

WBView

COLLABORATORS

	<i>TITLE :</i> WBView		
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WRITTEN BY		July 26, 2022	

REVISION HISTORY

<i>NUMBER</i>	<i>DATE</i>	<i>DESCRIPTION</i>	<i>NAME</i>

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Chapter 1

WBView

1.1 WBView Documentation - Contents

WBView V0.94B

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DESCRIPTION
REQUIREMENTS
FUNCTIONS
FORMATS
AUTHOR
DISTRIBUTION
HISTORY
TESTS
TODO
KNOWN BUGS
THANK

1.2 description

DESCRIPTION:

This is simply next picture viewer but now introducing something new:

viewing pictures in scallable window on Workbench screen in HAM6 or HAM8 mode. Scalling routines are written in highly optimised assembler with simultaneous HAM rendering and fast chunky-to-plannar conversion. HAM quality is rather poor because routine uses only one color from palette (black) but it works practicaly with all palette settings. Additional gfx effects are available, too.

Notice it is only DEMO version, final will be released in some weeks.

1.3 requirements

REQUIREMENTS:

- Amiga :)
- OS3.0+
- 68020 CPU or better
- megs of RAM (24 bit pictures takes a lot of memory)
- Workbench screen opened in HAM6 or HAM8 mode (use MUIScreenMode)

NOTE: I prefer HAM6 because quality isn't much worser than in HAM8 and Workbench is faster especially in doublescan modes.

1.4 functions

FUNCTIONS:

WBView has 3 menus:

Project - load, save, about, quit functions

FX - simple but fast gfx effects on loaded picture (made just for testing)

Prefs

- setting preview mode
- opening own screen
- window positioning and sizing (with or without aspect)
- saving preferences

NOTE: for dithered pictures (most GIFs) HAM routine gives very poor quality so use Smooth option for enhance effect

1.5 formats

SUPPORTED FORMATS:

- GIF87a/89a (even with HAM/HAM8 extension)
 - TARGA 8/16/24bit RLE compressed and uncompressed
 - IFF 1-8/24bit/EHB/HAM/HAM8 compressed and uncompressed
 - fast PCX and BMP code is ready but isn't included in this version
-

via multipic.library:

- JPEG 8 bit b&w and 24 bit color
- IFF DEEP 24 bit RGB and RGBA
- IFF PBM 8 bit
- IFF RGB8 24 bit
- IFF RGBN 12 bit
- IFF VLAB YUV data (VLab private)
- IFF YUVN YUV-411, YUV-211 and black and white
- BMP 1-8, 24 bit (uncompressed only)
- PGM 8 bit b&w
- PPM 24 bit
- QRT 24 bit
- SUNRASTER 1-8, 24 bit (uncompressed only)
- XIPAIN 24 bit (VDPaint/XiPaint/TruePaint private)
- all OS3.0 datatypes

1.6 author

AUTHOR:

WBView was written in pure assembler. All comments or bug reports send to:

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1.7 distribution

DISTRIBUTION:

WBView demo is FREeware but full version can be SHAREWARE (but cheap - fee maximum DM15). You may use and copy this program freely but all files must be copied in an unmodified state preferably in LhA archive. Use it on your own risk. If you use this program and you like it send me a postcard or message via e-mail.

1.8 history

HISTORY:

pre 0.94 - long breaks in developing, many changes in code, c2p and fast scaling stuff changed often
0.94 - this demo version with a lot of bugs

1.9 tests

WBView WAS TESTED ON FOLLOWING MACHINES:

- A4030/882 10MB RAM HD 850MB
- A1200/882 6MB RAM HD 420MB
- A1200 2MB RAM HD 420MB

1.10 todo

TODO:

- better doc :)
- CyberGraphX support (16/24bit)
- support for jpeg.codec by Christopher Feck
- more gfx formats
- more fast fx
- more error requesters

1.11 bugs

KNOWN BUGS:

- multipic.library doesn't support "Adobe" JPEGs
- interleaved GIFs aren't supported now (I'm too lazy :))
- window is opened with LAYERS_NOBACKFILL tag set for better speed especially with MCP QuickLayers function (sometimes window resizing looks strange)

1.12 thanx

THANX:

- MacroSystem for fastest JPEG library on Amiga
 - Cyril Deble for great MUIScreenMode Prefs
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