

Image2 Index

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The Index contains a list of all first-level Help topics available for Image2. For information on how to use Help, press Shift-F10 or choose Using Help from the Help menu.

Edit Menu

The Edit menu includes commands that enable you to move images and clippings to and from the clipboard, to delete images, to annotate images, and to undo a previous operation.

For more information, select the Edit menu command name.

Undo

Paste DIB .

Paste DDB

Paste Palette

Paste Clipping

Copy

Cut .

Clear

Rich Text

File Menu

The File menu includes commands that enable you to open and save files, and to print.

For more information, select the File menu command name.

Open

Print

Save

Exit

Process Menu

The Process menu includes commands that enable you to change the way an image looks.

Grayscale: Lets you convert an image from color to gray using one of three algorithms. The average brightness algorithm makes the minimum change in the appearance of the image on the screen, but may not have enough range for effective printing. The maximum brightness algorithm often looks better; a carefully tuned weight-brightness conversion will, however, give you the best possible results. After a grayscale operation, you can revert to the original color image using undo. This gives you the opportunity to try various grayscale algorithms without reloading the image file.

Color: Lets you change the colors in an image. You can work with any of three possible color models: RGB, HSV, or HSL. Adjust the sliders and click OK to see the result. If you don't like the result, you can undo the color adjustment operation.

Help Menu

Index: Brings up the top-level index to Image2's help files

Keyboard: Brings up help about using the keyboard in Windows

Using Help: Tells you how to use the Windows help system

About: Displays the version and copyright for Image2, along with the current Windows environment, memory available, and resource utilization.

Exiting

Press Alt-F4, choose File Exit, or double-click on the close box to exit Image2. You may find that Image2 takes a moment to close if you have been working with large images: this is the time required to put any deferred image renderings on the clipboard and release all allocated memory.

Selecting a Region

You can select a rectangular region of the current image with the mouse. Place the mouse cursor at the upper left-hand corner of the rectangle, press the left mouse button, drag the mouse down and right until the region is as you wish, and release the left mouse button.

To remove a region, click once on the image without moving the mouse.

The selected region is used for cutting and pasting as an alternative to cutting and pasting the whole image. To copy a region, select the region and choose the edit copy operation. To cut a region, select it and use the edit cut operation. To paste an image into a region, get the image onto the clipboard, select the region, and choose the paste clipping operation. To clip an image, select the clipping, copy it to the clipboard, and then choose Paste DIB.

Edit Paste DIB Command

Pastes a whole image from the clipboard in DIB (device-independent bitmap) format. The current image is saved for undoing.

Edit Paste DDB Command

Pastes a whole image from the clipboard in DDB (device-dependent bitmap) format. The current image is saved for undoing.

Edit Paste Palette Command

Pastes a color palette from the clipboard and applies it to the current image. The current image prior to application of the palette is saved for undoing.

Edit Paste Clipping Command

Pastes an image from the clipboard into the current image. The current image prior to application of the palette is saved for undoing.

The clipboard image will be pasted and stretched or compressed into a selection box if one exists. If no selection box exists, the clipboard image will be pasted onto the upper left hand corner of the current image at its normal size.

The pasted clipboard image can be dragged to any position in the window with the mouse. When you are satisfied with the position of the pasted image, press any key or double-click the left mouse button. If you want the clipping to be pasted at its initial position even though you've moved it, click the right mouse button.

Edit Rich Text Command

Allows you to add a text annotation to an image. This menu item brings up a dialog box in which you can enter a line of text. Use @-commands to specify text attributes:

Command	Meaning
@+	Superscript
@-	Subscript
{	Left Bracket
}	Right Bracket
@b or @B	Bold
@bc, @BC, @bC, or @Bc	Background Color
@i or @I	Italic
@u or @U	Underline
@a or @A	Angle
@tc, @TC, @tC, or @tC	Text Color(R,G,B)
@f or @F	Font @f{Courier}
@s or @S	Size @s{12}

Curly brackets must be present to delimit the scope of each @-command. Unrecognized formatting commands will appear as text.

Edit Undo Command

Restores the previous image. The current image becomes the previous image, to allow for undoing your undo.

Edit Copy Command

Copies an image to the clipboard. If there is a selection box, only the selection is copied. If there is no selection box, the whole image is copied.

Image2 always copies things to the clipboard in three formats: DIB, DDB, and Palette. However, Image2 defers the step of rendering the formats on the clipboard.

Because of delayed rendering, you may want to make sure that Image2 is still active and displaying the image you want to paste when you do your paste operation. Alternatively, you can paste the image back into Image2 to force real data to be placed on the clipboard.

Edit Cut Command

Copies an image to the clipboard and then deletes the image. If there is a selection box, only the selection is copied and deleted. If there is no selection box, the whole image is copied and deleted.

Edit Clear Command

Deletes an image. If there is a selection box, only the selection is deleted. If there is no selection box, the whole image is deleted.

File Exit Command

Ends the current instance of Image2. Other instances of Image2 are not affected.

File Open Command

Opens an image file and reads the contents, converting the image to a Windows device-independent bitmap. A palette and device-dependent bitmap are derived from the device-independent bitmap.

Supported file formats are:

- Any Windows or OS/2 DIB, BMP, or RLE file.

- Any 1-bit, 4-bit, or 8-bit PCX file. 3-bit PCX files will display with some distortion. 24-bit PCX files have not been tested.

- Any 24-bit Targa file. 8-bit Targa files will display with the image tripled. 32-bit Targa files may crash the program.

- Any Type P TIFF file. Other TIFF classes may cause error messages or possibly crash the program.

- Any non-interlaced GIF file.

- Any 8-bit VICAR file.

- Any 24-bit pixel-interleaved or plane-interleaved raw image file. You will need to know the dimensions of the image in pixels and the type of interleaving to read the file successfully.

Once the image is read and converted successfully, it is displayed in a window sized to fit the picture.

The operation of display a 24-bit color image on an 8-bit palette-based display is rather time-consuming. The time is consumed by Windows internals, not by Image2. If you want to view deep-color images on an 8-bit display, you should first use another program to reduce the image to an optimal 256-color palette. This one-time color reduction will take less time than Windows would use to match the color palette each time it needed to display the deep-color image.

File Print Command

Prints the current image on the currently selected printer. Attempts to scale the image to a full page. This operation works best with printers that can print color or convert color to gray scales.

File Save Command

Saves the current image as a Windows device-independent bitmap. Using the options you can control the saved image color depth and compression.

Windows Keys

The keyboard topics below come from Help for Windows. You can create similar keyboard topics for your application's Help. Choose from the following list to review the keys used in Windows:

[Cursor Movement Keys](#)

[Dialog Box Keys](#)

[Editing Keys](#)

[Help Keys](#)

[Menu Keys](#)

[System Keys](#)

[Text Selection Keys](#)

[Window Keys](#)

Cursor Movement Keys

Key(s)	Function
DIRECTION key	Moves the cursor left, right, up, or down in a field.
End or Ctrl+Right Arrow	Moves to the end of a field.
Home or CTRL+Left Arrow	Moves to the beginning of a field.
PAGE UP or PAGE DOWN	Moves up or down in a field, one screen at a time.


Dialog Box Keys

Key(s)	Function
TAB	Moves from field to field (left to right and top to bottom).
SHIFT+TAB	Moves from field to field in reverse order.
ALT+letter	Moves to the option or group whose underlined letter matches the one you type.
DIRECTION key	Moves from option to option within a group of options.
ENTER	Executes a command button. Or, chooses the selected item in a list box and executes the command.
ESC	Closes a dialog box without completing the command. (Same as Cancel)
ALT+DOWN ARROW	Opens a drop-down list box.
ALT+UP or DOWN ARROW	Selects item in a drop-down list box.
SPACEBAR	Cancels a selection in a list box. Selects or clears a check box.
CTRL+SLASH	Selects all the items in a list box.
CTRL+BACKSLASH	Cancels all selections except the current selection.
SHIFT+ DIRECTION key	Extends selection in a text box.
SHIFT+ HOME	Extends selection to first character in a text box.
SHIFT+ END	Extends selection to last character in a text box

Editing Keys

Key(s)	Function
Backspace	Deletes the character to the left of the cursor. Or, deletes selected text.
Delete	Deletes the character to the right of the cursor. Or, deletes selected text.

Help Keys

Key(s)	Function
F1	<p>Gets Help and displays the Help Index for the application. If the Help window is already open, pressing F1 displays the "Using Windows Help" topics.</p> <p>In some Windows applications, pressing F1 displays a Help topic on the selected command, dialog box option, or system message.</p>
SHIFT+F1	<p>Changes the pointer to  so you can get Help on a specific command, screen region, or key. You can then choose a command, click the screen region, or press a key or key combination you want to know more about.</p> <p>(This feature is not available in all Windows applications.)</p>

Menu Keys

Key(s)	Function
Alt	Selects the first menu on the menu bar.
Letter key	Chooses the menu, or menu item, whose underlined letter matches the one you type.
Alt+letter key	Pulls down the menu whose underlined letter matches the one you type.
LEFT or RIGHT ARROW	Moves among menus.
UP or DOWN ARROW	Moves among menu items.
Enter	Chooses the selected menu item.

System Keys

The following keys can be used from any window, regardless of the application you are using.

Key(s)	Function
Ctrl+Esc	Switches to the Task List.
Alt+Esc	Switches to the next application window or minimized icon, including full-screen programs.
Alt+TAB	Switches to the next application window, restoring applications that are running as icons.
Alt+PrtSc	Copies the entire screen to Clipboard.
Ctrl+F4	Closes the active window.
F1	Gets Help and displays the Help Index for the application. (See Help Keys)

Text Selection Keys

Key(s)	Function
SHIFT+LEFT or RIGHT ARROW	Selects text one character at a time to the left or right.
SHIFT+DOWN or UP	Selects one line of text up or down.
SHIFT+END	Selects text to the end of the line.
SHIFT+HOME	Selects text to the beginning of the line.
SHIFT+PAGE DOWN	Selects text down one window. Or, cancels the selection if the next window is already selected.
SHIFT+PAGE UP	Selects text up one window. Or, cancels the selection if the previous window is already selected.
CTRL+SHIFT+LEFT or RIGHT ARROW	Selects text to the next or previous word.
CTRL+SHIFT+UP or DOWN ARROW	Selects text to the beginning (UP ARROW) or end (DOWN ARROW) of the paragraph.
CTRL+SHIFT+END	Selects text to the end of the document.
CTRL+SHIFT+HOME	Selects text to the beginning of the document.

Window Keys

Key(s)	Function
ALT+SPACEBAR	Opens the Control menu for an application window.
ALT+Hyphen	Opens the Control menu for a document window.
Alt+F4	Closes a window.
Alt+Esc	Switches to the next application window or minimized icon, including full-screen programs.
Alt+TAB	Switches to the next application window, restoring applications that are running as icons.
Alt+ENTER	Switches a non-Windows application between running in a window and running full screen.
DIRECTION key	Moves a window when you have chosen Move from the Control menu. Or, changes the size of a window when you have chosen Size from the Control menu.

