



Graphics VP Deluxe

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Introduction

Graphics VP Deluxe (GVPD) is an application designed to help you view, print, acquire, convert, and resize picture files.

It supports class conversion to Bilevel, Gray Scale, Palette, and True Color. You can reduce image file size using different file compression formats such as LZW, RLE, CCITT, and JPEG.

It offers lots of image enhancement features like resize, rotate, flip and filters like brightness, contrast, sharpen, blur, noise removal, emboss, sculpt, and more.

There are built in links to other graphics programs such as image editors.

It includes a Graphics Gallery program which is designed to help you find, organize, display, and print your picture files. Multiple picture files are displayed in an re-sizeable gallery which you can organize, sort, delete, and save to a file as thumbnails so you can quickly view them again. You can also run a slide show from the gallery or a list of picture files.

It supports many different kinds of picture file formats such as BMP, PCX, TIF, GIF, JPG, PIC, PCD, FLT, RAS, TGA, CUT and more.

Quick Start

Overview

To begin using Graphics VP Deluxe, double click on the icon in Program Manager created by GVPD SETUP.EXE or double click on GVPD.EXE in File Manager.

Pictures can be scanned into GVPD using a TWAIN-compatible scanner, inserted from an existing file, or pasted from the clipboard.

GVPD can be used to view, enhance, convert, or print the images. You can bring up multiple images at one time.

It comes with a Graphics Gallery companion program to help you view and manage a collection of images through a visual gallery of image thumbnails.

Program Settings

About Images

Images are composed of elements that are called pixels. A pixel is the smallest element that can be displayed on a computer or printed on a printer. Each pixel in an image can be represented by a collection of smaller dots, or bits. The number of bits per pixel determines the number of colors or shades of gray that can be displayed or printed.

The higher the number of bits per pixel, the more colors or shades of gray are possible.

This number of bits	Can display
1 bit per pixel	2 shades -- black and white
4 bits per pixel	16 colors or shades of gray
8 bits per pixel	256 colors or shades of gray
24 bits per pixel	16.7 million colors

Refer to the Graphics VP Deluxe and Graphics Gallery Help Files for more information.

See Also

[Image Class Information](#)

[Image Compression Information](#)

[File Format Information](#)

[Bilevel Halftones](#)

Program Settings

Program Linkage

You can setup a link to other programs from Graphics VP Deluxe by entering the directory path and program file name using SETUP from the OPTIONS Menu.

One link can be used for your favorite Graphics Editor program, for example Paint Brush. The Other can be used for your favorite Gallery Thumbnail Display program, for example Graphics Gallery by SkiSoft Shareware.

You have the option of setting these to what ever program you want. For example you can set them to other graphics programs or even word processing programs.

Enter the full path and program name or click on the Open Dialog buttons to the right of each text box. Find the program you wish to enter using the Open Dialog and click the OK button.

When done, click the OK button on the Program Settings Form

Scroll Control

You have the ability to adjust the Window scrolling increment. The reason you may want to do this is because images with higher resolutions will move slowly with a small increment while low resolution images will move fast. The Large Increment occurs when you click on the inner scrollbar. The Small Increment occurs when you click on the outer arrows of the scrollbar. The defaults are Large - 16 and Small - 6. The input range is from 1 to 32,767.

Position Zoom Control

The Position Zoom Factor sets how much of an increase or decrease is used during a position zoom. Position zoom occurs when you see the cross-hair mouse pointer and click on the current image. The default is 7 and the input range is from 1 to 1500.

Image Class

Image Class information

The image class of an image is based on the number of bits per pixel in the image. GVPD supports bilevel (1-bit, 2-shades), gray scale (8-bit, 16-shade), palette (8-bit, 16-color), True Color (24-bit, 16.7 million color).

Image classes:

[Bilevel](#)

[Gray Scale](#)

[Palette](#)

[True Color](#)

See Also

[File Format Information](#)

[Image Compression Information](#)

[Halftone Information](#)

Bilevel images use a single bit to represent a pixel. Each pixel is interpreted as completely black (0) or completely white (1). Bilevel images are often referred to as "Black and White", "Line Art", or "Halftones".

Gray Scale images use 8 bits to represent a pixel. A value in this kind of image represents a level of grayness on a continuous-tone scale ranging from completely black (0) to completely white (255).

Palette images use 8 bits to represent a pixel. Unlike all other image classes, however, a Palette-class pixel does not represent an intensity level. Instead, the pixel value is an index to an entry in the image's "palette". Palette format is frequently used to encode color images containing less than 255 colors because it consumes significantly less space than True Color form.

True Color images use 3 bytes (24 bits) to represent a pixel. The first byte represents the pixel's Red value, the second byte its Green value and the third byte its Blue value. The value in each byte denotes the intensity of its respective color. By varying the levels of Red, Green, and Blue, over 16 million different colors can be represented.

Supported File Formats

The file format of an image is based on its image class, compression type, and halftone pattern if the image is bilevel.

Graphics VP Deluxe supports the following file formats:

- *.BMP Bitmap File Format, also .DIB and .RLE. Both Windows and OS/2 formats.
- *.CUT HALO Device Independent Image File Format.
- *.DCX Intel File Format.
- *.EPS Encapsulated Postscript File Format (Read only).
- *.FLT Flat File Format
- *.GIF Graphics Interchange Format, CompuServe.
- *.JPG JPEG File Interchange Format V1.02.
- *.PCX ZSoft Image File Format.
- *.PIC Apple Macintosh PICT Format, also .PCT.
- *.PCD Kodak PhotoCD (Read only)
- *.RAS Sun Rasterfile Format or Raster.
- *.TGA Truevision TGA or Targa.
- *.TIF Tag Image Format or TIFF. Classes X, B, G, R, and P.

See Also

[Image Class Information](#)

[Image Compression Information](#)

[Halftone Information](#)

Compression

You can compress an image when you save it so that it requires less memory to store it. There are two types of compression, Lossless and Lossy. Lossless allows full recovery of the original image and Lossy degrades the image during compression.

The following information shows the image classes and file compression methods supported for each file format:

FORMAT	<u>CLASS</u>	DEFAULT COMPRESSION	OTHER SUPPORTED COMPRESSIONS
1 (TIFF)	0 - Bilevel	3 - CCITT 1D	0, 2, 4, 5
	1 - Gray Scale	7 - LZW Horz	0, 2, 6
	2 - Palette	7 - LZW Horz	0, 2, 6
	3 - True Color	7 - LZW Horz	0, 2, 6
2 (BMP/DIB)	0 - Bilevel	0 - None	-
	3 - True Color	0 - None	-
	1 - Gray Scale	2 - RLE	0
	2 - Palette	2 - RLE	0
3 (HALO Cut)	0 - Bilevel	Not supported	-
	3 - True Color	Not supported	-
	1 - Gray Scale	2 - RLE	-
	2 - Palette	2 - RLE	-
2 (PCX)	0 - Bilevel	2 - RLE	-
	1 - Gray Scale	2 - RLE	-
	2 - Palette	2 - RLE	-
	3 - True Color	2 - RLE	-
5 (Adobe EPS)	0 - Bilevel	0 - None	-
	1 - Gray Scale	0 - None	-
	2 - Palette	0 - None	-
	3 - True Color	0 - None	-
6 (Targa)	0 - Bilevel	Not supported	0
	1 - Gray Scale	2 - RLE	0
	2 - Palette	2 - RLE	0
	3 - True Color	2 - RLE	0
7 (GIF)	0 - Bilevel	6 - LZW	-
	1 - Gray Scale	6 - LZW	-
	2 - Palette	6 - LZW	-
	3 - True Color	Not supported	-
8 (Rasterfile)	0 - Bilevel	2 - RLE	0
	1 - Gray Scale	2 - RLE	0
	2 - Palette	2 - RLE	0
	3 - True Color	2 - RLE	0
9 (JPEG)	0 - Bilevel	Not supported	-
	2 - Palette	Not supported	-
	1 - Gray Scale	8 - JPEG	Quality factor of 0-100 %
	3 - True Color	8 - JPEG	Quality factor of 0-100 %
10 (PICT)	0 - Bilevel	2 - RLE	0
	1 - Gray Scale	2 - RLE	0
	2 - Palette	2 - RLE	0
	3 - True Color	2 - RLE	0
11 (PCD)	0 - Bilevel	Not supported	-
	1 - Gray Scale	Not supported	-

	2 - Palette	Not supported	-
	3 - True Color	Not supported	-
12	0 - Bilevel	Not supported	-
(FLT)	1 - Gray Scale	Not supported	-
	2 - Palette	Not supported	-
	3 - True Color	Not supported	-

See Also

[Image Class Information](#)

[File Format Information](#)

[Halftone Information](#)

Halftone

A halftone image is an image that is composed of only black and white. Halftones are especially useful if you are transferring an image into an application that does not accept color or gray scale images, or printing to a printer that doesn't print in color.

The spatial resolution of an image (its height and width) is measured in lines of dots per inch or LPI. In general, the higher the LPI value, the less obvious the pattern created by the halftone, but the lower the number of distinct shades of gray.

A halftone has a specific pattern of black and white dots. GVPD supports the following types of screens:

Bilevel Threshold

Converts the current MDI image to Bilevel using the threshold method. This technique converts all gray shades above 50% brightness to white, and all shades below 50% brightness to black.

Bilevel Haftone

Dot Screens

Use varying sized dots to represent shades of gray. the angle dot screen is the most commonly used, and often produces the best results.

Line Screens

Use lines of varying thickness to represent shades of gray. Lines may be angled, or oriented horizontally or vertically.

Diffuse Screens

Use error diffusion to simulate shades of gray with seemingly random patterns. diffuse screens often give a smoother look to output, and are more effective at lower resolutions.

Graphics VP Deluxe General Information

Features

- Extensive file format support, including support for TIFF, JPEG, BMP, PCX, DCX, FLT, PICT, GIF, Kodak PhotoCD, HALO Cut, Targa, and Sun Rasterfile.
- Acquire from Twain compliant devices.
- Multiple MDI window images visible at one time.
- Image Printing with sizing, print dither, and smoothing.
- Zoom and Resize
- Class Conversion: Bilevel, Gray Scale, Palette, 24-bit True Color.
- File Compression methods LZW, RLE, CCITT, JPEG
- JPEG quality factor selection when saving.
- Other graphics program links to programs like Graphics Gallery.
- File Manager Association
- Drag & Drop: View files dragged from File Manager.

Tips

1. You can assign picture extensions to File Manager so you can double click on a picture name and it will start Graphics VP Deluxe. Make sure you specify GVPD.EXE when assigning the program name in File Manager.
2. The lower status bar lets you know of information pertaining to the display image. This includes: Format, Class, Size, and Compression..
3. The upper toolbar will show Tooltips when you rest the mouse pointer over the button. This will remind you of the buttons purpose.
4. You can activate help at anytime with F1. Help will be displayed for the function you are currently working with. You can also get help from the HELP MENU and HELP toolbar button.
5. Click the right mouse button over the MDI image windows for a pop-up menu.
6. Closing down MDI image windows that have been changed will prompt you to save the changes first.

Graphics VP Deluxe Functions

Acquire

Twain compliant image capture.

Clip

Selecting a clip region from an image.

Convert

File format, compression, and class information.

Drag Drop

From File Manager to GVPD.

Editing

Copy/cut/paste, undo, and select.

Files

New images, opening and saving images.

Filter

Image enhancement (sharpen/soften) and special effects (sculpt/emboss).

Luminance

Bright, contrast, gamma control.

Printing

Printing an image and print setup.

Program Settings

Scroll increments, editor/gallery program links.

Resize

Select a size, ratio, smoothing.

Screen Capture

Capture other Windows into GVPD.

Short Cut Keys

Keyboard shortcuts.

Zoom

Zoom in/out, position zoom, zoom toolbar.

Menu: Acquire

Allows you acquire an image from any Twain compliant device such as scanners, digital cameras, or frame grabbers.

The Twain standard requires the hardware manufacturer to provide user-interface software with their product. The Graphics VP Deluxe Acquire command invokes this interface.

- You can select which acquire device you will use by clicking on the Select Button.
- The View Clipboard button will show the contents of the Windows Clipboard.
- You can direct your acquired image to the Image Control, a File, or the Clipboard.
- Using the Close Button will transfer the Image Control contents or file to an MDI image window in Graphics VP Deluxe.
- The Cancel Button will not transfer the acquired image to Graphics VP Deluxe.

Clip

The clip feature turns on and off with a single click of the left mouse button on the Clip toolbar button or by using the Clip option from the View menu.

To create a clip region you hold down the left mouse button and drag the mouse. If you want to select the entire image use the SELECT, ALL option from the EDIT menu. If there is no selection, the entire image is automatically selected.

You can select all or part of an image to copy or cut to the clipboard by defining a clip region. Then you can paste from the clipboard to a selected part of the same image or to another image. The paste will default to the upper left hand corner. If you want to position where the paste will go, you need to create another clip box at the location you desire before doing the paste.

The Clip Measurement Box on the status bar will show you clip Width x Height measurements. When clip is off you will see the cursor location over each image. When clip is on you will see the starting and ending locations of the clip box as well as the size of the clip box.

Convert

Use to convert the current MDI image to another image class. To convert the current MDI image, you use the CLASS CONVERSION options from the IMAGE Menu or Save As Dialog.

NOTE - if you want to convert the picture to another format (ie. .BMP, .JPG, .GIF) use Save As. In some situations, you must convert the image class before changing the format. For example, when converting from GIF to JPG you must first convert the image class from Palette to True Color or Grayscale.

See Also

[Image Class Information](#)

[File Format Information](#)

[Image Compression Information](#)

[Bilevel Halftones](#)

Drag Drop

You can populate Graphics VP Deluxe with images by dragging one or several files from File Manager to the main Graphics VP Deluxe Window or it's minimized icon.

Menu: Edit

UNDO

Will undo the last change made to the current MDI image. Each image displayed has it's last change saved.

COPY

Will copy the current MDI image or clip portion to the clipboard.

COPY TO NEW

Will copy the current MDI image or clip portion to a new MDI image.

CUT

Will cut the current MDI image display or clip portion to the clipboard. This will erase the selected part of the original image.

PASTE TO IMAGE

Will paste the contents of the clipboard to the current MDI image. The default position is the upper left hand corner of the receiving image. To position a paste, create a clip box at the desired location. The contents of the clipboard must be a graphics format.

PASTE TO NEW

Will paste the contents of the clipboard to a new MDI image.

PASTE TO SPECIAL

Will paste the contents of the clipboard to a new MDI image. See also Paste Special Information.

SELECT

- NONE - No part of the current MDI image is selected.
- CREATE - Will turn the clip option on so you can create a clip box.
- ALL - Will select the entire contents of the current MDI image. Use to cut/copy/paste the entire image. Will also reset the clip box. This is the default if no clip box is set.

Graphics VP Deluxe Files

The following file features are available. They can be accessed from the menu or from the main toolbar.

New

Creating a new MDI window can be done from a scan, from the clipboard, from a paste new, or you can create a new blank picture.

Open

Opens an existing image in a new window. You can also open one of the most recently saved images by selecting the name from the bottom of the File menu or clicking the Open Button on the GVPD main toolbar. See also Open File.

Close

Closes the current MDI image. If there were changes, you will be asked if you want to save the file. If you close an image without saving, you will lose all of the changes that have not previously been saved.

Save

Saves the current MDI image using the current name, location, format, and image class. If there is not a name, it will default you to Save As.

Save As

Save As allows you to save the current MDI image to a different directory, file name, graphics format, and/or graphics class. For certain picture types you can also set the compression factor, and adjust the picture quality. See also Save File As.

Append

Saves the current MDI image using the current name, location, format, and image class. If there is not a name, it will default you to Save As.

Delete

Saves the current MDI image using the current name, location, format, and image class. If there is not a name, it will default you to Save As.

Filter

Filtering modifies the rate of change that occurs along feature edges in an image. It can increase the intensity differences in a soft edge to make it appear sharper, or reduce the intensity difference in a hard edge to smooth and soften it.

Filtering only works with certain picture formats. If your format does not work you must convert the picture to a "True Color" or "Grayscale" class first.

To apply filtering to the current MDI image or a selection from an image, you click on the Filter Preview button on the main toolbar or select the Filter option from the Image menu. Some filter operations require strength and size input.

To reset the changes, click on the Undo button on the main toolbar.

The following is a list of available filters:

Edge Detection

- Thin Edge Detection - traces all edges with a thin line.
- Thick Edge Detection - traces all edges with a thick line.
- Horizontal Edge Detection - traces horizontal edges.
- Vertical Edge Detection - traces vertical edges.

Sculpt

- Sculpted, lit above
- Sculpted, lit left
- Sculpted, lit upper
- Metallic - produces a shiny, metallic look

Emboss

- Embossed, lit above
- Embossed, lit left
- Embossed, lit upper

Line Detection

- Horizontal Line Enhancing - accentuates horizontal edges and de-emphasizes everything else.
- Vertical Line Enhancing - accentuates vertical edges and de-emphasizes everything else.
- Horz/Vert Line Enhancing - accentuates vertical and horizontal edges and de-emphasizes everything else.

Soften/Blur

- Softening - blurs the image. Strength represents the strength at which the filter is to be applied (0-100, 100 is full strength).

Noise Removal

- Noise Removal - or despeckle, removes noise from the image. Sensitivity is specified in Strength (0 to 100). Kernel size is specified in Size and must be a value of 3, 5, or 7.

Invert

- Inverting - produces a negative image.

Pixelize

- Pixelizing - pixelizes the image by averaging the contents of FilterSize x FilterSize areas.

Posterize

- Bit Depth Reducing - or posterize, reduces the number of levels in an image by eliminating the least-significant bits in each pixel. Size must specify the number of most-significant bits to retain.

Sharpen

- Sharpening - sharpens the image. Strength should specify a value from 0 to 100, 100 is full strength.

Luminance Toolbar

Used to adjust the Brightness, Contrast, or Gamma of an image.

Black and White or Gray Scale images will only use one luminance slider. Color images will have all, red, green, blue adjustments.

Brightness

Contrast

Gamma

Brightness

Used to adjust the brightness of an image. In color images (True Color or Palette) brightness can be applied to the entire image (Lum:) or to a selected color channel, Red:, Green:, or Blue:.

To change the brightness of the current MDI image, click on the Luminance button on the main toolbar and select Bright on the custom toolbar or use the Brightness Control option of the Image menu.

Brightness values range from 0 to 100, where 50 represents no change to the original image. Values less than 50 reduce brightness (darken the image) and values greater than 50 increase brightness (lighten the image).

Contrast

Used to adjust the Contrast of an image. Contrast adjustments will change the difference between the lightest and darkest values in an image. In color images (True Color or Palette) brightness can be applied to the entire image (Lum:) or to a selected color channel, Red:, Green:, or Blue:.

To change the contrast of the current MDI image, click on the Lumimance button on the main toolbar and select Contrast on the custom toolbar or use the Contrast Control option of the Image menu.

Contrast values range from 0 to 90, where 45 represents no change to the original image. Values less than 45 reduce contrast and values greater than 45 increase contrast.

Gamma

Used to adjust the gamma of an image. Gamma adjustments will increase the contrast in the image mid tones without affecting its highlight (white) and shadow (black) points. In color images (True Color or Palette) gamma can be applied to the entire image (Lum:) or to a selected color channel, Red:, Green:, or Blue:.

To change the gamma of the current MDI image, click on the Lumimance button on the main toolbar and select Gamma on the custom toolbar or use the Gamma Control option of the Image menu.

Gamma values range from .1 to 9.7, where 1.00 represents no change to the original image. Values less than 1.00 reduce gamma, which will increase contrast in the lighter regions, and darken the image overall. Values greater than 1.00 will increase the contrast in the darker regions, and brighten the image overall.

Graphics VP Deluxe Printing

You can use Graphics VP Deluxe to print your images in color or black and white. Before printing you can adjust the brightness, contrast, or gamma of an image. You can also resize, rotate, and crop the image before printing. You can sharpen or soften the appearance of an image, clean up unwanted specks, posterize, or create the negative of an image using filters.

Use the Print Image File menu option to print the currently selected MDI image to your printer. Selecting this menu option brings up print setup for the display image.

[Print Setup](#)

Print Setup

This Windows Dialog Box is used to setup the printing of an image in Graphics VP Deluxe. You can use the default values or input your own.

Position

- Used to specify the top margin on the page. This is where the image will start printing the selected inches from the top of the page.
- Used to specify the left margin on the page. This is where the image will start printing the selected inches from the left of the page.

Size

- Scale the printed output to a specific width and height. This can be set in either inches or as a percentage of the actual image size.
- Allow Distortion which scales the height and width fields independently. If not checked, the height and width fields will change automatically to maintain the aspect ratio of the image.
- Smoothing which can reduce the jagged edges if a printed picture is being resized.
- Actual Size which will return the height and width fields to their original values.
- Fit To Page automatically scales the image to its largest possible dimensions given the current printer page size.

Printer

- Shows you your Windows default printer name. You can change this using the Windows control panel.

Halftone

- Halftone type - Angle Dot should be the default for standard printing. The other halftone types will create special effects during printing.
 - Angle Dot
 - Flat Dot
 - Angle Line
 - Horz Line
 - Vert Line
 - Error Diffusion
 - Threshold
 - Printer Halftone
- SCREEN SIZE - This option will show a number ending with lpi (lines per inch). The numbers will vary depending on the graphic resolutions supported by your printer. The higher the number, the better the resolution.

Resize

Resize is used to change the image's height and width to a specified size. Resizing permanently changes the image data but does not automatically save it back to the file. You can select this from the RESIZE option under the IMAGE menu. If you want to enlarge or reduce an image for display purposes only, use ZOOM options from the VIEW menu.

If you want to resize part of an image, select the area you want to resize. GVPD resizes only the area you select, and automatically deletes the rest of the image.

Select a Size...

You can resize an image based on a predefined height and width by selecting a size such as 320 x 200 or choose Custom Size and enter your own height and width.

Select Units

You can show the resize width and height in pixels or inches.

Maintain Ratio

When using the Custom Size height and width you can check Maintain Ratio. When Maintain Ratio is checked, an entry in the height input box will automatically input the width based on the display image's original height to width ratio and visa versa.

Smoothing

When smoothing is checked, bilinear smoothing will occur during scaling. This compensates for pixels that are added or lost when the image is resized. Smoothing increases processing time, but produces the best result. If smoothing is not checked, scaling is faster, but the image may result with jagged edges.

Screen Capture

Graphics VP Deluxe will accept and print Windows screen captures. The following explains how you can capture a window and bring it into Graphics VP Deluxe.

- To capture a single window you make that window active and press the Alt-Print Screen keys at the same time. This places the window image on the clipboard. Then in Graphics VP Deluxe you open a new MDI window and select the EDIT:PASTE menu. This copies the image on the clipboard to the new MDI window. Save the image to a file format you choose and use FILE:PRINT IMAGE to print it or you can import it to your Word Processor.
- To capture the entire Windows desktop by pressing the Print Screen key. Follow the procedures in #1 to import the clipboard image to Graphics VP Deluxe.
- To capture a portion of the display, follow the steps for (1) or (2) above. While in Graphics VP Deluxe, click on the image once to turn on the clip function. Select the portion you wish to capture by dragging the mouse. Then use copy/cut/paste to an new image window to display your captured image.

Short Cut Keys

F5 Fit To Parent Window
F6 Fit To Picture
F7 Fit To Image Window
F8 Custom Zoom

Ctrl-A Save As
Ctrl-C Copy
Ctrl-E Graphics Editor Link
Ctrl-F Full Screen, Picture Size
Ctrl-G Graphics Gallery Link
Ctrl-I Acquire
Ctrl-K Show Short Cut Keys
Ctrl-N Next MDI Window
Ctrl-O Open
Ctrl-P Print Image
Ctrl-S Setup
Ctrl-V Paste To Image
Ctrl-X Cut
Ctrl-Z UNDO

ESC End Full Screen View

Right Mouse Click - over MDI windows will bring up pop-up menu.
Double Left Mouse Click - on the MDI windows will show image as full screen.

Zoom

Displays the image at a percentage of its original size. You can make it easier to edit the image by magnifying the view, or display the entire image by reducing the view.

You can also zoom in or out on part of an image by using the position zoom option on the view toolbar. Position zoom will try to keep the part of the image you click on in the center of the view.

The zoom will apply to the currently selected MDI image. Zoom does not make a permanent change to the image file.

View Menu

You can choose the ZOOM option from the View menu to choose a magnification from 10% to 1000%. 100% will bring the image back to its normal size.

View Toolbar

From the VIEW menu, the toolbar, or the F8 key you can display the Custom Zoom Toolbar. It is used to enter a custom zoom percentage (from 1 to 1600), move the zoom slider to increase or decrease the zoom, or click on the 100% zoom button to return to normal size. The Zoom Toolbar also allows you to set scrollbars and position zoom.

Note

Use the keyboard arrow keys and PageUp/PageDown keys to control the zoom scrollbars on the active MDI image.

Graphics VP Deluxe Menu

Graphics VP Deluxe Menu options. Some options are not shown until there is an open image window.

[File](#)

[Edit](#)

[Options](#)

[View](#)

[Image](#)

[Tools](#)

[Window](#)

[Help](#)

Menu: File

NEW

Creates a new, empty MDI graphics window. The MDI windows will resize automatically when an image is copied to the window.

OPEN

Brings up the open file dialog box which you use to open a picture file in a new MDI image window. See also Open File.

CLOSE

Closes the current MDI image. If it has been changed, you will be prompted to save the changes.

SAVE

Saves the current MDI image using the current name.

SAVE AS...

Brings up the save as dialog box which you can use to save the picture file in the current MDI to a new name or format. See also Save File As.

APPEND

Appends the image to the current MDI image file name. This option is used to create a multi-image file. Only TIFF and OS/2 BMP formats support multi-image files. Use the Page Up, Page Down options under the View menu to switch between pages.

DELETE FILE

Will delete the current MDI image file from the disk.

PRINT IMAGE

Brings up the print setup dialog box used to adjust the current MDI image printing settings.

PRINTER SETUP

Select the printer you wish to print your images too. See also Printer Setup.

EXIT

Exits the Graphics VP Deluxe application.

RECENT FILE LIST

Lists the last four files opened. Click on the name to re-open them.

Menu: Options

SETUP

You can adjust some of the program settings such as scroll increment, position zoom magnification, and program linkage. See also [Program Settings Information](#).

VIEW CLIPBOARD

Uses the Windows CLIPBRD.EXE program to view what is currently in the Windows clipboard. The Windows Clipboard is a temporary storage area for information that you are copying or moving from one location to another.

SAVE AS WALLPAPER

You can set your Windows Wallpaper from the current MDI image. First you bring up the .BMP file you wish to make your Windows Wallpaper. If you have a picture in another format, just convert it to a palette/.BMP format (which is required for Windows wallpaper) using Graphics VP Deluxe. Then you choose the Save As Wallpaper option under the Options Menu. You will be given the chance to backout if you change your mind.

RUN WINDOWS SCREEN SAVER

Initiates the current Windows Screen Saver program.

Menu: View

TOOLBAR

Show/Hide main toolbar. See also [Toolbar Help](#).

CUSTOM TOOLBAR

Show/Hide zoom/luminance toolbar. See also [Toolbar Help](#).

STATUS BAR

Show/Hide status bar. See also [Toolbar Help](#).

ZOOM

Allows you to increase or decrease the size of the current [MDI](#) image. The picture file is not permanently changed. See also [Zoom Information](#).

CUSTOM ZOOM

Brings up the Zoom Toolbar which allows you to increase or decrease the size of the current MDI image. The picture file is not permanently changed. See also [Zoom Information](#).

POSITION ZOOM (+)

Sets position zoom OUT on the current MDI image. Click on the image to zoom. Can also initiate from the Zoom Toolbar. See also [Zoom Information](#).

POSITION ZOOM (-)

Sets position zoom IN on the current MDI image. Click on the image to zoom. Can also initiate from the Zoom Toolbar. See also [Zoom Information](#).

SCROLLBARS

Menu option to Hide or Show the horizontal and vertical scrollbars for the current MDI image. Can also initiate from the Zoom Toolbar. See also [Zoom Information](#).

CLIP

Turns on and off [clip](#) feature of current MDI image. To create a clip region you hold down the left mouse button and drag the mouse. See also [Clip Information](#).

FIT TO PICTURE

The current MDI image will be reset to its original size. The picture file is not permanently changed.

FIT TO IMAGE WINDOW

The current image will be enlarged to the size of the image MDI Window size. The picture file is not permanently changed.

FIT TO PARENT WINDOW

The current MDI image will be enlarged to the size of the Graphics VP Deluxe screen. The picture file is not permanently changed.

FULL SCREEN, PICTURE SIZE

Shows the current MDI image at its regular size centered in a full screen display. Click the left mouse button to exit full screen display. You can also show an image full screen by double clicking with the left mouse button on the current MDI image. Click the left mouse button or press the ESC key to exit full screen view.

FULL SCREEN, SCREEN SIZE

Shows the current MDI image at full screen size. Click the left mouse button or press the ESC key to exit full screen view.

PAGE UP

Multi-image files are only supported by the TIFF, OS/2 BMP, and DCX file format. If there are multiple pages this option will be enabled. Page up will to to the next page image.

PAGE DOWN

Multi-image files are only supported by the TIFF, OS/2 BMP, and DCX file format. If there are multiple pages this option will be enabled. Page down will to to the previous page image.

Menu: Image

ACQUIRE

Allows you acquire an image from any Twain compliant device such as scanners, digital cameras, or frame grabbers. See also Acquire Information.

CLASS CONVERSION

Allows you to convert the class type of the current MDI image. Options are Bilevel, Gray Scale, Palette, and True Color.

RESIZE

Resize is used to change the image's height and width to a specified size. Resizing permanently changes the image data but does not automatically save it back to the file. See also Resize Information.

ROTATE

Rotate the current MDI image by 90, 180, 270 degrees or choose your own angle. See also Rotate Information.

FILTER

Filtering modifies the rate of change that occurs along feature edges in an image. It can increase the intensity differences in a soft edge to make it appear sharper, or reduce the intensity difference in a hard edge to smooth and soften it. See also Filter Information.

FILTER PREVIEW

Use to see how the different filters change the current MDI picture. See also Filter Preview Information.

LUMINANCE CONTROLS

Adjust brightness, contrast, and gamma on the current MDI image. See also Luminance Information.

IMAGE INFORMATION

Shows image history information for the current MDI image. See also Image History Information.

Menu: Tools

GRAPHICS EDITOR LINK

You define the path to this program using the SETUP option of the OPTIONS menu. The current MDI will be passed to the program. The program can be used to do additional editing of your images. The default program is Paint Brush which comes with Windows.

GRAPHICS GALLERY LINK

You define the path to this program using the SETUP option of the OPTIONS menu. A program like Graphics Gallery from SkiSoft Shareware can be used to find and display multiple images. This can be set to any executable program.

Menu: Window

TILE HORIZONTAL

Arranges the MDI windows horizontally.

TILE VERTICAL

Arranges the MDI windows vertically.

CASCADE

Arranges the MDI windows as cascading.

NEXT

Activates next MDI window.

ARRANGE ICONS

Arranges all minimized MDI windows.

DUPLICATE

Duplicates the current MDI window into a new MDI window.

CLOSE ALL

Closes all MDI windows. You will be prompted to save any changed images.

Menu: Help

CONTENTS

This will take you to Help Contents for Graphics VP Deluxe.

SEARCH FOR HELP ON...

This will take you to Help Search for Graphics VP Deluxe.

USING HELP

This will take you to Help on using Windows Help.

SHORT CUT KEYS

This will take you to Help on Graphics VP Deluxe short cut keys.

ABOUT GRAPHICS VP DELUXE

This will take you to the Graphics VP Deluxe About dialog box.

Tool Bar Help

[Main Toolbar](#)

[Zoom Toolbar](#)

[Luminance Toolbar](#)

[File Status Bar](#)

Main Toolbar

Click on the Tool Bar button you want to see help on...



File Status Bar

The File Status Bar is located at the very bottom of the Graphics VP Deluxe window. It contains the current MDI image Format, Class, Size, and Compression. The file name can be found in the MDI window title bar.

When you make a permanent change to a picture, the status bar will show the Class, Format, Size, and/or Compression change, but the Name will be blank until you save it.

You can show/hide the File Status Bar using the Status Bar option under the View menu.

Registration

Graphics VP Deluxe & Graphics Gallery

Registration Form:

Address:

Name: _____
Company: _____
Address1: _____
Address2: _____
City: _____ State: _____ Zip: _____
Country: _____
Phone Bus: _____ Home: _____ Fax: _____
Online Service/EMail ID: _____

Purchase: Graphics VP Deluxe with Graphics Gallery \$20 ___ (#copies)
Purchase: Graphics VP Deluxe Only \$15 ___ (#copies)
Purchase: Graphics View/Print with Graphics Gallery \$15 ___ (#copies)
Purchase: Graphics View/Print Only \$10 ___ (#copies)
Purchase: Graphics Gallery Only \$10 ___ (#copies)
Washington State Residence Add Sales Tax: _____
Total Dollars Enclosed: _____

Disk Type: 3.5 ___ or 5 1/4 ___; High ___ or Low ___ Density
Graphics VP Version Number: _____ (found with menu option:HELP-ABOUT)
Where you acquired Graphics VP Deluxe _____

Comments: _____

To register send check or money order along with a printed copy of this registration form to:

SkiSoft Shareware
3499 223rd Street SW
Brier, WA 98036

For more information, I can be contacted online through:

CompuServe ID 73042,3371
America Online ID Skibby
Internet <http://users.aol.com/skisoft1>
73042.3371@compuserve.com
Skibby@aol.com

Thank You!!

CompuServe Registration

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To use this service, go to the SWREG forum on CompuServe. Search for one of the following Registration IDs:

- [Graphics VP Deluxe with Graphics Gallery: 10542](#)
- [Graphics View/Print with Graphics Gallery: 8314](#)
- [Graphics View/Print: 8311](#)
- [Graphics Gallery: 8313](#)

You will receive a serial number by E-mail (usually within 24 - 48 hours) which will register your current copy, and the latest release will be mailed to you.

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<http://users.aol.com/skisoft1>

Mail

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3499 223rd Street SW
Brier, WA 98036

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Filter Preview

Use to see how the different filters change the current MDI picture. Left mouse click on the filter name on the list. The sample preview window will show the changes. When you click on another filter name, the original MDI picture will be used or use the UNDO button to return the preview image to the original.

To apply the changes, click on the APPLY button and the current MDI picture will show the changes.

To cancel the changes and return to the original picture, click on the CANCEL button.

See Also

[Filter options](#)

Main Toolbar: ACQUIRE

Display of the Acquire dialog. Use to acquire images from any Twain compliant devices such as scanners, digital cameras, and frame-grabbers.

Main Toolbar: CLIP

Turns clip on and off for the current MDI image.

Main Toolbar: COPY

Copy the current MDI Image or clip of the current MDI Image to the clipboard.

Main Toolbar: CUT

Cut the current MDI Image or clip of the current MDI Image to the clipboard.

Main Toolbar: FILTER PREVIEW

Preview image enhancements using current MDI image.

Main Toolbar: FIT TO PICTURE

Show current MDI image at original picture size.

Main Toolbar: FIT TO SCREEN

Show current MDI image at Graphics VP Deluxe screen size.

Main Toolbar: GRAPHICS EDITOR

Used to pass the current MDI image to the Graphics Editor program specified in Program Settings.

Main Toolbar: GRAPHICS GALLERY

Used to run a Graphics Gallery program such as Graphics Gallery by SkiSoft Shareware. Can be used to run any executable program.

Main Toolbar: HELP

Show Graphics VP Deluxe Windows Help File, Contents.

Main Toolbar: LUMINANCE

Display of the Luminance Toolbar. This allows adjustment of the brightness, contrast, and gamma settings for the current MDI image.

Main Toolbar: NEW

New file. Creates an empty MDI image window.

Main Toolbar: OPEN

Open a new MDI image window using a file selected from the open file dialog.

Main Toolbar: PASTE

Paste what is in the clip board to the current MDI Image window. Contents of the clipboard must be a graphic and not text.

Main Toolbar: PRINT

Print the image shown in the current MDI Image window.

Main Toolbar: SAVE AS

Brings up the save as dialog box.

Main Toolbar: CLIP MEASUREMENT

Displays the clip measurements. When clip is off you will see the cursor location over each image (width x height). When clip is on you will see the starting and ending locations of the clip box as well as th size of the clip box.

Main Toolbar: UNDO

Undo the last change made to the current MDI Image.

Main Toolbar: ZOOM

Display of the Zoom Options Toolbar. This allows setting of the scrollbars, position zoom, custom zoom, slider bar zoom, and zoom reset to 100% for the current MDI image.

Image Information

This dialog shows image information about the currently selected MDI image. This information includes:

File name, format, compression, page, size Information, class, artist, title, date, and description.

The Artist, Title, and Description can only be input and changed for images saved with the File Format TIFF.

Open

Opens an existing image in a new window. You can also open one of the most recently saved images by selecting the name from the bottom of the File menu or clicking the Open Button on the GVPD main toolbar.

Open Dialog Box Options

File Name - Select or type the name of the file you want to open

List Files Of Type - Select the type of files you want to see in the File Name list.

Directories - Select the directory that contains the file you want to open.

Drives - Select the drive that contains the file you want to open.

Network - Opens the Connect Network Drive dialog box so you can make a connection to a network drive.

Paste Special

Will paste the contents of the clipboard to the current MDI image using the merge mode selected (Copy, And, Or, Nand, Nor). The contents of the clipboard must be a graphics format. There are 5 ways to Paste Special:

- 1 Copy - Works like a regular paste command.
- 2 And - Source and destination pixel values are ANDed. Only bit values that are "on" in both images are "on" in the result.
- 3 Or - Source and destination pixel values are ORed. Bit values that are "on" in either images are "on" in the result.
- 4 Nand - Source and destination pixel values are NANDed. Bit values that are "off" in either or both images are "on" in the result.
- 5 Nor - Source and destination pixel values are NORed. Bit values that are "off" in both images are "on" in the result.

Contents of the clipboard must be a graphic and not text.

Save As

Save As allows you to save the current MDI image to a different directory, file name, graphics format, and/or graphics class. For certain picture types you can also set the compression factor, and adjust the picture quality.

File Name, Directory, Drives

The controls for these functions work like standard Windows dialog boxes. Select the Drive from the drop down list, then double click in the Directory until you find the one you want, then all files associated with the file name will be displayed. Double click on the one you want, or highlight it and click on the OK button.

File Class

[Image Class Information](#)

File Format

[File Formats](#)

Compression

- No Compression - some image formats do not support an uncompressed format.
- Default - use the default compression method for the specified format and image class.
- RLE - use the Run Length Encoding compression method.
- CCITT 1D - use CCITT Modified Huffman, 1-Dimensional encoding. TIFF only.
- CCITT Group 3 - use CCITT Group3 Fax encoding. TIFF only.
- CCITT Group 4 - use CCITT Group4 Fax encoding. TIFF only.
- LZW - use modified Lempel-Zif encoding. TIFF and GIF formats only.
- LZW Horz Predictor - use modified Lempel-Zif encoding with horizontal differencing predictor. 8 bits per pixel TIFF only.
- JPEG - use JPEG compression with the quality factor specified. JPEG only.

[More Compression Information...](#)

JPEG Quality

Sets the quality factor that is to be used when an image is stored in JPEG format. A certain amount of information can be lost when an image is stored in the JPEG format. JPEG Quality lets you control the amount of information loss. High JPEG Quality values retain more image data, but do not result in small files, whereas low JPEG Quality values create very compact files, but eliminate more visual information.

Zoom Toolbar: ZOOM 100%

Click on this button to return the current MDI Image to 100% zoom, it's original size.

Zoom Toolbar: APPLY ZOOM

Click on this button to apply the zoom entered in the zoom text box.

Zoom Toolbar: HORIZONTAL SCROLLBAR INCREMENT

Enter the horizontal scrollbar increment in this text box. Different images will require different settings for optimal scrollbar movement.

Zoom Toolbar: SHOW/HIDE SCROLLBARS

Click on this button to show or hide the scrollbars on the current MDI Image.

Zoom Toolbar: SHOW/APPLY ZOOM INCREMENT SETTINGS

Click on this button to display the scrollbar incremental text boxes. After entry, click again to save the settings.

Zoom Toolbar: ZOOM SLIDER

Click on this slider bar to adjust the zoom (up or down) of the current MDI image. The results will show in the zoom text box.

Zoom Toolbar: ZOOM DISPLAY

Displays the current zoom setting of the current MDI image. You can enter a zoom amount between 1 and 1600 in this box and click on the "Apply Zoom" button to apply it to the current MDI image.

Zoom Toolbar: VERTICAL SCROLLBAR INCREMENT

Enter the vertical scrollbar increment in this text box. Different images will require different settings for optimal scrollbar movement.

Acquire Information

<Acquire>

acquire
<Acquire>

brightness

Graphics VP Printing, 0,<Luminance Toolbar>

cap

class
<Class>

Clip Information

<Clip>

clip
<Clip>

compression

<Compression>

contrast
<Contrast>

convert
<Convert>

enhance

<Filter>

file types

<File Formats>

Filter Information

<Filter>

Filter Preview Information

<Filter Preview>

Filter Preview

<Filter Preview>

Filter
<Filter>

gamma
<Gamma>

Graphics View/Print

This program is similar to Graphics VP Deluxe but it does not have all the conversion and image enhancements features.

halftone
<Halftone>

Image History Information

<Image Information>

Luminance Information

<Luminance Toolbar>

luminance

<Luminance Toolbar>

MDI

Multiple Document Interface. Allows you to show multiple images windows in Graphics VP Deluxe.

Open File
<Open>

Paste Special Information

<Paste Special>

print

<Graphics VP Printing>

Printer Setup

<Print Setup>

Program Settings Information

<Program Settings>

Resize Information

<Resize>

resize

<Resize>

Save File As

<Save As>

scanned
<Acquire>

Toolbar Help

<Tool Bar Help>

view
<View>

Zoom Information

<Zoom>

zoom
<Zoom>

