCE
   OF THIS SOFTWARE.


  YUVN.svobject and PCD.svobject
  ------------------------------
  For the 24 bit YUV <-> RGB Conversion Routines I used some code of the
  NetPBM Package.

  The code of the original routines has been _strongly_ modified and
  enhanced/improved (there are almost no similarities to the original
  code left now, except the main algorithm).

  For PCD also the factors to scale YCbCr to RGB had to be adjusted, since
  the ones of PCD are slightly different to those of JPEG.

  Here are the Copyright notices as found in the specific source files :

/* ppmtoyuvsplit.c - convert a portable pixmap into 3 raw files:
** - basename.Y : The Luminance chunk at the size of the Image
** - basename.U : The Chrominance chunk U at 1/4
** - basename.V : The Chrominance chunk V at 1/4
** The subsampled U and V values are made by arithmetic mean.
**
** If CCIR601 is defined, the produced YUV triples are scaled again
** to fit into the smaller range of values for this standard.
**
** by A.Beck
** Internet: Andre_Beck@IRS.Inf.TU-Dresden.de
**
** Based on ppmtoyuv.c
**
** Permission to use, copy, modify, and distribute this software and its
** documentation for any purpose and without fee is hereby granted, provided
** that the above copyright notice appear in all copies and that both that
** copyright notice and this permission notice appear in supporting
** documentation.  This software is provided "as is" without express or
** implied warranty.
*/

/* yuvsplittoppm.c - construct a portable pixmap from 3 raw files:
** - basename.Y : The Luminance chunk at the size of the Image
** - basename.U : The Chrominance chunk U at 1/4
** - basename.V : The Chrominance chunk V at 1/4
** The subsampled U and V values are made by arithmetic mean.
**
```

```
** If ccir601 is defined, the produced YUV triples have been scaled again
** to fit into the smaller range of values for this standard.
**
** by Marcel Wijkstra <wijkstra@fwi.uva.nl>
**
** Based on ppmtoyuvsplit.c
**
** Permission to use, copy, modify, and distribute this software and its
** documentation for any purpose and without fee is hereby granted, provided
** that the above copyright notice appear in all copies and that both that
** copyright notice and this permission notice appear in supporting
** documentation.  This software is provided "as is" without express or
** implied warranty.
*/
```

MetaView.svobject

This WMF/AMF/IFF-DR2D/DXF/WPG-Vector support module accesses the external program "MetaView", which is (C) Henk Jonas.

HilbertDither256.svoperator

The description of the "fractal Hilbert dithering" method has been found in the "mc magazine, issue 6/94, Franzis-Verlag GmbH". The basic techniques (L-System, 16x16 block error approximation) are perhaps the same, but the source code as such has been rewritten completely in almost any of its parts, so that it has not just been "taken out of there" (any limits have been removed; e.g. the original source was a standalone-program, which only worked with TARGA graphics, which had a width and height divideable by 16, but max. 1280x960 or 2560x1920).

WOS ElfLoader

WarpUP Elfloader (ElfLoadWOS) code originally by Peter Annuss <paladin@cs.tu-berlin.de> which it is needed for loading/executing EGCS 2.91.57 WOS PPC binaries under AmigaOS (see http://cs.tu-berlin.de/~paladin/ for further information). Has been completely rewritten and quite somewhat enhanced and bugfixed in the meantime, though.

1.123 ControlPad Fileformat

Many SVObjects, SVDrivers and SVOperators have to handle globally set preferences, which may also have to be handled and/or modified by custom programs or SuperViewPrefs.

To prevent multiple different ways of storing these preferences data, I introduced a common standard fileformat for such configuration files: The ControlPad fileformat
(please read the notes under "Style Guide" below).

```
 - To allow easy reading and understanding of these files, these are
   stored in plain ASCII
 - To prevent people from learning just another technique of configuring
   files, these are constructed just like a kind of "tooltype lists"
 - a single ControlPad takes a full line of the file
   and looks like that : <Name>=<Content> or <keyword>
   Content and Name may contain any ASCII characters except "=", because
   the first "=", which is found, is used to separate the Name from the
   Content in the line. A keyword is anything, which does not contain
   a "=" somewhere, but is not a comment.
 - So all other special characters are possible (although you should
   not make too much use of them for ergonomical reasons).
 - it is supported to write as much comments to the files, as wished.
   A comment line has to begin with "/" or ";" in its first column.
   A totally blank line fits to the same category as "/" or ";" lines.
 - any single line should not exceed 255 characters


Additional Notes
~~~~~~~~~~~~~~~~
* Note, that comments are safely read and written by the current
  library version.

* The SVSUP_FindControlPad() function is case-sensitive, so if nothing
  else is specified, the ControlPad entries are always also
  case-sensitive. Case-insensitive functions already have been added
  (SVSUP_FindControlPadNoCase()) but are not used widely yet.

  By using GUI-based functions for ControlPad modifications which
  prevent the user from changing them directly, you may be able to
  avoid such conflicts.


Style Guide
~~~~~~~~~~~
Common "style guide" rules (PLEASE NOTE) :

 - ControlPads should be located in "ENV:superview-library/"
   and have the plain name of the SVDriver/SVObject/... plus
   ".controlpad" as extension.
   For example a ControlPad for JPEG.svobject should be
   named "ENV:superview-library/JPEG.controlpad".
 - for boolean entries use <YES|NO> choices, not <TRUE/FALSE>
   or just set single keywords like "USE_..."
 - for switches, <ON|OFF> choices are most often preferable
   against setting single keywords for either "on" or "off"
 - use pregnant and verbose names for multiple-choices, like
   <HUFF|LWZ|ENTROPY>, not <1|2|3>
 - use short names and statements, not long and complicated ones :
   "ColorDepth=24" instead of "Number_of_Colors=16.7_million"


Examples
~~~~~~~~
In "Programmers/C-Language/Example_Tools/ControlPad" you find some example
sources, which deal with ControlPads and should explain anything
```

```
you need to know about these.
```

1.124 CPInfo Fileformat

```
Some applications might wish to enable the user to interactively
specify controlpad settings just when reading, writing or
processing an image and not before or after by setting preferences.

Until this will be managed by superview.library, superviewsupport.library
or the single modules by introducing new functions for handling this,
applications may take this information from ".cpinfo" files, where
the specific ControlPad entries are dynamically described.

 Content
 =======
  - Structure in general
  - Structure in detail
  - Structure Entry Description in detail
  - Examples
  - Last Words and Exceptions
  - Future
  - Special configuration Standards


Structure in general
--------------------
Every CPInfo-File is constructed like an usual ControlPad file,
but in this case, the _order_ of the entries becomes meaningful.
These files are separated into SECTIONs, where any necessary
information about specific ControlPad entries are stored.

To allow easy enhancements and improvements on this format, there's
an important note:

    - the number of sections is not limited
    - each SECTION _must_ contain at least the entries described below
    - each SECTION _may_ contain more entries, so that it might be
      necessary to skip all the following entries until another "SECTION"
      entry will be reached
    - the order of the entries is _fixed_
    - if any of the following _needed_ entries makes no sense,
      it will still be present as a "dummy", thus just a keyword
      is placed there and no value is given via "="
    - any single line should not exceed 255 characters
    - as with usual ControlPad files, comments and blank lines are allowed

Structure in detail
-------------------
    CPINFO                                  ; identification
    SECTION=<Name of ControlPad entry>      ; the name of the entry
    TYPE=<INTEGER|FLOAT|ASCII|NONE>         ; type of data
                                            ; (signed or unsigned for
                                            ;  INTEGER or FLOAT may
                                            ;  be detected via MIN and MAX).
                                            ; NONE is used for keywords.
```

```
  MIN=<Value>                           ; - minimum value for numbers
                                        ; - minimum length for strings
                                        ; - or empty ("MIN")
                                        ; Empty with keywords.
  MAX=<Value>                           ; - maximum value for numbers
                                        ; - maximum length for strings
                                        ; - or empty ("MAX")
                                        ; Empty with keywords.
  DEFAULT=<Default value for entry>     ; what will be used if nothing
                                        ; is specified ?!
                                        ; Empty e.g. with keywords.
  DESCRIPTION=<descriptive text>        ; what does it do ?
  MASK=<input mask>                     ; this one allows to separate
                                        ; choices and "free" enterings
                                        ; Empty with keywords.
  WHEN=<READ|WRITE|ALWAYS|PREFS|NEVER> ; ask for it, when the user
                                        ; does reading or writing
                                        ; (SVObjects) ? Or always
                                        ; (SVDrivers/SVOperators) ?
                                        ; Or never ? (Undocumented)
                                        ; Or Just handle it as a real
                                        ; preferences thing ?

Structure Entry Description in detail
-------------------------------------
o A few words to the MASK entry:

  Any entries which don't have a specific meaning (just comments)
  or mutual exclude entries do have to begin with "<" and end with
  ">". Anything else are control sequences, qhich either are
  to be supported or have to be ignored.

  a) "<...>" or "<...|...|...>"

  Usually you should print out this text as a little help for
  the user, how to enter the data, e.g. into a string/integer gadget.
  But if the string included by "<" and ">" does contain one or
  more "|" these are meant as exclusice choices, which e.g.
  might be represented as mx-, cycle- or listview-gadgets.
  So you may a) present this mask to the user while editing a
  string/integer gadget or b) parse it and just "filter" the input
  via supplying appropriate input gadgets.
  Please note, that the "MIN" and "MAX" values (if specified)
  still have to be valid for this input (if the file definition
  has been done correctly ;-)
  So for a "MASK=<8|24>" these would equal "MIN=8" and "MAX=24".
  But note, that this "mask" is not really meant to define ranges
  with gaps, like "anything between 5 and 37, but except the numbers
  between 33.3 und 36.5" 8-)

  b) Control Sequences

  MASK=_SVOBJECT                means, that a file from "LIBS:svobjects"
                                has to be requested, which matches
                                "#?.svobject".
  MASK=_SVDRIVER                means, that a file from "LIBS:svdrivers"
                                has to be requested, which matches
```

```
                                "#?.svdriver".
  MASK=_SVOPERATOR              means, that a file from "LIBS:svoperators"
                                has to be requested, which matches
                                "#?.svoperator".
  MASK=_FILE                    a file to be selected e.g. fromout a
                                requester (it is supposed, that the user
                                does the right choice).

Examples
--------

Anentry for a keyword might look like this:

SECTION=ANYDATATYPES
TYPE=NONE
MIN
MAX
DEFAULT
DESCRIPTION=Switches Datatypes support to ANY
MASK
WHEN=PREFS


An entry for a float value:

SECTION=SCALE_FACTOR
TYPE=FLOAT
MIN=0.1
MAX=2.0
DEFAULT=1.0
DESCRIPTION=Factor for scaling graphics
MASK=<Value>
WHEN=ALWAYS


An entry for an ASCII text:

SECTION=PACKMETHOD
TYPE=ASCII
MIN=4
MAX=4
DEFAULT=NUKE
DESCRIPTION=How to pack the written data
MASK=<XPK-Packer>
WHEN=WRITE


An example for an ignoreable keyword:

SECTION=DEBUGMODE
TYPE=NONE
MIN
MAX
DEFAULT
DESCRIPTION=Enables debugging mode with Confirm-Requesters
MASK
WHEN=NEVER
```

```
Last Words and Exceptions
-------------------------
So you see, that it's easy to describe any of the existing ControlPad
variations this way.

The "WHEN" statement is a help for applications to decide, whether
and when to allow changing of specific ControlPad entries.

Applications should either ignore entries of type "WHEN=NEVER"
or prepared to handle slightly differing entries, like
e.g. TYPE=INTEGER entries with a non-set default value.
(An example had been the "AVAILMEM" switch of interim versions
 of JPEG.svobject - which was both: a keyword and a common setting,
 but should never be changed during runtime.)

"WHEN=NEVER" is just for options with experimental state or
debugging purposes.


Future
------
In the future, there may be a function in superview.library, which
allows passing a controlpad list to it, which then may be passed
to the attached SVObject/SVDriver/SVOperator as a "local" setting,
which will override the "global" ControlPad files.

So the CPInfo Files will be helpful for applications on how
to find out, which ControlPads might be possibly set.


Special configuration Standards
-------------------------------
For special cases it seems to be suitable to define a common
behaviour, so that GUI-based and interactive selections for
those special cases may become independent from specific modules.

  Applying operations to parts of images only (crop standard)
  ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
  Suggested by Steve Quartly in 11/95

   Operators and other modules, which allow to apply their specific
   operations to either the whole given image or only a defined
   part of it, should use the following controlpads as a standard
   for allowing the application to better visualize the process
   of selecting the concerned parts of the graphics.

    REGION=<ENTIREIMAGE|RECTANGULAR>
      ; if this one exists, you have the choice.
      ; Then, if REGION=ENTIREIMAGE, the following are supposed to be
      ; 0, 0, width, height, otherwise they have to be specified.
    LEFTEDGE=<Value smaller or equal width>
    TOPEDGE=<Value smaller or equal height>
    WIDTH=<width of shape>
    HEIGHT=<height of shape>
```

```
      ; just like opening a window
```

1.125 ControlPad Overview

```
================================================================================
MAIN LIBRARIES
--------------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/LIBRARY.controlpad"
ControlPad-Commands : - DEFAULTSVDRIVER=<#?.svdriver>
                        ; Which SVDriver should be set, when
                        ; SuperView-Library is being initialized ?
                        ; For example: "DEFAULTSVDRIVER=AGA.svdriver"
                      - ANYDATATYPES
                        ; if this keyword is set, ANY DataTypes will
                        ; be loaded and tried to be displayed in some
                        ; way (e.g. not only pictures, but also 8SVX
                        ; sounds or ANIM-Files ...)
                        ; This changes are recognized each time, when
                        ; a new handle for loading a file is being
                        ; initialized - but may be superseded by specific
                        ; program's settings internally.
--------------------------------------------------------------------------------
ControlPad-Name     : "ENV:superview-library/superviewsupport.controlpad"
ControlPad-Commands : - C2P=<OS|SV>
                        ; determines, whether chunky to planar conversion
                        ; is managed via the appropriate OS functions
                        ; or via internal ones.
                        ; Due to various problems with the OS functions
                        ; "SV" is now default.
                        ; Be careful when using "OS" with GfxCards,
                        ; which carelessly patched graphics.library.
                        ;
                        ; NOTE: PPC code will automatically be utilited,
                        ;       when a PPC is available, but only with
                        ;       C2P=SV
                        ;
                        ; Default: SV
                      - MODEGEN=<OS|SV|SVEXT>
                        ; determines, whether viewmode generation should
                        ; rely on internal/OS functions only, or make
                        ; use of P96/CGfx(/PII) functions when available.
                        ; Similar to ModeP. "SV" may cause problems on
                        ; some systems, may work fine on others.
                        ; "SVEXT" is known from the ak-datatypes series.
                        ; Note: applicable for OS 3.0 and beyond, only.
                        ; Default: OS
--------------------------------------------------------------------------------
ControlPad-Name     : "ENV:superview-library/svppclaunch.controlpad"
ControlPad-Commands : - NOPPC
                        ; turn PPC on/off globally for all PPC modules
                        ; utilized via svppclaunch.library
                      - AUTO=<ON|OFF>
                        ; with AUTO=OFF it's not even tried to open
                        ; powerpc.library. May cause trouble, if
                        ; V14+ is installed and gets active sometime.
```

```
                          ; Default: ON
                        - PPCLIB_EMU=<USE|IGNORE>
                          ; if there's an emulation of ppc.library available
                          ; for WarpOS (V14+), should it be used or
                          ; ignored ?
                          ; Default: IGNORE
                        - LOADELF_WOS=<ON|OFF>
                          ; should the external ELF loader be used with WOS
                          ; (ON) or should we use our internal one (ON) ?
                          ; The internal one is faster, but may be less stable.
                          ; Default: OFF
                        - CACHE_WOS=<ON|OFF>
                          ; if we make use of the internal ELF loader under
                          ; WOS, should the ELF modules be cache ?
                          ; Needs somewhat more memory, but is faster.
                          ; Default: ON
=============================================================================
SVOBJECTS
-----------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/AmiFIG.controlpad"
ControlPad-Commands : - STACKSIZE=<value>
                        ; stacksize to be used for calling GPlot,
                        ; increasing may help on crashes
                        ; default is: 32768
                      - AMIFIG_PATH=<fig2dev command path plus name>
                        ; how fig2dev is to be called
                        ; e.g. AMIFIG_PATH=Work:AmiFIG/fig2dev
                        ; default is: fig2dev
                      - STATUS=<ENABLED|DISABLED>
                        ; allows to disable this module - for example
                        ; to be able to use an other, program-specific
                        ; import-module for the same file format
-----------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/AmiIcon.controlpad"
ControlPad-Commands : - ICON_DEPTH=<colordepth>
                        ; Depth of icon to be saved.
                        ; Also: WB (depth=2-3, 4-8 colors) or
                        ; MagicWB (depth=4, 16 colors) ?
                        ; default is: 2
                      - ICON_TYPE=<DISK|DRAWER|TOOL|PROJECT|GARBAGE>
                        ; Type of icon to be saved.
                        ; default is: PROJECT
                      - ICON_TOOL=<program name>
                        ; The default tool of the icon to be saved.
                        ; default is: "InsertHere"   ;)
                      - WRITE_NEWICON=<ON|OFF>
                        ; Write NewIcons, when there is newicon.library
                        ; available ?
                        ; Default is: ON
                      - READ_SUPPORT=<ON|OFF>
                        ; Allow reading of icons at all ?
                        ; Default is: OFF
                      - LOAD_WHICH=<OS_31|OS_35>
                        ; Read OS 3.5 or Standard/NewIcon content ?
                        ; (if there's no OS 3.5 content, OS_35 will
                        ;  automatically fall back to Standard/NewIcon
                        ;  content, when available and allowed)
```

```
                        ; Default is: OS_35
                      - WHICH_SIDE=<NORMAL|SELECTED>
                        ; Load the normal or selected side of the icon ?
                        ; Default is: NORMAL
                      - SAVE_WHICH=<OS_31|OS_35>
                        ; With WRITE_NEWICON=ON, OS_31 will only write
                        ; the Standard+NewIcon, while OS_35 will rewrite
                        ; the whole icon again as OS 3.5 icon, but
                        ; keeping the NewIcon part (thus writing a
                        ; double-style icon). Filesize will increase.
                        ; Default is: OS_35
-------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/Camedia.controlpad"
ControlPad-Commands : - STACKSIZE=<value>
                        ; stacksize to be used for calling Camedia,
                        ; increasing may help on crashes
                        ; default is: 32768
                      - CAMEDIA_PATH=<fig2dev command path plus name>
                        ; how fig2dev is to be called
                        ; e.g. CAMEDIA_PATH=Work:Camedia/Camedia
                        ; default is: camedia
                      - PICNUMBER=<number of picture>
                        ; which picture (identified by number)
                        ; should be imported from the camera ?
                        ; default is: 1
                      - STATUS=<ENABLED|DISABLED>
                        ; allows to disable this module - for example
                        ; to be able to use an other, program-specific
                        ; import-module for the same file format
-------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/EPS.controlpad"
ControlPad-Commands : - EXTRACTMODE=<HEADER|PS>
                        ; Determines, whether the preview image or
                        ; the Postscript (TM) part should be extracted,
                        ; while parsing the Postscript (TM) part requires
                        ; a working Ghostscript installation with
                        ; GhostScript.svobject being correctly configured
                        ; default is: HEADER
                      - NO_EPS_HEADER
                        ; if this option is set, the EPS file will be
                        ; written without EPS header, thus turn into a
                        ; plain P*stscript file; useful for sending
                        ; it directly to the printer or for use with
                        ; FinalWriter, WordWorth, TurboPrint
                      - SAVE_ROTATE=<ON|OFF>
                        ; by default, the picture seems to be rotated
                        ; with Postscript (TM) output of this module.
                        ; Enabling SAVE_ROTATE will again re-rotate it to
                        ; the original position.
                        ; default is: OFF
                      - SAVE_CENTER=<ON|OFF>
                        ; centers the images on the page with the
                        ; desired size of SAVE_WIDTH x SAVE_HEIGHT (or not)
                        ; default is: ON
                      - SAVE_RLE=<ON|OFF>
                        ; allows to apply RLE compression to the
                        ; PS output
```

```
                        ; default is: OFF
                      - SAVE_DPI=<value>
                        ; DPI value to use for the output
                        ; default is: 300
                      - SAVE_WIDTH=<value>
                        ; Width of the PS page
                        ; default is: 612
                      - SAVE_HEIGHT=<value>
                        ; Width of the PS page
                        ; default is: 762
------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/FastILBM24.controlpad"
ControlPad-Commands : - BUFFERSIZE=<Size in Bytes>
                        ; how many bytes should be buffered
                          (more = faster)
                        ; Default is 8192, minimum is 256
                      - PASSTHROUGH
                        ; do not recognize ANY pictures, so that
                        ; they e.g. might be passed through to
                        ; ILBM.svobject instead
                      - DITHERMODE=<HAM6_QUICK|HAM8_QUICK>
                        ; Default is HAM6_QUICK
------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/GhostScript.controlpad"
ControlPad-Commands : - STACKSIZE=<value>
                        ; stacksize to be used for calling GhostScript,
                        ; increasing may help on crashes
                        ; default is: 32768
                      - GS_PATH=<gs command path plus name>
                        ; how GhostScript is to be called
                        ; e.g. GS_PATH=Ghostscript:gs000
                        ; default is: gs000
                      - OUTPUTMODE=<PNG256|PNG24BIT|OTHER>
                        ; Output file format to be used
                        ; (-sDEVICE parameter of Ghostscript's gs).
                        ; Only PNG supported yet.
                        ; default is: PNG256
                      - OTHER_OUTPUTMODE=<pcxmono|pcxgray|pcx16|pcx256|
                                          pcx24b|tiffcrle|tiff24nc|
                                          pngmono|pnggray|png16|png256|
                                          png16m|bmpmono|bmp16|bmp256|
                                          bmp16m>
                        ; If OUTPUTMODE=OTHER has been set, the string
                        ; specified here will directly be passed as
                        ; Ghostscript's "-sDEVICE" parameter
                        ; default is: png256
                      - DPI=<value>
                        ; DPI value to use for the converted output
                        ; (-r parameter of GhostScript's gs)
                        ; default is: 72
                      - STATUS=<ENABLED|DISABLED>
                        ; allows to disable this module - for example
                        ; to be able to use an other, program-specific
                        ; import-module for the same file format
------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/GPlot.controlpad"
ControlPad-Commands : - STACKSIZE=<value>
```

```
                        ; stacksize to be used for calling GPlot,
                        ; increasing may help on crashes
                        ; default is: 32768
                      - GPLOT_PATH=<gplot command path plus name>
                        ; how gplot is to be called
                        ; e.g. GPLOT_PATH=Work:GPlot/GPlot
                        ; default is: GPlot
                      - STATUS=<ENABLED|DISABLED>
                        ; allows to disable this module - for example
                        ; to be able to use an other, program-specific
                        ; import-module for the same file format
------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/ILBM.controlpad"
ControlPad-Commands : - ANIM_BODIES
                        ; if set, ANIM files' ILBM-BODY chunk
                        ; (first frame) will be extracted when
                        ; such a file is encountered. Otherwise
                        ; anim.datatype may do that task later.
                        ; (not actually IFF-ILBM support: it's
                        ;  IFF-ANIM support)
                      - DRACO
                        ; tries to avoid possible problems on
                        ; the Draco computer (modeid generation)
------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/JPEG.controlpad"
ControlPad-Commands :   ;
                        ; STANDARD settings
                        ; *****************
                      - COLORDEPTH=<8|24>
                        ; For READING colored 24 bit images:
                        ; should the output be done as 8 or 24 bit Data ?
                        ; default is 8 Bit data. Grayscaled graphics
                        ; will _always_ be exported as 8 Bit
                      - QUANTIZATION=<0..100>
                        ; For WRITING 8/24 bit images as 24 bit JPEG:
                        ; 0   - poor quality, big compression
                        ; 100 - best quality, no compression
                        ; never use such extreme values, but try
                        ; something like 20, 50, 75
                        ; default is: 75)
                        ;
                        ; ADVANCED settings
                        ; *****************
                      - FORCE_GRAY_DECODE
                        ; For READING images:
                        ; this switch overrides the selected depth
                        ; for colored images and always exports them
                        ; as 8 Bit grayscaled pictures
                        ; default is: not set
                      - DECODE_METHOD=<FAST_INTEGER|SLOW_INTEGER|
                                       FLOATING_POINT>
                        ; For READING images:
                        ; how to DECODE the 24 bit or gray data
                        ; default is: FAST_INTEGER
                      - DITHERMODE=<DITHER_FLOYD-STEINBERG|
                                    NO_DITHERING|DITHER_ORDERED>
                        ; For READING and dithering 24 bit images
```

```
                          ; to 8 Bit images:
                          ; how and whether to DITHER the 24 bit data
                          ; default is: DITHER_FLOYD-STEINBERG
                        - COLOR_QUANTIZING=<FAST|SLOW>
                          ; For READING and dithering 24 bit images
                          ; to 8 Bit images:
                          ; whether to QUANTIZE the 24 bit data within
                          ; two passes (not with DITHER_ORDERED)
                          ; default is: SLOW
                        - UPSAMPLING=<ON|OFF>
                          ; For READING and dithering 24 bit images
                          ; to 8 Bit images:
                          ; whether to do fancy upsampling on the 24 bit
                          ; default is: ON
                        - FORCE_GRAY_ENCODE
                          ; For WRITING images:
                          ; this switch causes grayscales to be written
                          ; no matter, whether the input was colored
                          ; default is: not set
                        - ENCODE_METHOD=<FAST_INTEGER|SLOW_INTEGER|
                                         FLOATING_POINT|FASTEST_INTEGER>
                          ; For WRITING images:
                          ; how to ENCODE the 24 bit or gray data
                          ; default is: FAST_INTEGER
                        - OPTIMIZE=<ON|OFF>
                          ; For WRITING 24 bit images:
                          ; whether to optimize the generated huffman
                          ; code (good compression, but slow)
                          ; default is: OFF
                        - PROGRESSIVE=<ON|OFF>
                          ; For WRITING 24 bit images:
                          ; whether to write progressive JPEG files
                          ; default is: OFF
------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/Limbo.controlpad"
ControlPad-Commands : - STACKSIZE=<value>
                          ; stacksize to be used for calling GPlot,
                          ; increasing may help on crashes
                          ; default is: 32768
                        - LIMBO_PATH=<Limbo command path plus name>
                          ; how Limbo is to be called
                          ; e.g. LIMBO_PATH=Work:Limbo/Limbo.68030.881
                          ; default is: Limbo.68000
                        - STATUS=<ENABLED|DISABLED>
                          ; allows to disable this module - for example
                          ; to be able to use an other, program-specific
                          ; import-module for the same file format
------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/MetaView.controlpad"
ControlPad-Commands : - STACKSIZE=<value>
                          ; stacksize to be used for calling MetaView,
                          ; increasing may help on crashes
                          ; default is: 32768
                        - METAVIEW_PATH=<MetaView command path plus name>
                          ; how MetaView is to be called
                          ; e.g. METAVIEW_PATH=Work:AMF/MetaView
                          ; default is: MetaView
```

```
                        - FIG_SUPPORT
                          ; if this keyword is set, AmiFIG.svobject will
                          ; be overriden and instead MetaView will be
                          ; utilized for imporint FIG drawings
                        - CGM_SUPPORT
                          ; if this keyword is set, GPlot.svobject will
                          ; be overriden and instead MetaView will be
                          ; utilized for imporint CGM graphics
                        - STATUS=<ENABLED|DISABLED>
                          ; allows to disable this module - for example
                          ; to be able to use an other, program-specific
                          ; import-module for the same file format
------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/PCD.controlpad"
ControlPad-Commands : - OUTPUTFORMAT=<BASE/16 | BASE/4 | BASE
                                     | BASE*4  | BASE*16>
                          ; specifies the output resolution to be used
                        - HPCDTOPPM_PATH=<hpcdtoppm command path plus name>
                          ; how NetPBM's hpcdtoppm is to be called
                          ; e.g. HPCDTOPPM_PATH=Work:NetPBM/ppm/hpcdtoppm
                          ; If this one is not set, "BASE" will be
                          ; used as default resolution, even if OUTPUFORMAT
                          ; has been set to BASE*4 or BASE*16
------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/PNG.controlpad"
ControlPad-Commands : - PNG8_TRANSPARENCY=<ON|OFF>
                          ; whether 8 Bit PNGs should contain
                          ; transparency information
                          ; Default: OFF
                        - PNG8_TRANSPARENT_COLOR=<0..255>
                          ; Default color to be enabled and set
                          ; (graphics control extension block)
                          ; Default: 0
                        - Z_COMPRESSION=<0..9>
                          ; allows changes in compression/speed.
                          ; 0 results in uncompressed data, 9 compresses
                          ; best, but increases decompression time.
                          ; Default: 6
                        - SAVE_INTERLACED=<ON|OFF>
                          ; Save image as interlaced (progressive) ?
                          ; Default: OFF
------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/PNM.controlpad"
ControlPad-Commands : - SUPPRESS_HEADER
                          ; setting this keyword will suppres
                          ; writing the PNM header for P5/P6
                          ; files, which actually will generate
                          ; a RAW data file, which cannot be loaded
                          ; with superview.library again, but may be
                          ; used for different purposes
                          ; Default: (not set)
------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/Printer.controlpad"
ControlPad-Commands : - DENSITY=<density value for printing quality>
                          ; Amiga's printer device does allow seven
                          ; modes of printing density (1-7)
                          ; (not with TurboPrint)
```

```
                        ; default is: 3
------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/RGFX.controlpad"
ControlPad-Commands : - PACKMETHOD=<xxxx>
                        ; XPK packer to be used for writing
                        ; "RGFX xpk-compressed"
                        ; Default: NUKE
                      - SAVE_CHUNKY
                        ; forces chunky data to be saved,
                        ; even if source graphics was planar
                        ; (e.g. when converting from IFF-ILBM)
                        ; May also result in smaller files.
------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/Scanner.controlpad"
ControlPad-Commands : - PUBSCREEN_NAME=<PubScreenName>
                        ; where the scanner drivers should open
                        ; their windows (if not set or not available,
                        ; the default Public Screen will be used).
------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/SPP.controlpad"
ControlPad-Commands : - STACKSIZE=<value>
                        ; stacksize to be used for calling SPP,
                        ; increasing may help on crashes
                        ; default is: 32768
                      - SPP_PATH=<SPP command path plus name>
                        ; how SPP is to be called
                        ; e.g. SPP_PATH=Work:SPP/SPP-030-881
                        ; default is: SPP
                      - STATUS=<ENABLED|DISABLED>
                        ; allows to disable this module - for example
                        ; to be able to use an other, program-specific
                        ; import-module for the same file format
                      - LOSSY_FACTOR
                        ; 0..12, where 0 means non-lossy
                        ; default is: 0
------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/SVG.controlpad"
ControlPad-Commands : - PACKMETHOD=<xxxx>
                        ; if this one is specified, it is tried to
                        ; pack the resulting file with the specified
                        ; XPK-Packer. If this fails, the file keeps
                        ; unpacked.
------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/TIFF.controlpad"
ControlPad-Commands : - PAGENUMBER=<0..n>
                        ; number of image to be displayed
                        ; (e.g. for TIFFs with image directories
                        ;  or multi-page FAX documents)
========================================================================
SVDRIVERS
------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/AGA.controlpad"
ControlPad-Commands : - 24BITOPERATOR=<OperatorName>
                        ; (case-sensitive, ".svoperator" may be added)
                        ; e.g. "24BITOPERATOR=24BitToHAM.svoperator"
                        ; or   "24BITOPERATOR=ExtractGrayScales"
                        ; specifies, which operation should be performed
```

```
                          ; on 24 bit graphics _before_ displaying them
                          ; (if not specified, "best guess" colors will
                          ;  be used, which is really slow)
                        - BITMAPCOPY=<DIRECT|RTG>
                          ; "BITMAPCOPY=RTG" prevents AGA.svdriver from
                          ; directly copying into Bitmaps, which will
                          ; result in a usage of more memory, but keeps it
                          ; working.
                          ; Default is "BITMAPCOPY=DIRECT".
                        - SCREENINFRONT
                          ; Put Screen to front _before_ the graphics
                          ; has been displayed (useful with GfxCards)
------------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/ECS.controlpad"
ControlPad-Commands : - 24BITOPERATOR=<OperatorName>
                          ; (case-sensitive, ".svoperator" may be added)
                          ; e.g. "24BITOPERATOR=24BitToHAM.svoperator"
                          ; or   "24BITOPERATOR=ExtractGrayScales"
                          ; specifies, which operation should be performed
                          ; on 24 bit graphics _before_ displaying them
                          ; (if not specified displaying will fail)
                        - 8BITOPERATOR=<OperatorName>
                          ; (case-sensitive, ".svoperator" may be added)
                          ; e.g. "8BITOPERATOR=ExtractGrayScales"
                          ; specifies, which operation should be performed
                          ; on non-ECS graphics (more than 16 Colors in
                          ; HighRes, more than 32 Colors in LowRes, HAM8)
                          ; (if not specified, will be tried to display)
                        - BITMAPCOPY=<DIRECT|RTG>
                          ; "BITMAPCOPY=RTG" prevents ECS.svdriver from
                          ; directly copying into Bitmaps, which will
                          ; result in a usage of more memory, but keeps it
                          ; working.
                          ; Default is "BITMAPCOPY=DIRECT".
                        - SCREENINFRONT
                          ; Put Screen to front _before_ the graphics
                          ; has been displayed (useful with GfxCards)
------------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/CgxOverlay.controlpad"
ControlPad-Commands : - PUBSCREEN_NAME=<PubScreenName>
                          ; where the window driver should open
                          ; its windows (if not set or not available,
                          ; the default Public Screen will be used).
                        - REFRESHMODE=<SMART|SIMPLE>
                          ; window refresh mode
                          ; default: SMART
------------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/CyberGraphics.controlpad"
ControlPad-Commands : - EMUSCREENDEPTH=<16|24>
                          ; beginning depth for opening CyberGraphics Screens
                          ; Default is 16 Bit (which will also be tried
                          ; when opening of a 24 bit Screen fails)
                          ; This does not concern colordepths < 16 Bit,
                          ; except HAM6/8.
                        - SMALLSCREENS
                          ; unless this keyword is specified, it is not
                          ; tried to open screens smaller than 320x240
```

```
------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/Picasso96.controlpad"
ControlPad-Commands : - SMALLSCREENS
                        ; unless this keyword is specified, it is not
                        ; tried to open screens smaller than 320x240
                      - EMUSCREENDEPTH=<16|24>
                        ; beginning depth for opening Picasso96 Screens
                        ; Default is 24 bit (if opening fails, it is
                        ; also tried to open a 16 Bit Screen, then)
------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/PicassoII.controlpad"
ControlPad-Commands : - SMALLSCREENS
                        ; unless this keyword is specified, it is not
                        ; tried to open screens smaller than 320x240
                      - BLITTER
                        ; uses the Picasso blitter to copy graphics
                        ; into screens. Otherwise CPU is used.
                        ; On 68000 systems you may wish to use the blitter
                      - EMUSCREENDEPTH=<16|24>
                        ; beginning depth for opening Picasso Screens
                        ; Default is 24 bit (if opening fails, it is
                        ; also tried to open a 16 Bit Screen, then)
                      - SCREENMODEREQUEST
                        ; if this one is specified, the SVDriver ITSELF
                        ; will open a ScreenMode-Requester and ask
                        ; for an appropriate Screenmode to use
                        ; Useful, if you always like to change modes.
                      - AUTOSCROLLADJUST
                        ; this keyword will force Autoscroll whenever
                        ; it would make sense, but the Picasso Software
                        ; would not manage it by itself (when either
                        ; only width or height need to be autoscrolled)
------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/Retina.controlpad"
ControlPad-Commands : - EMUSCREENDEPTH=<16|24>
                        ; beginning depth for opening Retina Screens
                        ; Default is 24 bit (if opening fails, it is
                        ; also tried to open a 16 Bit Screen, then)
------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/Window.controlpad"
ControlPad-Commands : - 24BITOPERATOR=<OperatorName>
                        ; (case-sensitive, ".svoperator" may be added)
                        ; e.g. "24BITOPERATOR=Dither24Bit.svoperator"
                        ; or   "24BITOPERATOR=ExtractGrayScales"
                        ; specifies, which operation should be performed
                        ; on 24 bit graphics _before_ displaying them
                        ; on a screen with a colordepth <= 8
                        ; (if not specified, "best guess" colors will
                        ;  be used, which is really slow). Note, that
                        ; HAM is not allowed (thus don't specify the
                        ; 24BitToHAM operator).
                      - SCROLLSPEED=<Pixels>
                        ; determines, how many pixel should
                        ; be scrolled in any direction when
                        ; being in scroll mode and a cursor key
                        ; is pressed
                        ; Default: 10 (medium slow)
```

```
                        - PUBSCREEN_NAME=<PubScreenName>
                          ; where the window driver should open
                          ; its windows (if not set or not available,
                          ; the default Public Screen will be used).
                        - SCROLLMODE=<AUTO|NEVER|ALWAYS>
                          ; - 'ALWAYS' activates scroll mode even for
                          ; non-oversized graphics; this will block
                          ; the input of the calling program as
                          ; long as no key or mouse button has been
                          ; pressed inside the display window - but
                          ; will avoid window-refresh problems.
                          ; - 'NEVER' is to avoid the blocking of
                          ; input handling that is caused by the
                          ; scrolling handler (-> PMPro Diashow, ...)
                          ; Default: AUTO
                        - TRUECOLOR8
                          ; if the Pubscreen is a 24 bit screen but
                          ; the graphics to be displayed is 'only'
                          ; 8 bit or HAM6/8, usually remapping is
                          ; done nevertheless. This option instead
                          ; allows to call "AnyTo24Bit" first,
                          ; thus giving better display quality
                          ; on 24 bit screens. This is memory
                          ; intensive, because for scrolling we
                          ; need another complete 24 bit buffer.
                          ; (requires AnyTo24Bit.svoperator)
                        - PEN_PRECISION=<IMAGE|EXACT>
                          ; you should not change this
                          ; default: IMAGE
                        - REFRESHMODE=<SMART|SIMPLE>
                          ; window refresh mode
                          ; default: SMART
================================================================================
SVOPERATORS
--------------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/24BitToHAM.controlpad"
ControlPad-Commands : - DITHERMODE=< HAM6_QUICK|HAM6_WELL
                                    |HAM8_QUICK|HAM8_WELL>
                          ; specifies the HAM-Mode to be used and
                          ; the resulting speed/quality
--------------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/CallPNM.controlpad"
ControlPad-Commands : - STACKSIZE=<value>
                          ; stacksize to be used for calling PNM program,
                          ; increasing may help on crashes
                          ; default is: 32768
                        - PNMCOMMAND=<PBM command path and name>
                          ; PNM command to be called
                          ; e.g. PNMCOMMAND=Work:NetPBM/pnm/pnmscale
                        - PNMOPTIONS=<Options>
                          ; Options for PNM command to be called
                          ; e.g. PNMOPTIONS=-xscale 2.0 -yscale 2.0
--------------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/Crop.controlpad"
ControlPad-Commands : - CROP_LEFTEDGE=<Value>
                          ; crop from x position
                          ; (will be adjusted, if >= source width)
```

```
                        - CROP_TOPEDGE=<Value>
                          ; crop from y position
                          ; (will be adjusted, if >= source height)
                        - CROP_WIDTH=<Value>
                          ; crop how many x pixels from leftedge
                          ; (will be adjusted, if too large)
                        - CROP_HEIGHT=<Value>
                          ; crop how many y pixels from topedge
                          ; (will be adjusted, if too large)
------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/Dither24Bit.controlpad"
ControlPad-Commands : - COLORDEPTH=<1..8>
                          ; specifies the colordepth of the dithering
                          ; output (1->2 Colors .. 8->256 Colors)
                        - DITHERMODE=<BESTPEN|DITHER_FLOYD-STEINBERG
                                      |ORDERED|BURKES>
                          ; whether to just select the best pen or
                          ; do Floyd-Steinberg pixel error adjustment
------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/ExtractGrayScales.controlpad"
ControlPad-Commands : - COLORDEPTH=<1..8>
                          ; specifies the colordepth of the grayscaled
                          ; output (1->2 Colors .. 8->256 Colors)
                        - QUICK
                          ; uses >>2, >>1, >>3 (*0.25, *0.5, *0.125)
                          ; instead of *0.3, *0.59, *0.11
------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/HilbertDither256.controlpad"
ControlPad-Commands : - BACKGROUND=<BLACK|WHITE>
                          ; defines, which of the two colors will act
                          ; as background color. Useful e.g. for printing.
------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/PaletteDither.controlpad"
ControlPad-Commands : - COLORDEPTH=<1..8>
                          ; specifies the colordepth of the final,
                          ; dithered graphics (1..8 for 2..256 colors)
                        - DITHERMODE=<BESTPEN|DITHER_FLOYD-STEINBERG>
                          ; whether to just select the best pen or
                          ; do Floyd-Steinberg pixel error adjustment
                        - PALETTEDEPTH=<1..8>
                          ; number of colors (depth) to be taken from the
                          ; fixed palette - the possible rest will be
                          ; generated (if specifying more palette colors
                          ; than available, all available will be taken)
                        - PALETTEFILE=<palette graphics filename>
                          ; any 2..256 color graphics file, of which
                          ; superview.library is able to extract a
                          ; palette from (for example an IFF-ILBM file,
                          ; but including a BMHD and - maybe empty - BODY).
                          ; Allows to take one graphics as sample for
                          ; the others (concerning the palette).
------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/Resize.controlpad"
ControlPad-Commands : - NEW_WIDTH=<width>
                          ; new width
                        - NEW_HEIGHT=<height>
                          ; new height
```

```
------------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/Rotate.controlpad"
ControlPad-Commands : - DEGREES=<90|180|270>
                        ; rotate by how many degrees (reverse clockwise) ?
------------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/RotateFree.controlpad"
ControlPad-Commands : - ROTATE_ANGLE=<0..360>
                        ; rotate by how many degrees (reverse clockwise) ?
                      - METHOD=<MIDDLE|GIVENPOINT>
                        ; default is rotation about the middle
                      - X_COORD=<Value>
                        ; if METHOD=GIVENPOINT we need (X/Y)
                        ; Default is (0/0)
                      - Y_COORD=<Value>
                        ; if METHOD=GIVENPOINT we need (X/Y)
                        ; Default is (0/0)
                      - KEEPSIZE
                        ; if this keyword is set, it is NOT tried to
                        ; readjust the image size and to center the
                        ; image, so that parts, which would be out of
                        ; range won't be cut off (which works best
                        ; with (X/Y) pairs in the left, upper quarter)
------------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/Scale50.controlpad"
ControlPad-Commands : - METHOD=<HALF|DOUBLE>
                        ; scale to which size ?
------------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/ScaleDDA.controlpad"
ControlPad-Commands : - ZOOM_FACTOR=<factor>
                        ; greater than 1.0 (increase size)
                        ; smaller than 1.0 (decrease size)
------------------------------------------------------------------------------
ControlPad-Name     : "ENV:SuperView-Library/XOR.controlpad"
ControlPad-Commands : - XORVALUE = <0..255>
                        ; 0 and 255 will not be the best decision ;-)
                        ; Use 15 or something like this.
                        ; Values greater (depth^2)-1 (is: colors-1) won't
                        ; be accepted.
------------------------------------------------------------------------------
```