

ShowDT

Chris Lawrence

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COLLABORATORS

	<i>TITLE :</i> ShowDT		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

ShowDT

1.1 ShowDT

ShowDT -- A Scaling Datatypes Picture Viewer

A Brief Overview

Copyright and Distribution

Using ShowDT
(MUI version)

Using ShowDT_Req
(Requester version)

During display

Future plans

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1.2 A Brief Overview

ShowDT is a viewer for any datatypes-supported picture format. Currently, there are datatypes for ILBM (including HAM and HAM8, but not IFF24), PCX, GIF, JPEG, BMP and MacPaint format images, with more on the way (these datatypes are available separately; on Aminet, they are in the os30/dtype directory).

This viewer also supports proportional scaling to screen size of pictures. This works best for scaling down (up to about 60 to 70%) and up (to about 120%). Further expansion and contraction produces distorted areas in the picture. The effect is best with pictures with many colors and which do not contain text.

ShowDT includes two versions: A version with a graphical user interface that

requires MUI, and a version that uses a requester to choose files.

The MUI version is called ShowDT. The non-MUI (or "Requester") version is ShowDT_Req.

1.3 Copyright and Distribution

ShowDT is Copyright (C) 1994 Chris Lawrence. This picture viewer is freely distributable, provided that the executable is not modified or renamed and that this documentation file is included. Permission is given to change the icons of the files to more accurately reflect your application and/or to improve appearance (MagicWB, etc).

If you would like to distribute ShowDT as part of a commercial package, please contact me at the address below for written permission. THIS PERMISSION IS REQUIRED for all releases of ShowDT beginning with 2.1.

Contacting the author:

Snail Mail:

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BUG REPORTS: (Please give as much info as you can)
Fastest response will be via EMail.

Internet mail: Christopher.Lawrence@Rose-Hulman.Edu

1.4 Using the MUI version

The MUI version may be launched from either Workbench or the Shell ↔ . Note that MUI 2.0 or later is required to use this version of ShowDT.

If you launch from Workbench, you may specify default options as
Tool Types
.

Shell users may specify startup
options
on the command line.

You may start with pictures in the list by shift-clicking them from Workbench or by putting their names on the command line.

Once ShowDT is launched, the main window will appear. Depending on your MUI setup, it should look similar to this.

You can add files to the viewing list by dragging them into the list from

Workbench or by clicking on the "Add..." button. You can remove files from the list by choosing the "Remove" button.

The up and down arrows allow you to change the order in which the pictures will be displayed (Keyboard shortcuts: - is up, + is down).

The "Show" button will display the selected pictures.

The picture options to the right allow control over scaling, display modes, and input handling. See the

options

section of this manual to

obtain more information on these controls.

1.5 Using the Requester version

From Workbench:

Double-clicking on the ShowDT icon will bring up a file requester to select one or more files to view. Choose a file in the requester and then press RETURN or select "Ok". The picture (possibly after a few seconds of processing time) will be displayed. Once you are done with the picture, click the left mouse button, and the file requester will pop up again or the next picture will be displayed.

Select "Cancel" in the file requester when you are done viewing pictures.

Click once on the ShowDT icon and then shift-double-click on one or more picture icons for immediate display. You can also make ShowDT the default tool of a picture and launch ShowDT that way.

This behavior can be modified by
Tool Types

.

From the Shell:

Syntax: ShowDT [filename] [options]

Type 'ShowDT' followed by one or more filenames. If you do not specify a filename, the file requester will be presented.

The default behavior can be modified by
command line options

.

1.6 During viewing

While you are viewing a picture:

Press 'N', the Right-Arrow, or the left mouse button to show the next picture.

Press 'P', the Left-Arrow, or the right mouse button to show the previous picture.

Press Up-Arrow to see the first picture.

Press Down-Arrow to see the last picture.

Press 'Q' or Escape to return to the file requester or GUI window.

Press 'R' to redraw the current picture.

1.7 Command line options and Tool Types

Tool Types should be entered into the ShowDT icon. Command line options can be entered on the command line after typing 'ShowDT' and an optional filename.

The options supported are as follows:

ONCE:

MUI Version: Display selected files and quit.

Requester Version: Don't ask to any more files after those chosen the first time.

SHOWINFO: Show picture name and resolution in the current Shell window or a Workbench Output window. If scaling is done, the size of the scaled output is also shown.

SCALE: Enable bitmap scaling. The bitmap may not be scaled if one of the following conditions is met:

- 1) There is no graphics memory available.
- 2) The picture is already the maximum size for the selected display mode.
- 3) The picture is HAM or HAM8.

SCALE works best with the BESTID and Monitor options.

If SCALE is not enabled, the picture will be loaded as a autoscrolling bitmap if it exceeds the screen size.

More control over scaling can be exercised by the SCALEMODE option.

SCALEMODE: Gives more control over bitmap scaling.

SCALEMODE=ALL -- Scale all pictures

SCALEMODE=NONE -- Don't scale any pictures (default)

SCALEMODE=UP -- Scale only pictures that are smaller than the displayed screen size.

SCALEMODE=DOWN -- Scale only pictures that are larger than the displayed screen size.

The bitmap may not be scaled if one of the following conditions is met:

- 1) There is no graphics memory available.
- 2) The picture is already the maximum size for the selected display mode.
- 3) The picture is HAM or HAM8.

Scaling works best with the BESTID and Monitor options.

If scaling is disabled, the picture will be loaded as a autoscrolling bitmap if it exceeds the screen size.

ASPECTSCALE: Halves the width of the scaled bitmap. This is especially useful with Lores-Interlaced mode and the Doublescan and Multisync Interlaced (around 800-1000 lines) modes.

MODEID: Allows the user to enter a 32-bit DisplayModeID for the picture. THIS MUST BE ENTERED IN DECIMAL. Useful for forcing higher resolution pictures to a certain screen size.

BESTID: Tells ShowDT to use the BestID function to determine the best available display mode for showing the picture. This will usually make ShowDT open a screen on the picture's native monitor that is closest to a Hires-Laced screen in aspect ratio. Mostly useful with Monitor options.

MONITORID: Allows the user to enter a 32-bit monitor ID for the picture. This may be useful with the A2024 and RTG display boards. Most native Amiga monitors have a specific switch.

Monitors: The following monitor names are shorthand for MONITORID= You may need to put these in Devs:Monitors before use.

DEFAULT: The default monitor on your Amiga. With Mode Promotion off, this is the Boot Menu NTSC/PAL selection. With MP on, it is the DBLNTSC/DBLPAL equivalent of this selection.

NTSC, PAL: Standard monitors. Useful for forcing a NTSC picture to PAL on a PAL monitor, for example.

VGA or MULTISCAN: The Multiscan monitor. Useful for showing VGA GIF and VGA PCX pictures.

EURO36: A European monitor that acts like NTSC.

EURO72: A European monitor that acts like MULTISCAN.

DBLNTSC, DBLPAL: Scan-doubled equivalents of NTSC and PAL. Useful for forcing pictures to be scan-doubled.

SUPER72: The Super72 monitor. Good for large pictures.

SHOWMODEINFO: Tells ShowDT to display the ModeID of the picture and the mode that it is converted to (if applicable).

DIRECTORY: Specify starting directory for file requester.

SHOWTIME: Display the time it takes to obtain the picture and set up its display, including scaling.

WAITFOR: Specify what should happen after displaying a picture.

- Input - Wait for a mouse click or a keypress (default)
- Timeout - Wait for specified time (see SECONDS option) to elapse. Pressing ESC or Q will exit back to the requester or window.
- Either - Wait for input until time elapses; if no input, go on to next picture.

SECONDS: Amount of time to wait (defaults to 60 seconds).

NOTE: It is not recommended that you use ShowDT with a pre-AGA system, as most Datatypes convert to 8 bitplane data.

WARNING: ShowDT has problems with old-style ILBMs (ILBMs with 8-bit color information, rather than the current 32-bit). A conversion program may be helpful in this regard.

1.8 Future Plans

This is a constantly changing list. If you have any suggestions, ←
contact
the author at the address
above
.

- * Hard-coded support for RTG monitors
- * Support for V40 animation.datatype (?)
- * Better/faster scaling algorithm (now uses BitMapScale())
- * Better SHOWINFO and SHOWTIME display for MUI users
- * Wildcard support on the command line

1.9 Revision History

This is ShowDT 2.1 (19.2.94), the third public release of ShowDT.

Changes from ShowDT 1.3 (5.2.94):

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- * Added MUI interface
 - * Added Aspect Scaling
 - * Added picture timing
 - * Added blank screen between pictures
 - * Added AmigaGuide documentation

Changes from ShowDT 1.2 (30.1.94):

-
- * More control over bitmap scaling
 - * Cleaned up information output
 - * Optional time information
 - * Multiple files (slideshow) implemented
-

* Documented undocumented DIRECTORY option

Changes from ShowDT 1.1 (29.1.94):

* Bitmap scaling added

* Workbench Tool Types support

* Various bug fixes
