

## **MetaView**

**COLLABORATORS**

	<i>TITLE :</i> MetaView		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		July 19, 2024	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## MetaView

### 1.1 main

M E T A V I E W 2 . 3

Requirement  
Installation  
What is it?  
Shareware  
Bugs

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### 1.2 requirement

- any Amiga
- OS 2.x (only tested with 3.0)
- 1 MB RAM or better (more than 0.5 MB free ChipMem)
- for Kick 3.x, the 'tabs.gadget' (included)
- for Kick 3.1, maybe the new 'SetPatch' (included)

### 1.3 installation

- doubleclick the install-icon.
- or
- copy the 'libs/amigametaformat.library' to 'libs:'
  - create the drawer 'libs:AMF/'
-

- copy all files from 'libs/AMF/' to 'libs:AMF/'
  - copy from 'libs/gadgets/tabs.gadget' to 'sys:classes/gadgets/'
  - copy the executable "MetaView", where ever you want
  - remark the path to MetaView in 'envarc:MetaView.path', with 'echo "(MetaView ← path)/MetaView" >envarc:MetaView.path'
- and if you have:
- copy the keyfile "keyfile.metaview" to the same directory like the executable

## 1.4 what is it

Programm to view and convert

- \* WMF files (also embedded in Windows(tm) CLP files)
- \* AMF files
- \* DXF files
- \* DR2D files
- \* XFIG files (version 3.0 or 3.1)
- \* WPG files (version 1.0)
- \* GEM files (work in progress, need more examples)
- \* DSDR files (work in progress, no gradients, no pattern)
- \* CGM files (work in progress, need more examples)

to

- \* ILBM
- \* AMF
- \* CGM
- \* GEM
- \* DR2D
- \* HPGL
- \* EPS
- \* AI
- \* JMF
- \* WMF

There is also a menu item for open CDR-files, this is only for testing and can extract the preview picture. 'preview.bmp' can be found in 't:' dir.

## 1.5 shareware

SHAREWARE:

This MetaView are shareware. If you use this programm regularly you must pay 30,- DM (20 \$) to me. After this you get the newest version from MetaView and the keyfile. Without the keyfile you can't save your pictures about ARexx.

For bank account and my address, please look at the end of file.

The executable are freely distributable, only the keyfile "keyfile.metaview" are not freely distributable without permission from me.

To get the newer versions from MetaView, bugfixes etc. please look at "Aminet:gfx/conv/" or you send me a empty disk and a franked and filled return envelop.

## 1.6 bugs

- Not all WMF-codes are supported, but the most WMF-files should work.
- In this version MetaView can't display and convert any included BitMaps!!!
- If you find a bug on startup and own Kick 3.1, please install the new SetPatch 43.5 and try again.
- If you find any other bug please feel free to send me a mail with the following dates:
  - your configuration
  - in which cases the bug appears
  - if there only appears on some gfx files, then please send me also the gfx files

I TAKE NO WARRANTLY FOR ANY DAMAGES ON YOUR SYSTEM!

## 1.7 start

This programm is startable from Workbench or CLI.  
 For start from Workbench just doubleclick the icon.  
 For start from CLI just type in the consolewindow 'MetaView'. You can give some options:

- LOADNAME      the gfx-file to view
  - SAVENAME      the gfx-file to save, for converting, if you have give a SAVENAME, then the program will not open the window to show the gfx-file.
  - LOAD/K        force to load the gfx-file as AMF,WMF,CDR,DXF,DR2D,WPG,CLP,GEM,CGM,DSDR, if you dont use this option, the program look for the filetype alone.
  - SAVE/K        save the gfx-file as AMF,EPS,CGM,GEM,WW,ILBM,AMF2,JMF,WMF or PRT
    - AMF   - AmigaMetaFileFormat
    - AMF2  - AMF with previewpicture (\* not yet \*)
    - DR2D  - Drawing 2D
    - JMF   - Java Metafile
    - WMF   - Windows Metafile
    - CGM   - Computer Graphics Metafile
    - GEM   - GEM Metafile
    - WW    - WordWorth-ARexx-script
    - EPS   - Encapsulated PostScript
    - AI     - Adobe Illustrator
    - ILBM  - Interleaved Bitmap
    - HPGL  - HP Graphics Language
    - PRT   - Printer
    - CLIP  - copy to ClipBoard unit 0
 if you dont use this option, then you get AMF-files
  - WIDTH/K/N     for ILBM, CLIP and PRT the WIDTH of output (ILBM, CLIP - pixels, PRT - mm)
  - HEIGHT/K/N    for ILBM, CLIP and PRT the HEIGHT
-

- XOFF/K/N      for PRINTER the x-position in mm
- YOFF/K/N      for PRINTER the y-position in mm
- DEPTH/K/N     Depth for ILBM, CLIP and PRT output
- ERRORS/S      writeout debug informations, make a big decrease of the speed of fileparsing
- NOPROP/S      no preserve picture-aspect
- TRANSPARENT/S no drawing in background and set color 0 as transparent for ILBM and CLIP output
- NODISPLAY/S   MetaView will not open a screen but only create a ARexxPort for background operations

the default options are:

```

SAVE      = AMF
WIDTH    = 640 (ILBM,CLIP) or 50 (PRT)
HEIGHT   = 400 (ILBM,CLIP) or 50 (PRT)
XOFF     = 0
YOFF     = 0
DEPTH    = 4

```

## 1.8 arexx

MetaView opens a ARexxPort based on the name "METAVIEW" a point "." and a number starting at 0. So if you start MetaView once the ARexxPort name are "METAVIEW.0".

Commands:

- LOAD                    load a gfx-file
  - LOADNAME/A            name of gfx-file
  - AS/K                    force to load gfx-file as AMF,WMF,...
- SAVE                    save a gfx-file
  - SAVENAME/A            name of gfx-file
  - AS/K                    save the gfx-file as AMF,EPS,GEM,CGM,HPGL,DR2D,WW,ILBM,JMF, ↵
  - WMF
  - WIDTH/K/N             pixel width for ILBM output
  - HEIGHT/K/N            pixel height for ILBM output
  - DEPTH/K/N             depth for ILBM output
- PRINT                   print a gfx-file
  - XOFF/K/N             left offset in mm
  - YOFF/K/N             right offset in mm
  - WIDTH/K/N             width in mm
  - HEIGHT/K/N            height in mm
  - DEPTH/K/N             depth of printing
- COPY                    copy a gfx-file to clipboard (unit 0)
  - WIDTH/K/N             pixel width
  - HEIGHT/K/N            pixel height
  - DEPTH/K/N             depth
- SET                     set some attributes
  - PROP/S                preserve picture-aspect
  - NOPROP/S              no preserve picture-aspect

```

    TRANSPARENT/S    background transparent
    NOTTRANSPARENT/S no transparent
- REQUESTFILE      ask for a filename (in "result")
  PATH             initial filepath and -name
  TITLE/K          title of requester
  OK/K             string for ok-button
  PATTERN/K        string for pattern
- REQUESTCHOICE    ask for options      (in "rc")
  TITLE/K          title of requester
  BODY/K           string for question
  BUTTONS/K        string for buttons (seperate with "|")
- REQUEST          inform the user
  BODY/F           information string
- QUIT             quit MetaView

```

There exist some ARexx-Scripts in the drawer "ARexx-Examples".

## 1.9 menu

```

- Project
  - Open      (look here for formate)
  - Open as
    - AMF
    - WMF
    - CLP
    - DR2D
    - WPG
    - DXF
    - FIG
    - CDR
    - DSDR
    - GEM
    - CGM
  - Save as  (look here for formate)
    - AMF
    - AMF+PIC /* not yet */
    - ILBM
    - EPS
    - GEM
    - CGM
    - DR2D
    - HPGL
    - WW
    - AI
    - WMF
    - JMF
  - Print
  - About
  - Quit
- Other
  - Logo      - draw the start picture again
  - Info      - show some picture infos (type, size, version)
  - Copy      - copy to clipboard (unit 0)
- Settings
  - Aspect    - preserve picture aspect (proportions) or not

```

- Transparent - draw to background or not (important for ILBM brush)
- Change... - change screentype, -mode, -depth and defaultfonts

## 1.10 requesters

- Print
  - you can set the print dimension either by numbers (mm) or by drawing a rectangle with the mouse (press leftmousebutton and drag)
  - you can set the depth of printing (from black and white to 256 colors)
  - you can suppress the paper ejecting
  - you can switch on a frame outside of picture
- Save ILBM
  - you can set the picture dimension and the depth
  - the switch strip means, that the picture will be render in 9 stripes and saved to one ILBM to save ChipMem and allow big ILBM-Pictures
- Change Settings...
  - you can set either custom- or publicscreen
  - change the name of publicscreen
  - change the screenmode and -depth
  - set the defaultfonts (for serif, sans serif, deco, typewriter, script)
- Substitute FONT
  - substitute the not existing font either with defaultfonts (serif, sans serif, ...) or a special font, selected now
  - press "USE" for using now or "INCLUDE" for including by save as other formats

## 1.11 preferences

- Settings saved in env:MetaView.prefs and envarc:MetaView.prefs as ASCII and can also edit separate

Defaults:

```
SCREENMODE=$8004
SCREENWIDTH=-1
SCREENHEIGHT=-1
SCREENDDEPTH=4
CUSTOMSCREEN=TRUE
PUBLICSCREEN=Workbench
SERIF_FONT=Times.font
SANS_FONT=Helvetica.font
TYPE_FONT=Courier.font
SCRIPT_FONT=Times.font
DECO_FONT=Times.font
PRINT_DEVICE=printer.device
PRINT_UNIT=0
```

## 1.12 formate

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Format      Description

Save:

AMF      Amiga MetaFile  
my own format, deviceindependent, fast and based on  
AmigaMetaFormat.library

CGM      ComputerGraphicMetafile  
uses on Amiga (WordWorth, with colors), PC or UNIX

GEM      uses on Amiga (WordWorth, no colors), PC or Atari

EPS      Encapsulated PostScript  
uses on all Computersystems, can also printed on PSprinters

HPGL      Hewlett-Packard Graphics Language  
uses for Plotters

DR2D      Drawing 2D  
uses on Amiga (PageStream, DrawStudio, ProVector etc.)

ILBM      Interleaved BitMap  
uses on Amiga (DPaint etc.) but lost quality on sizeing

AI      Adobe Illustrator

WMF

JMF      Java MetaFile uses on the WWW, please  
look at my HomePage for more informations

Load:

AMF

WMF      Windows MetaFile  
uses on PC (many Clipart-CDs)

CLP      Clipboard  
uses for ClipBoard on PC (Windows)

WPG      Wordperfect Graphic  
uses on PC (WordPerfect), (some Clipart-CDs)

CDR      Corel Drawing  
uses on PC and also Macintosh (CorelDraw),  
but there is no information about this

DR2D

DXF      Drawing Exchange File  
uses on PC and UNIX (AutoCAD), (mostly CAD files)

FIG      uses on Amiga (AmiFIG or XFig) and UNIX (XFig)

---

DSDR DrawStudio Drawing  
uses on Amiga (DrawStudio)

GEM

CGM

## 1.13 history

### Version 2.3

#### NEW

- enhanced DXF Import
- Export WMF
- Export JMF
- changeable printer.device and unit
- change automatical the filename extension
- Import DSDR
- Import CGM

### Version 2.2

#### NEW

- Import GEM, Export AI, prepared for WMF and JMF
- ILBM-export and print are made with stripes for creating pictures larger than free chipmem (Geoffrey A. Gass, you want this)
- zoom function (now you can better read your DXF-files :-)

### Version 2.1

#### NEW and FIXED:

- there was a bug in ILBM-export created in Version 2.0, now fixed (thanks to Jon Peterson)
- include Version in Screenshot and Aboutwindow (also ARexxPort) (thanks to jon Peterson)
- include ARexx-Examples
- include 'tabs.gadget' and 'SetPatch' (© Amiga Technologie)
- ignore comments on start of DXF files
- faster DXF parsing if \$EXTMIN/MAX present
- WPG files with colors and switch top/down (thanks to Andreas Kleinert for WPG-example)
- no exit if tabs.gadget not found

#### CHANGES in 'amigametaformat.library'

- complete dr2d.driver and hppl.driver

### Version 2.0

#### NEW:

- change from pd to shareware
- support Screenmode and PublicScreens
- support transparent
- many new Importformats
- HPGL- and DR2D-export

#### FIXED:

- fixed bug in ILBM-export when width not a multiple from 16 (thanx to MagicBox Inc.)
- the long terrible bug, i hope, was not my fault, but an error on 'mathieeesingbas.library' from Kick 3.1
- fixed bug in ILBM-export for Kick 2.0

### Version 1.4

#### NEW:

- preserve picture-aspect
-

thanks to Geoffrey A. Gass  
- enhanced ILBM-export  
- enhanced printing, also from CLI  
FIXED:  
- Installer-Bug,  
thanks to Geoffrey A. Gass  
CHANGES in 'amigametaformat.library'  
- please look at 'amigametaformat.readme'  
Version 1.3  
NEW:  
- CLI-Arguments  
- batchmode to convert many Cliparts (with s:dpat)  
- automatic gfxtype recognize  
FIXED:  
- Bug with ASL-Requester (mixing file- and pathname),  
thanks to Andreas Kleinert  
- No more 'unexpected End of File' if loading correct WMF,  
thanks to Harry W. Turner II and Geoffrey A. Gass  
- Better colors in WMF-files  
CHANGES in 'amigametaformat.library'  
- please look at 'amigametaformat.readme'  
Version 1.2  
Second public release, first within the AMF-Library.lha.  
NEW:  
- WMF-import  
CHANGES in 'amigametaformat.library'  
- fix some bugs in CGM-driver with AMF\_POLYGON and AMF\_FILL\_POLY

## 1.14 author

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Name: Henk Jonas  
Name of bank: Berliner Sparkasse (Berlin, Germany)  
Number of bank: 100 500 00  
Number of account: 1744 037 104

Please fill out the following form and send it to me:

----- cut here -----

Name: \_\_\_\_\_

Address: \_\_\_\_\_

\_\_\_\_\_

Hometown: \_\_\_\_\_

Country: \_\_\_\_\_

E-Mail: \_\_\_\_\_

Payment:   o Banktransfer (prefered)  
          o Money (on your own risk!)  
          o Check (payable to me)

Comment: \_\_\_\_\_

\_\_\_\_\_

----- cut here -----

## 1.15 thanks

- to all peoples, that support the AMIGA
- to all peoples, that understand my bad english ;-)
- to my girlfriend and my rat ;-)
- to all peoples that mail or write me
- and last but not least to all peoples, that have register, thanx

## 1.16 index\_e

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D  
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G  
GEM

H  
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ILBM

M

---

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