



Bit Image Liner for Windows **Copyright (C) by Hitoshi Ozawa**

Bitliner is a sample VB program to demonstrate ODLIST.VBX usage. It is also an application to assist users create lined bitmap images to be used in ODLList.

Please customized the program to fit your own needs.

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How to Install

Requirements

Make sure that you have at least the following hardwares and softwares before installing Coffee Timer for Windows.

Hardware:

80386 or higher machine
4MB or more RAM memory

Software:

Windows 3.0 or Windows 3.1
VBRUN300.DLL Visual Basic runtime routine
LHA.DLL LHA DLL for Windows_Available- WINUTIL, LIB 5,filename: LHADLL.EXE

Included Files

The following files are included in the BITLIN.LZH file:

BITLIN.EXE__Execution file
BITLIN.HLP__Help file (this file)
ODLIST.VBX__Bitmap image list VB Custom Control
README.TXT__File you should read before using Bitmap Liner
PROGLIST.TXT__List of other Japanese softwares

Installation

1. If VBRUN300.DLL is not already copied to the Windowsdirectory, copy it there.
2. Also, copy LHA.DLL to Windowsdirectory.
3. Decompress BITLIN.LZH file in a directory.
4. Execute BITLIN.EXE file from the Program Manager or the File Manager.

How to Use

[How to Set Images](#)

[How to View Bitmap List Box](#)

Menu

[File](#)

[Edit](#)

[View](#)

How to Set Images

To set images:

1. Enter the dimension of images in **Item Height**.
2. Create as many boxes in the status bar as there are images.
3. Attach bitmap images to boxes.
4. Save created images.

How to View Bitmap List Box

To view a created lined bitmap as elements of a list box:

1. Select **View** from the menu.
2. Select **Show Sample** from the pull-down menu.

To Enter item names:

1. Enter the names at a field above the corresponding bitmap image in the status bar.
2. Redraw the list box (Refer to [To view a created lined bitmap as elements of a list box]).

To Indent items in the list box:

1. Choose the left arrow button to move the item to the left.
OR
Choose the right arrow button to move the item to the right.
2. Double click the left mouse button of the bitmap in the list box

Liability, Copyright, Distribution, and Support

Liability

The author and the developer of this software will not take any responsibilities for any damages that may occur with the use of this software. The files contained in BITLIN.LZH are distributed "as is" and without any expressed and implied warranties. The user assumes the entire risk of using the software.

Copyright

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Distribution

Bitmap Liner for Windows may be freely distributed if the following conditions are obeyed:

1. If it is to be copied to another forum or to another distribution channel, please contact the developer to let us know exactly where it is to be copied. We will need this information to maintain and upgrade Bitmap Liner for Windows at all locations.
2. This program can be distributed only in the original archived BITLIN.LZH formatted file. Do not change this file or any files within.
3. Please make it apparent that Bitmap Liner for Windows is a **FREE SOFT**. It is necessary to state this in the program description.
4. If this program is to be mentioned in any article, please send an E-mail to one of the developers.

If it is going to be distributed in any other ways (e.g. CD-ROM), please contact the developer. The developer is willing to discuss other means of distribution. Please send a mail to one of the E-mail addresses in the support section below.

Support

Support for Bitmap Liner for Windows is provided by E-mail. If you have any question, opinion, suggestions, or any other comments, please send an E-mail to:

Hitoshi Ozawa_ _Internet:_GV9-OZW@asahi-net.or.jp

Miscellaneous Matters

Acknowledgement

I would like to thank Mr. Jun Fujimura for giving me permission to include ODLIST.VBX in BITLIN.LZH.

I would also like to thank Mr. Yasuhiro Umeki for providing me assistance and for developing HelpCard without which this help file would not have been possible.

Related Softwares

If you are interested in using ODLIST.VBX with your application, please consult ODLIST.LZH file (available - WUGNET, LIB 5).

If you are interested in using LHA.DLL file extraction and compression DLL, please consult LHADLL.EXE file (available - WINUTIL, LIB 5).

Releases

May 22, 1995

Ver 1.00E

Initial release

File

New

To create a new lined bitmap:

1. Select File from the menu.
2. Select New from the pull-down menu.

Open

To open a lined bitmap file:

1. Set the **Item Height** to the height of a lined bitmap to be opened.
2. Select **File** from the menu.
3. Select **Open** from the pull-down menu.
4. Select the file to be opened.
5. Enter number of bitmap images contained in the file.
6. Choose the **OK** button.

Save

To save a image:

1. Select **File** from the menu.
2. Select **Save** from the pull-down menu.
If you want to save the image with a different name, select **Save As** instead of Save.

Exit

To end Bitmap Liner

1. Select **File** from the menu.
2. Select **Exit** from the pull-down menu.

Editing Lined Bitmap Images

Insert

To insert a new bitmap image within a lined image:

1. Select the square in the status bar where the new image is to be inserted.
2. Select **Edit** from the menu.
3. Select **Insert** from the pull-down menu.

Append

To append a new bitmap at the end of the lined image:

1. Select **Edit** from the menu.
2. Select **Append** from the pull-down menu.

BMP File

To attach a bitmap image(BMP file) to the lined bitmap images:

1. Select **Edit** from the menu.
2. Select **BMP File** from the pull-down menu.
3. Drag and Drop the BMP file from the dialog box to squares in the status bar.

Copy

To copy a bitmap image to a clipboard:

1. Select the square in the status bar of an image to be copied.
2. Select **Edit** from the menu.
3. Select **Copy** from the pull-down menu.

Paste

To paste a bitmap image from a clipboard:

1. Select the square in the status bar where the image is to be pasted.
2. Select **Edit** from the menu.
3. Select **Paste** from the pull-down menu.

Clear

To clear bitmap image from the status bar:

1. Select the square in the status bar of an image to be cleared.
2. Select **Edit** from the menu.
3. Select **Clear** from the pull-down menu.

Delete

To delete a bitmap image from the status bar:

1. Select the square in the status bar of an image to be deleted.
2. Select **Edit** from the menu.
3. Select **Delete** from the pull-down menu.

Status Box

Arch	Argyl	Cars		Item name
				Bitmap images

BitLiner Window



