Primiview.DOC

	COLLABORATORS		

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Primiview.DOC

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                    Primiview 2.1 ($VER 39.6)

       Copyright 1993-1995 Jarkko Lindblad
          1995 Arno Hollosi
```

Primiview stands for primitive viewer - it's purpouse is to be a simple
SGF-file viewer. If you want editing capability or fancy graphics or a
graphical user interface with millions of buttons, this program is not for
you. The program is aimed at persons who need a practical SGF-viewer -
the user interface and looks may be simple, but they serve their purpouse
well and efficiently.

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About the authors
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Jarkko Lindblad:

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    This will probably change sometime during the 90's.

  Snail mail address:
    Rälssintie 16 D 60
    00720 Helsinki
    Finland
    Europe
    This will also probably change sometime during the 90's.

  If you want to be absolutely sure, contact me on IGS –
  I am currently using account "perkele". In case I've changed my
  account, please ask "olli", "tweet", "fmc", or some other such
  person what my account is.

Arno Hollosi:

  Email: hollosi@sbox.tu-graz.ac.at
    This will change sometime during the 90's.

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  I'm improving Primiview since V39.5, as Jarkko hasn't got the time
  to continue his great work on Primiview.
  So if you've got any wishes, suggestions, bug-reports or anything
  else, then send me an email.

  My current accounts on IGS & NNGS are both called "dada".

1.3 disclaimer

Legal mush

Primiview 2.1 is copyrighted by Jarkko Lindblad. You can spread the
Primiview archive, but you may not modify the archive in any way without
my written permission.

Primiview is freely distributable copyrighted software; you can distribute
it as you wish as long as you don't charge any money for doing so.

In spite of several tests, no warranty is made that there are no errors
in Primiview. YOU USE THIS PROGRAM AT YOUR OWN RISK. In no event will
the authors be liable for any damage, direct or indirect, resulting of
the use or disuse of Primiview. This software is provided "as is" and the
entire risk as to its quality and performance is with the user.

In other words:

If Primiview causes your system to explode, melt or harms your system in
any other way, bad luck.

1.4 starting

Starting Primiview

Primiview can be launched both from WB and CLI.

Syntax for CLI users: primiview [gamefile]

WB users should just double click the icon and the program starts.

Programs requirements

Primiview runs on Amiga computers with AmigaDOS 3.0 or better. There are
no plans to modify the program to run on older versions of the OS.

1.5 usage

Using the Primiview

In order to control the functions in Primiview fully you need to be able
to use both the keyboard and the mouse - the mouse is only needed for
menus and window movement/resizing, all the "real" commands need the use
of keyboard.

Menus:

        Project
            Open   -   opens a file requester and loads the
                                         gamegfile the user chooses.
            Information   -   gives player information on the current
                                         gamefile.
            About   -   copyrights etc.
            Quit   -   leaves the program.

        Settings
            Screen Mode   -   the screen mode program uses can be changed
                                         with this menu item.
            Text Font   -   allows the user to change the font used on
                                         comment, information and variation windows
            Board Font   -   changes the font used in the board window

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        Title Font          -    changes the font used in the window and
                                 screen titles
  Show variation      -    Variation-move lookahead; shows first move
        of each variation
        Snapshot and save   -    Snapshots the positions of all OPEN windows
                                 and saves all the information one can
                                 change from the settings menu. Also the
                                 current directory (the last one from which
                                 one loaded a file) is saved.


Keyboard commands:

    Cursor right          -    Moves one node forward - if there are
                               variations, variation 'a' is chosen.
    Space                 -    Moves one node forward - if there are
                               variations, variation 'a' is chosen.
    Cursor left           -    Moves one node backward.
    Cursor up       -   Moves to beginning of variation.
    Help                  -    Moves to the beginning of the file
    a-z                   -    chooses a variation
```

1.6 history

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History
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V39.6 (Dec 2nd 1995)

  - Board-window title shows filename.
  - Junk in front of the first "( ;" is skipped.
    (No need to remove mail-headers any longer)
  - Variation handling fixed; is now 100% ok (hopefully ;-)
  - CRSR UP command implemented
  - Nodenames in variation window shown
  - Variation-move look ahead
    (shows first move of each variation)
  - Documentation now in GUIDE-format.
  - Tons of bug fixes; compiled with STRICT option; made
    Primiview a lot safer.
    Primiview runs without Enforcer-hits (at least on my machine)


V39.4 (May 30th 1995)

  - Made variation window size itself automatically.
  - Fixed the hopefully last enforcer hits and the screen
    scrolling bug. Primiview _should_ no longer guru and now has
    at least one goto-instruction in source :-)
  - Fixed the variations-bug. Now variations _should_ work all
    the time.


V39.0 (May 11th 1995)
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- Primiview TNG aka Primiview 2.0 alfa was released after a
  couple days of hard work :-)
      97% of the code was written from scratch - I only copied and
  modified a couple routines from the old Primiview.

V36.0 (Late 1993-early 1994)

  - The first generation primiview was being coded and released.
    God it was awfully primitive.

1.7 limitations

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Limitations
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 - There are some public SGF properties that are not (yet) supported.
   At least I think so :-) I'll probably implement these when I'm not
   under the spell of lazyness I usually am.

 - Can't open windows on WB. There is some code to support this in the
   program already, but I'm not sure if I really want to implement this
   fully.

 - If a node has lots of comments, some of them won't fit into the comment
   window and won't be shown. Usually this is no problem, but if you
   review a game with lots of kibitzes, some of them may now show up.
   I have NO plans to include any kind of feature to go around this.
   Primiview is primitive. You get what you pay for.
   If this is a problem, use larger screen and smaller font :-)


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Known Bugs
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Currently I'm not aware of any problems using Primiview.
If you discover a bug, please don't hesitate to contact me at

hollosi@sbox.tu-graz.ac.at <Arno Hollosi>

1.8 todo

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ToDo
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o Add the (few) unimplemented sgf-codes.

o Give more information on the info-window.

o The CURSOR-DOWN function (goes down the tree until next variation
  or end of current variation)

o Opening and closing the variation window all the time seems to be "a bit"
  sluggish, perhaps I should move variation information into the bottom of
  the comment window? Opinions on this? Or perhaps this could be a
  preferences item so that everyone could use whichever they prefer.