

WinView Help Index



WinView is a Windows 3.1 hosted graphics file viewer. It is designed **ONLY** to display files and is not capable of manipulating files in any way (it cannot even print files). Because it is optimized to be a viewer, WinView provides views of multiple files and an easy way to move between files.

For new users I strongly suggest you read the items below marked with a » . If you have any questions please don't hesitate to call our BBS or write us. If you like WinView, please send in your money - that's the only way we earn any money for this effort.

thank you,

Dave Thielen

The following Help Topics are available:

How To...

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What WinView is and isn't

WinView is a Windows 3.1 hosted graphics file viewer. It is designed **ONLY** to display files and is not capable of manipulating files in any way (it cannot even print files). Because it is optimized to be a viewer, WinView provides views of multiple files and an easy way to move between files.

WinView was designed to be used in the following manner; 1) You choose a directory that holds a number of files you wish to view. 2) You select those files in the directory you wish to look at. 3) You then walk through those files one by one to display them.

If you want a package to convert file formats, print images, and basic image processing (changing the number of colors, etc.), I highly recommend Paint Shop which is another shareware package written and sold by JASC, Inc. I have no affiliation with them - just a happy user.

Directory, Sketch, & Picture View

WinView is always in one of three display or view modes. These modes are Directory , Sketch , and Picture View modes.

Directory and Sketch View modes are two different ways to look at all the files in the directory you selected. In Directory mode you see a list of file names, much like a DIR command in DOS or when you use the File Manager.

In Sketch mode you see a thumbnail sketch of each file. Because the file is reduced to a very small size, the picture you see, especially for highly detailed large bitmaps, will not be real clean. However, in most cases you should see enough to identify the bitmap.

In picture mode you see a single picture. This picture will always be displayed at 100% resolution. If you are displaying the picture in the WinView window it will be in the upper left corner of the window if the picture is smaller than the window. If you are displaying the picture full screen, it will be centered in the middle of your screen.

There is one important distinction to keep in mind. Directory and Sketch view will display all the files in the directory that match the file specification you made when starting WinView, setting the Directory, or selecting one of the recent directories. However, Picture view will only display the files you selected in Directory and/or Sketch view.

Sketch View speed & multi-tasking

The first time you click on Sketch View, it needs to draw each bitmap. This takes time since it not only needs to read each file but to then scale the bitmap down to the thumbnail size. Therefore, the initial rendering is time consuming.

To minimize this time delay on subsequent painting, all drawn thumbnail sketches are kept in memory. So if you cover the WinView window and then uncover it, the re-paint is fast. It is only the first paint that takes time.

If all the sketches cannot fit in the Window, to minimize time, only the visible pictures are drawn. Therefore, the first time you scroll down, the pictures coming into view for the first time will need to be read from the file and scaled. Once again, this will take a noticeable time.

When you change directories, all these saved sketches are thrown away. Therefore, if you are displaying directory A and switch to directory B, you will have to wait again. Then if you switch back to directory A, you will need to wait again.

And, if you stay in the same directory and switch the file specification, that is still a change and all the files will have to be re-rendered.

If you find yourself switching between 2 directories, run 2 instances of WinView instead of switching within one.

Also, the rendered bitmaps are stored in discardable memory. So if your system runs low on memory, WinView will release the memory it is using so that other applications will have enough memory to run. However, in this case when re-painting WinView will again have to re-render the sketches.

This was purposefully designed this way because a slower WinView that leaves enough memory for other applications is superior to a fast WinView that does not leave enough memory for others.

Finally, because this takes so long, WinView allows you to run other Windows applications while it is painting the window in Sketch View mode. While the cursor is over WinView it is an hourglass. However, if it is over another window (press **ALT_TAB** if WinView is full screen) it is now in control of that application (although the system will appear a little jerky). You can even end WinView at this time by pressing **CTRL-ESC** and then End Task.

Specify Files to Display

The first step to using WinView is to specify the files you wish to display. This chooses the files you will see in the Directory and Sketch View modes. And it is from this list that you will select the files to view in Picture View mode.

The files are specified with a directory and wildcard(s). You may only specify one directory - there is no way with WinView to bring up multiple directories at one time. However, within that directory you may specify multiple sets of wildcards, each separated by a ;. For example, to bring up all BMP and DIB files, you could specify **C:\WINDOWS*.BMP;*.DIB**.

You can set the files to display by one of three methods:

- 1) When you run WinView you can specify the files on the command line. For example:
winview c:\windows*.bmp.
- 2) The **File** menu contains the four most recent directories you have displayed (assuming that you have displayed at least 4 directories). Click on one of these to switch to that directory.
- 3) The **File, Directory** menu command will bring up a dialog box prompting for the directory you wish to display. In there you may choose the directory and the files in the directory you wish to display. Note: because you are selecting multiple files, typing wildcards into the file name in the dialog and pressing **ENTER** will exit the dialog with that selection. This is different from how the dialog acts when you are prompted for a single filename in most other programs where pressing **ENTER** on a wildcard will keep the box up and display the files that fit the typed in wildcards.

If you specify a directory that does not exist, then WinView will continue to display the directory it was on. When WinView starts, unless you specify a directory on the command line, no directory is specified.

The specified directory will be displayed in the title bar.

Select Pictures to View

In Directory and/or Sketch View you need to select the pictures you wish to display. In both views you can select a file by clicking on it. You de-select a file by clicking on a selected file.

In Directory view you can also select a range of files by clicking on one, and then hold down the **SHIFT** key and click on a second. All files between the two will then also be selected.

You can also use the select commands in the **View** menu, **Select All** and **Clear All**. This will select or clear all the files displayed.

The bottom of the screen will show the number of files selected, as well as the size and date/time of the file most recently clicked on.

This is an important step. In Picture View mode you cannot change which files are selected and picture mode will only display selected files. Therefore, you must select all the files you wish to display first.

If in doubt, select them all.

Go to a Picture

There are two ways to display a picture when you are in Directory or Sketch View mode:

- 1) Double click on a file. This will select that file and then switch to picture mode with that file displayed.
- 2) Select the files you wish to display and then switch to Picture View mode using either



the **View**, **Picture View** menu command or the toolbar button

Once you are in Picture View mode, you can switch between selected files by one of three methods:

- 1) Press **PgDn** to go to the next selected picture and **PgUp** to go to the previous selected picture.



- 2) Use the toolbar button



to go to the previous selected picture.

- 3) In the **View** menu you can use the commands **Next Picture** to go to the next selected picture and **Previous Picture** to go to the previous selected picture.

Scroll a Picture

If a picture is smaller than the window, then there is no need to scroll and scroll bars will not appear on the window. However, if the picture is larger than the window, then the window will have scroll bars. In this case you can scroll two ways:

- 1) You can click in the scroll bars. If you click in the scroll region, the picture will shift half a window in that direction. If you click in the scroll button it will shift 1/10th of the window in that direction.
- 2) You can use the cursor keys. The cursor keys act the same as clicking in the scroll bars, shifting the picture half a window in the desired direction. There is no keyboard equivalent to shift less than half a window.

Make Picture Full Screen

If you wish you can make a picture occupy the entire screen. This is different from maximizing the WinView window because none of the window is visible, just the picture.

You can make a picture full screen by one of three methods:

- 1) Press the **ENTER** key.



- 2) Press the button on the toolbar.

- 3) In the **View** menu use the command **Full Screen**.

You exit full screen mode by pressing the **ESC** key.

In full screen mode all the keyboard commands work. In particular, the **PgUp**, **PgDn**, and cursor keys can be used to move between files and scroll within files.

While you are in full screen mode you can still switch to other Windows applications (using **ALT-TAB** or **CTRL-ESC**). There are no special restrictions while in full screen mode and it does not interfere with bringing other Windows applications to the top.

Using the Toolbar



The toolbar has the following commands:



Switch to a different directory. Only valid in Directory or Sketch mode. Same as the **File, Directory** menu command.



Switch to directory of filenames view. Same as **View, Directory View** menu command.



Switch to display single picture (file) view. Same as **View, Picture View** menu command.



Switch to display sketch of all files view. Same as **View, Sketch View** menu command.



Display the next selected picture. Only valid in picture mode. Same as **View, Next Picture** menu command or the **PgDn** key.



Display the previous selected picture. Only valid in picture mode. Same as **View, Previous Picture** menu command or the **PgUp** key.



Display the present picture in full screen mode. To exit full screen mode, press the **ESC** key. Only valid in picture mode. Same as **View, Full Screen** menu command or the **ENTER** key.



Brings up the help system (where you are now). Same as the **Help, Index** menu command.



Brings up the about box. *Have you paid for your copy?* Same as the **Help, Help** menu command.

The File Menu...

The following commands are in the File menu:

<u>Directory</u>	Used to select the to display.
<u>The Last 4 Directories</u>	The last four directories displayed by WinView
<u>Exit</u>	Exits WinView

Directory

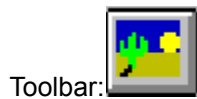
Brings up the File Open common dialog box for you to specify the files you wish to display. The dialog lists all the graphics file extensions it understands under All Graphics Files as well as each type individually.

The files are specified with a directory and wildcard(s). You may only specify one directory - there is no way with WinView to bring up multiple directories at one time. However, within that directory you may specify multiple sets of wildcards, each spereated by a ;. For example, to bring up all BMP and DIB files, you could specify **C:\WINDOWS*.BMP;*.DIB**.

If you specify a directory that does not exist, then WinView will continue to display the directory it was on.

The specified directory will be displayed in the title bar.

Shortcuts



Last 4 Directories

There is a list of the last four directories you called up under WinView. This is the same as specifying the displayed directory under File, Directory.

Exit

Use this command to end your WinView session. You can also use the Close command on the application Control menu.

Shortcuts

Mouse: Double-click the application's Control menu button.



Keys: **ALT+F4**

The View Menu...

The View menu offers the following commands:

<u>Toolbar</u>	Shows or hides the toolbar.
<u>Status Bar</u>	Shows or hides the status bar.
<u>Next Picture</u>	Displays the next selected picture.
<u>Previous Picture</u>	Displays the previous selected picture.
<u>Full Screen</u>	Displays the picture in full screen mode.
<u>Select All</u>	Selects all the files.
<u>Clear All</u>	De-selects all the files.
<u>Picture View</u>	Switches to Picture View mode.
<u>Directory View</u>	Switches to Directory View mode.
<u>Sketch View</u>	Switches to Sketch View mode.

Toolbar

Use this command to display and hide the Toolbar, which includes buttons for some of the most common commands in WinView, such as Directory. A check mark appears next to the menu item when the Toolbar is displayed.

Status Bar

chess.bmp	640x480x4	153718	08/27/91	03:10:00 AM
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The status bar provides the following information on the picture displayed:

- 1) The name of the file.
- 2) The size of the image in pixels (width x height x depth)
- 3) The size of the file in bytes.
- 4) The date stamp of the file.
- 5) The time stamp of the file

When you are pulling down a menu, help text describing the menu item you are on will be in the status bar.

Use this command to display and hide the Status Bar, which describes the action to be executed by the selected menu item or depressed toolbar button, and keyboard latch state. A check mark appears next to the menu item when the Status Bar is displayed.

Next Picture

Available only in Picture View mode.

Switches the display to the next **selected** picture.

Shortcuts

Keys: **PgDn**

Toolbar:



Previous Picture

Available only in Picture View mode.

Switches the display to the previous **selected** picture.

Shortcuts

Keys: **PgUp**

Toolbar:



Full Screen

Available only in Picture View mode.

Switches the display to full screen mode. You need to press **ESC** to exit full screen mode.

Shortcuts

Keys: **Enter**

Toolbar:



Select All

Available only in Directory View and Sketch View mode.

Selects all the files.

Clear All

Available only in Directory View and Sketch View mode.

De-selects (clears) all the files.

Picture View

Available only in Directory View and Sketch View mode.

Available only if one or more files are selected.

Switches to Picture View, displaying the first selected picture in the list.

Shortcuts

Toolbar: 



Directory View

Available only in Sketch View and Picture View mode.

Switches to Directory View.

Shortcuts

Toolbar:



Sketch View

Available only in Directory View and Picture View mode.

Switches to Sketch View.

Shortcuts

Toolbar:



Keyboard Commands

The keyboard commands were primarily designed for full screen mode. Because the picture is the only thing visible on the screen in full screen mode, keyboard commands are the only way to control the program in full screen mode.

In full screen mode you can still switch to other applications using **ALT-TAB** or **CTRL-ESC**. When you do this WinView basically becomes a second wallpaper layed down over all the other windows and any windows you activate layed on top of it.

The following keyboard commands exist only in Picture View mode:

- PgDn** Switches the display to the next selected file.
- PgUp** Switches the display to the previous selected file.
- V** Scroll the picture down a half window/screen
- ^** Scroll the picture up a half window/screen
- =>** Scroll the picture right a half window/screen
- =<** Scroll the picture left a half window/screen

About

WinView was written by David Thielen.

It is written in Microsoft VC++ 1.0 and uses the ImageMan library to read the bitmap files.

WinView is owned and marketed by WTB Software, Redmond, WA. This is a shareware product - please support it if you use it.

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Please read the [Shareware Information](#) section to read the restrictions on its distribution.

Shareware Information

This product is shareware with some specific restrictions. Please read these restrictions before you pass this product on.

1) This product is supported solely by voluntary donations. If you use the product please mail \$4.00 to:

WTB Software
15127 N.E. 24th
Suite 325
Redmond, WA 98052

2) You may use WinView at no charge for one month. At the end of the month you must either remove WinView from your computer permanently or pay the \$4.00 charge. If you use WinView for over one month without paying the fee, then the charge for WinView is \$795.95. Site licenses are available for very little charge.

3) You may not include WinView on any set of distribution media if any of the media in the set includes bitmap images. In other words, you can include WinView on a disk of graphics tools but you may not include it on a set of disks that also have images on them. Licenses to include WinView are available for inclusion at a minimal charge (in some cases just for a copy of the disk).

4) A CD-ROM version is under development that would handle multiple directories and have all the sketches already rendered so that Sketch View would be very fast even the first time.

Technical Support & Suggestions

Technical support is available via one means only, our BBS. Depending on a voluntary charge of \$4.00 a copy doesn't even cover the cost of the BBS. Have you paid your \$4.00 yet?

Bug Reports and suggestions are welcomed by either BBS or mail. If you send something by mail you probably won't receive a response but I will consider it and I do appreciate your taking the time to tell me.

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