



Help For:

Graphics Developer With Slide Show

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Introduction:

Graphics Developer With Slide Show is an application designed to help you find, display, enhance, convert, and print your picture files. It will work with many different kinds of picture file types such as TIFF, GIF, JPEG, PICT, Raster, Targa, Postscript, Bitmap, and more.

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Installation

If you received one compressed file:

Unzip GDWSS.ZIP or run GDWSS.EXE from DOS or Windows File Manager to expand the files.

If you received a disk with all of the compressed files or after expanding the files:

Run SETUP.EXE which will uncompress the files and install GDWSS to the default or selected directory and create icons in Program Manager.

The following files are installed in the same directory:

GDWSS.EXE
GDWSS.HLP
README.TXT

The following files are installed in your WINDOWS\SYSTEM directory:

CMDIALOG.VBX
THREED.VBX
HGC.VBX
HIC.VBX

COMMDLG.DLL
HIFFL.DLL
HILCONV.DLL
HILENH.DLL
HILIMMGR.DLL
HILXFORM.DLL
IFFBMP.DLL
IFFEPS.DLL
IFFGIF.DLL
IFFHCUT.DLL
IFFJPEG.DLL
IFFPCX.DLL
IFFPICT.DLL
IFFRAS.DLL
IFFTGA.DLL
IFFTIFF.DLL

GDWSS is written in Visual Basic Ver 3.0. You will need the runtime DLL for Visual Basic: VBRUN300.DLL. This may not come with your copy but can be downloaded from most online services.

Quick Start

Supported Graphic File Formats

To begin using Graphics Developer With Slide Show double click on the icon in Program Manager created by GDWSS SETUP.EXE or double click on GDWSS.EXE in File Manager.

Slide Show is used to find and display your pictures either in the gallery or as a full screen slide show.

Graphics Developer is used to manipulate your pictures. You can enhance, convert, rotate, and resize your picture files.

To display pictures in the Slide Show gallery you must select a drive and directory containing the pictures you want to view. First click on the desired drive the picture files are in. Then double click on the directory you wish to show. This will show all files matching the set pattern in the file list box. Then click on the picture names in the file list box using the left mouse button. You may also select a range of file names by dragging over the file list and holding down the left mouse button or holding down the shift key and clicking the file names with the left mouse button or a scattered selection with the ctrl key and the left mouse button. You can then click on the show selected pics button or use the select all files button. Both of these options are also available as a menu selection.

Alternately, you can search multiple subdirectories using the Find File option.

This will display a thumbnail of the picture files selected in the file list box along with their file names. You can click on the scroll bar to scroll the slides. Click the top or bottom scroll arrow for a row at a time scroll, or click on the scroll bar for a page scroll.

To run a Full Screen Slide Show of the gallery, you can click on the Slide Show Button.

To see the picture in Graphics Developer you can double click on the picture in the gallery or use the TOOLS:GRAPHICS DEVELOPER menu.

In Graphics Developer you can bring up multiple images and convert, filter, resize, or rotate them.

To return to Slide Show from Graphics Developer, click on the Slide Show Toolbar button.

Supported File Formats

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

Registration

Graphics Developer with Slide Show

Registration Form:

Address:

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

Number of copies of GDWSS to purchase: _____
Total Dollars Inclosed: _____

Disk Type: 3.5 __ or 5 1/4 __ High __ or Low __ Density
GDWSS Version Number: _____ (found with menu option help:about)
Where you acquired GDWSS _____

Comments: _____

To register GDWSS please send \$25 per copy (check or money order) along with a printed copy of this registration form to:

Mike Skibeness
9594 First Ave NE #172
Seattle, WA 98115-2012

Foreign orders (except Canada) add \$2.00 to cover extra shipping charges. Current registered owners of Slide Show ver 2.2 or 2.3 will receive a free upgrade. If you do not get one, let me know.

I can be contacted online through:

CompuServe ID 73042,3371
Genie ID M.SKIBENESS
America Online ID Skibby
Internet 73042,3371@compuserve.com
M.Skibeness@genie.geis.com
Skibby@aol.com

Thank You!!

Graphics Developer General Information

Features

- Extensive file format support, including support for TIFF, JPEG, BMP, PCX, DCX, CUT, PICT, EPS, GIF, Targa, and Sun Rasterfile.
- Multiple MDI window images visible at one time.
- Extensive image-manipulation capabilities including sharpening, blurring, rotating, re-orienting, and re-sizing.
- Class Conversion
- Compression methods
- Image Printing
- Partial image selection
- Palette Optimization

Information

1. Graphics Developer can be started as a standalone application or used with Slide Show. To start Graphics Developer directly you need to specify "GDWSS.EXE /Dev" when running the application from File Manager or on the command line when building a Program Manager icon. You can also follow GDWSS.EXE with a path and file name and Graphics Developer will start with the picture file shown. If you just run GDWSS.EXE, Slide Show is the startup default.

2. You can assign picture extensions to File Manager so you can double click on a picture name and it will start Graphics Developer. Make sure you specify GDWSS.EXE /Dev when assigning the program name in File Manager.

3. You can use Alt keys to control screen menus, files, and the floating development toolbar.

4. The MDI windows can be resized by dragging their window borders.

5. The MDI status bar lets you know of information pertaining to the display image. This includes: Name, Format, Class, and Size.

6. The system resources status bar lets you see what kind of resources you have left for adding or manipulating MDI images. Toggled on/off using SHOW:RESOURCE BAR menu or using Ctrl-R.

7. The upper toolbar will show Tooltips when you rest the mouse pointer over the button. This will remind you of the buttons purpose.

8. 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.

9. Click the right mouse button over the MDI windows for a pop-up menu.

10. Closing down MDI graphic windows that have been changed will prompt you to save the changes first.

Graphics Developer Functions

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Graphics Developer Files

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

- **New** - Creates a new, empty MDI window.
- **Open** - Brings up the open file dialog box which you use to open a new picture file in a new MDI window.
- **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 current MDI picture file to a new name or format.
- **Append** - Allows you to append the current MDI image to the file specified in the File Dialog Box. This can be used to create a multi-image file. Currently, only TIFF and OS/2 BMP formats support multi-image files.

Graphics Developer Printing

- Print Image - brings up print_setup for the display image
- Print Form - prints the entire Graphics Developer Form.

Graphics Developer Editing

The following editing features are available. They can be accessed from the menu and/or from the toolbars.

[Copy](#)

[Cut](#)

[Paste](#)

[Convert](#)

[Filter](#)

[Rotate](#)

[Zoom](#)

[Clip](#)

[Brighten](#)

[Contrast](#)

[Gamma](#)

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: 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. You must save the pasted image to a file before the development toolbar functions will work.

Convert

Use to convert the current MDI image to another image class. Halftone conversions require a "Type" and "Screen" setting. Color reduction palette requires a "Number of Colors" setting.

To convert the current MDI image, you click on the convert button on the floating toolbar, select the convert options on the development toolbar, then click on the convert button on the development toolbar. To reset the changes, click on the reset button on the development toolbar.

NOTE - if you want to convert the picture to another format (ie. .BMP, .JPG, .GIF) use Save As.

Image Class Definitions

[Bilevel](#)

[Gray Scale](#)

[True Color](#)

[Palette](#)

Graphic Developer Image Classes

- Bilevel Threshold converts the current MDI image to Bilevel using the threshold method. 128 is the threshold value.
- Bilevel Halftone - try each to see the effect.
 1. Angle-Dot
 2. Flat-Dot
 3. Horizontal-Line
 4. Vertical-Line
 5. Error Diffusion Halftone
 - a. 4 Weights
 - b. 12 Weights
 - c. Fuzzy
 - d. Random
 6. Threshold

(Halftone screen = 0 is finest, 3 is coarsest)

- Gray Scale - Convert image to 8-bit gray scale.
- MColor Palette - Convert image to Palette-class using the MColor method.
- Color Palette Reduction - Convert image to Palette-class using the number of colors selected.
- True Color - Convert image to 24-bit True Color.
- Palette 16 Colors - Convert image to 16-color, Palette-class using the VGA palette.

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).

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.

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.

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, you must click on the Filter button on the floating toolbar, select the filter operation and any strength or size options needed, then click on the filter button on the development toolbar. To reset the changes, click on the reset button on the development toolbar.

The follow is a list of available filters:

- Thin Edge Detection - produces thin edges
- Thick Edge Detection - produces thick edges
- Horizontal Edge Detection - traces horizontal edges
- Vertical Edge Detection - traces vertical edges
- Sculpted, lit above
- Sculpted, lit left
- Sculpted, lit upper
- Metallic - produces a shiny, metallic look
- Embossed, lit above
- Embossed, lit left
- Embossed, lit upper
- Horizontal Edge Enhancing - accentuates horizontal edges and de-emphasizes everything else.
- Vertical Edge Enhancing - accentuates vertical edges and de-emphasizes everything else.
- Edge Enhancing - accentuates vertical and horizontal edges and de-emphasizes everything else.
- Softening - blurs the image. Strength represents the strength at which the filter is to be applied (0-100, 100 is full strength).
- 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.
- Inverting - produces a negative image.
- Pixelizing - pixelizes the image by averaging the contents of FilterSize x FilterSize areas.
- 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.
- Sharpening - sharpens the image. Strength should specify a value from 0 to 100, 100 is full strength.

Rotate

Rotate is used to change the orientation of the image in the current MDI window (e.g., rotate, flip, or transpose).

When using the Rotate By Angle option, you set the angle by typing it into the Rotate Angle input box or sliding the horizontal control.

To apply rotation to the current MDI image, you must activate it on the Floating Toolbar, select the rotate angle or command, then click on the Rotate button contained within the variable area of the development toolbar. To reset the changes, click on the reset button.

Rotate options include:

- Rotate with angle
- Flip Left/Right
- Flip Top/Bottom
- Transpose
- Rotate 90 degrees clockwise
- Rotate 90 degrees counterclockwise
- Rotate 180 degrees

Zoom

You access the Zoom feature from the Graphics Developer VIEW:ZOOM menu or the Floating Toolbar. Zoom changes do not permanently change the graphics file.

Zoom functions live on the Development Bar and include:

- 1 Zoom % - Shows the zoom percentage for the current MDI's image.
- 2 Zoom Slider - Moving the slider will change the current MDI image's zoom factor. Large changes by 50, small changes by 20.
- 3 100 % - This will return the current MDI image to a 100% zoom factor.

Clip

You can turn on the MDI image clip command from the VIEW menu or the Floating Toolbar button.

When clip is on you can draw a selection box with the mouse over the MDI image. If you press another floating toolbar button, clip is turned off.

You can select Use Clip from the development bar or OPTIONS menu. Use Clip will create a new MDI window containing just the clip image selected.

NOTE - any filter used while clip is on will only apply to the contents of the clip box.

Brighten

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 floating toolbar button for Brighten, then move the slider controls located on the development toolbar.

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 floating toolbar button for Contrast, then move the slider controls located on the development toolbar.

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 midtones 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 floating toolbar button for Gamma, then move the slider controls located on the development toolbar.

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.

Setup

Graphics Developer and Slide Show setup options can be set from either application. These settings are saved in the GDWSS.INI file. They will be used each time you run one of the applications.

Full Screen Settings

The size settings allow you to determine how the pictures will show during full screen display. You can set it to picture size or screen size

You can set the background color that will show during the full screen display.

The timer is used during a full screen slide show. You can set the number of seconds delay between showing each picture. Enter the seconds in the input box or slide the control to adjust the time.

You can also check the "Allow Right Mouse Click Control" which allows you to use the right mouse click during a full screen slide show to continue to the next picture.

Slide Show Display

You can set the "Keep Existing Graphics After Loaded" box which will allow you to load up the gallery with picture files from different directories before starting the slide show.

You can turn the Slide Show animated icon on or off.

You have the option of using the gallery images or all picture files listed in the file list box for your full screen slide show.

Graphics Editor

Since Graphics Developer and Slide Show do not offer all possible graphics editing features, you can specify the path and name of your graphics editor program. GDWSS will take the current displayed or selected image and start up your graphics editor program with it. The default program is preset to Paint Brush which comes with Windows. Paint Brush will only display pictures in the .BMP, .PCX, and .DIB formats.

Picture Options

- 1 You can double click on the current MDI image to show the image full screen.
- 2 You can use the clip control on the current MDI image to clip out a section of the image.
- 3 You can click on the right mouse button over any MDI window to get a pop-up menu.
- 4 You can resize the current MDI image using the fit to window or fit to picture menu or toolbar.
- 5 You can resize the current MDI image by resizing the MDI window borders.
- 6 You can resize the current MDI image using the zoom in and zoom out toolbar buttons, slider, or menu selections associated with these.

Screen Capture

Graphics Developer will accept and print Windows screen captures. There are two ways you can capture a screen in Windows.

1. To capture a single window you make that window active and press Alt-Print Screen. This places the window image on to the clipboard. Then in Graphics Developer you open a new MDI window and select the FILE:PASTE menu. This copies the image on the clipboard to the new MDI window. Save the image to a file formate you choose and use FILE:PRINT IMAGE to print it or you can import it to your Word Processor.
2. You can also capture the entire Windows desktop by pressing the Print Screen key. Follow the precedures in #1 to import the clipboard image to Graphics Developer.
3. There are several 3rd party utilities that do more advanced screen captures. You can use these and import the results into Graphics Developer.

Graphics Developer Short Cut Keys

F3 Replace With Original Image
F4 Replace With Undo Image
F5 Fit To Control
F6 Fit To Picture
F7 Zoom In
F8 Zoom Out

Ctrl-A Save As
Ctrl-C Copy
Ctrl-D Delete
Ctrl-E Goto Graphics Editor
Ctrl-F Show Full Screen
Ctrl-G Goto Slide Show Gallery
Ctrl-H Show/Hide Development Bar
Ctrl-I Show/Hide File Status Bar
Ctrl-K Show Short Cut Keys
Ctrl-L Show/Hide Floating Toolbar
Ctrl-N Next MDI Window
Ctrl-P Print Image
Ctrl-R Show/Hide Resource Status Bar
Ctrl-S Setup
Ctrl-T Show/Hide Graphics Toolbar
Ctrl-U Use Clip
Ctrl-V Paste
Ctrl-X Cut
Ctrl-Z Show/Hide All Status/Toolbars

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

Tool Bar Help

[Main Toolbar](#)

[Floating Toolbar](#)

[Development Bar](#)

[Resource Status Bar](#)

[File Status Bar](#)

Main Toolbar

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



Floating Tool Bar

Click the left mouse button over the picture or title you want help for:

Toolbar		
Convert		Filter
Resize		Rotate
Zoom		Window Size
Clip		Brighten
Contrast		Gamma

Development Bar

This is located as a toolbar at the top of the Graphics Developer window usually under the main toolbar, unless the main toolbar is hidden.

See [Floating Toolbar](#) for information about each option.

The Development Bar changes as you choose options from the Floating Toolbar. You can Show/Hide the Development Bar using the Graphics Developer OPTIONS:SCREEN LAYOUT menu or Ctrl-H.

Resource Status Bar

This is an optional display used to track your system resources. GDWSS takes up a lot of resources so it is a good idea to monitor this while working with Graphics Developer.

The Resource Status Bar gauges display available percentages of resources for System, GDI and User. The color bars will change as a further indication of the system status: from green to yellow at 50%, and yellow to red when a resource availability falls below 25%.

You can Show/Hide the status bar using the Graphics Developer `OPTIONS:SCREEN LAYOUT` menu or `Ctrl-R`.

File Status Bar

The File Status Bar is located at the very bottom of the Graphics developer window. It can be displayed or hidden using the OPTIONS:SCREEN LAYOUT menu or Ctrl-I.

It contains the current MDI image file name, format, class, and size.

Graphics Developer Menu

The Graphics Developer contains the following menu options:

FILE

NEW - Creates a new, empty MDI graphics window.

OPEN - Brings up the open file dialog box which you use to open a picture file in a new MDI graphics window.

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.

APPEND - Allows you to append the image to the file specified in the File Dialog Box. This can be used to create a multi-image file. Currently, only TIFF and OS/2 BMP formats support multi-image files.

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

PRINT FORM - Prints the entire Graphics Developer form.

PRINTER SETUP - Select the printer you wish to print your images too.

EXIT - Exits the Graphics Developer with Slide Show (GDWSS) application.

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

EDIT

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

CUT - Will cut the current MDI image display or clip portion to the clipboard.

PASTE - Will paste the contents of the clipboard to the current MDI image. The contents of the clipboard must be a graphics format.

DELETE - Will delete the image contained in the current MDI window.

OPTIONS

FULL SCREEN - Shows the current MDI image on a full screen. You can also do this by double clicking with the left mouse button on the current MDI image.

VIEW FIXED PALETTE - Determines the palette to display. A fixed palette may optimize the display of multiple images.

SCREEN LAYOUT - Allows you to Show/Hide all of the tool and status bars.

VIEW

SETUP - Displays a dialog box which allows you to set GDWSS options. These include: size, timer, mouse control, bgcolor, keep pictures, and Graphic Editor path.

SCROLLBARS - Turn scrollbars on and off for the current MDI image.

ZOOM - Allows you to zoom in or out on the current MDI image. Reset will put you back to original size.

SIZE - Change the current MDI image size to none, fit to control, fit to picture. This changes the display only, not the actual image size.

USE CLIP - Replaces what's in the current MDI window with the contents of the clip box on the current MDI image.

REPLACE WITH ORIGINAL - Returns the original picture of the current MDI image window.

REPLACE WITH UNDO - Returns the undo picture of the current MDI image window.

TOOLS

SLIDE SHOW GALLERY - This program works with Graphics Developer to help you find and show your picture files.

GRAPHICS EDITOR - You define the path to this program. The program can be used to do additional editing of your pictures. The default program is Paint Brush which comes with Windows.

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.

HELP

CONTENTS - This will take you to Help Contents for Graphics Developer.

SEARCH FOR HELP ON... - This will take you to Help Search for Graphics Developer.

SHORT CUT KEYS - This will take you to Help on GD short cut keys.

ABOUT Graphics Developer - This will take you to the Graphics Developer About dialog box.

Slide Show General Information

Features

- Extensive file format support, including support for TIFF, JPEG, BMP, PCX, DCX, CUT, PICT, EPS, GIF, Targa, and Sun Rasterfile. Icons .ICO shown in separate gallery.
- Easy search and selection of graphic files.
- Full screen slide show of graphics in gallery or from a list.
- Gallery display control
- Gallery Printing

Information

1. To show the selected files in the file list box as thumbnails on the gallery you click on the Show Selected or Show All buttons. You can also do this from the OPTIONS menu. You can also show a file in the file select box by double clicking on it or using the right mouse button and drag-drop.

2. Maximum number of picture files listed in the file select list is 1500.

3. Slide Show settings are stored in the GDWSS.INI file when you exit Slide Show.

4. The Slide Show screen can be moved and resized. The new position and size will be saved when you exit Slide Show.

5. Pattern is initially set to all valid picture types excluding .ICO. Icons are shown separately in a different gallery and have to be selected together.

6. When you double click on a thumbnail in the gallery, and it is not an icon, you will be taken to Graphics Developer with that picture loaded.

7. When showing just icons, you can move the mouse pointer over the icons in the gallery to display their path and file names.

8. Click the right mouse button over the gallery for a pop-up menu.

9. 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.

10. When you have highlighted file names in the file list box, you can hold down the right mouse button and drag the files over the gallery. This will create thumbnails of the selected files in the gallery.

Slide Show Functions

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[Gallery Options](#)

[Full Slide Show Options](#)

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Gallery Printing

You have two options when printing from the gallery in Slide Show. You can print the entire Slide Show form, which will include the file select box and path information with the displayed gallery pictures. Or you can just print all pictures in the gallery reformatted to fit the printed page. You can select these options from the FILE menu or buttons.

Print Gallery Dialog

The Print Gallery Dialog is displayed when you select Print Gallery in Slide Show. It allows you to define how you want the gallery images to print. .

Number of Thumbnails

- The user can define how many pictures you want to show Vertically and Horizontally on the page.

Size

- The user can define the size of each thumbnail either in inches or a percentage.

Printer

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

Halftone

- TYPE
 - Angle Dot
 - Flat Dot
 - Angle Line
 - Horz Line
 - Vert Line
 - Error Diffusion
 - Threshold
 - Printer Halftone
- SCREEN SIZE
 - 70 lpi
 - 53 lpi
 - 35 lpi
 - 26 lpi

Gallery Options

You have control over how the gallery will be displayed (except for icons). You can set the following display information:

Title Alignment

- Bottom Left Justified
- Bottom Centered
- Bottom Right Justified
- Top Left Justified
- Top Centered
- Top Right Justified

Cell Spacing

- 0 x
- 1 x
- 5 x
- 10 x

Cell Style

- Gray 3D In
- Gray 3D Out
- Simple Frame
- None

Show Scrollbar

- None
- Horizontal
- Vertical
- Both

Full Screen Slide Show Options

Full Screen Slide Show allows you to display images stored in the gallery as full screen pictures on your terminal, at a preset interval, size, and background color.

You first build a gallery of pictures from any directory for use in a slide show. You can build the gallery using "Keep existing graphics after loaded" from the setup form and the file directory boxes on the Slide Show form or Find File utility. Put the pictures in the gallery in the same order you want to view them during the slide show.

You can also run a Full Screen Slide Show directly from the file list. If you want to show a lot of pictures, this is your best bet since building all the thumbnails may take a while. Use the OPTIONS:SETUP menu and select Slide Show From File List.

You initiate a Full Screen Slide Show with the Slide Show button on the form, or using the OPTIONS menu. Slide Show settings can be set using the OPTIONS Setup menu.

To end the slide show just click the left mouse button.

[Slide Show Setup](#)

Find File

Use Find File from the menu or the Slide Show form button to search for your picture files. You can designate the directory and pattern to search. All subdirectories will be searched and the files will show in the find list box.

You can select the files from the find list box you want to be transferred to Slide Show or, if you do not select any, all files will be transferred when you click on the "Use File List" button.

Selections from the find list box can be made by clicking on the file you want or holding down the Ctrl key and clicking the files you want, or holding down the Shift key and clicking the group of files you want.

Tools

[Slide Show Gallery](#)

[Graphics Developer](#)

Graphics Editor - your own graphics program. Default is Paint Brush.

Slide Show Short Cut Keys

Ctrl-G Goto Graphics Developer
Ctrl-K Show Short Cut Keys
Ctrl-L Clear Gallery
Ctrl-P Print Gallery Setup
Ctrl-S Setup

Alt-L Full Screen Slide Show
Alt-P Print Form
Alt-S Show All Files
Alt-W Show Selected Files

R-Mouse Button - Over gallery for pop-up menu.
R-Mouse Button - Over highlighted file list for drag drop to gallery.

Slide Show Menu

The Slide Show Menu contains the following menu options:

FILE

PRINT GALLERY - Prints all pictures shown in the gallery. A print dialog shows first in order to make the printing settings.

PRINT FORM - Prints the entire Slide Show form.

PRINTER SETUP - Select the printer you wish to print the gallery images too.

EXIT - Exits the Graphics Developer with Slide Show (GDWSS) application.

OPTIONS

SETUP - Displays a dialog box which allows you to set GDWSS options. These include; timer, mouse control, picture size, keep pictures, and Graphic Editor path.

SHOW SELECTED - Will display the selected files in the file list box as thumbnails in the gallery. A Show Selected button is also available.

SHOW ALL FILES - Will display all of the files in the file list box as thumbnails in the gallery. A Show All button is also available.

FULL SCREEN SLIDE SHOW - Turns on the full screen slide show which displays the pictures in the gallery one after the other.

FIND FILES - Brings up a find file dialog you can use to search for graphic files in more than one subdirectory. These can be selected and transferred to the Slide Show file list.

CLEAR GALLERY - Clears all thumbnails in the gallery.

GALLERY

TITLE ALIGNMENT - Changes how the thumbnail filenames are displayed in the gallery. You can choose from; Top or Bottom left, centered, or right alignments.

CELL SPACING - Changes how the thumbnails are spaced apart in the gallery. You can choose from; 0, 1, 5, or 10.

CELL STYLE - Changes how the thumbnails look in the gallery. You can choose from gray 3D in, gray 3D out, simple frame, or none.

SHOW SCROLLBAR - Changes scrollbars on the Gallery. Choose from none, horizontal, vertical, or both.

TOOLS

GRAPHICS DEVELOPER - This program works with Slide Show to allow you to convert, resize,

rotate, filter your pictures.

GRAPHICS EDITOR - You define the path to this program. The program can be used to do additional editing of your pictures. The default program is Paint Brush which comes with Windows.

HELP

HELP CONTENTS - This will take you to Help Contents for Slide Show.

SEARCH FOR HELP ON... - This will take you to Help Search for Slide Show.

SHORT CUT KEYS - This will take you to Help on Slide Show short cut keys.

ABOUT SLIDE SHOW - This will take you to the Slide Show About dialog box.

Trouble Shooting Tips

- 1 Format conversion problems - some formats will not convert to others. Try reducing the number of colors, changing palettes, or going to greyscale. For example to convert from .BMP to .JPG or be able to use the FILTER functions, first convert the .BMP to Class "True Color" or "Grayscale", then you can use FILTERS and /or "Save As" with a .JPG extension.
- 2 If you want to convert your pictures so you can edit them with Windows Paint Brush first make sure you convert the image class to Palette, if it isn't already, using the Development Toolbar "Convert" option. Then use SaveAs .PCX or .BMP no compression.
- 3 If you bring up the .JPG files you received with GDWSS and they look grainy or off color, you can try to load a different display driver with more colors and/or a higher resolution. You do this by running C:\WINDOWS\SETUP.EXE.
- 4 Using full screen slide show with icons from the file list may not work correctly if the keep existing graphics options is set. Turn the keep existing graphics option off (located on the setup form) and try again.
- 5 Gallery printing may not work with some HP printers. If you have this problem, let me know and I will send you an update when the fixes are made to the HGC.VBX.
- 6 Convert problems with ValuePoint - I have found that the IBM ValuePoint 466DX2 will not complete conversions. I have had other problems with this model using MicroFocus compiled programs using floating point arithmetic. There is no solution as of this date.
- 7 GDWSS uses a lot of system resources. You can monitor these with the System Resource Status Bar. If it is running too slow or graphics are taking too long to load, your system may not have enough horsepower to run this application.
- 8 Memory Problems - Even at 8 Meg you can run into memory problems with this application since it is graphics intensive. 12 or higher seems to work best. If you have 8 Meg or less, limit the number of thumbnails you create and display. Do not do a Find Files using a pattern of *.* which searches the entire hard drive.

Fixed Palette

Fixed palette determines the palette for an 8-bit display. It lets you choose between the current MDI image's "fixed" palette and a display palette specifically tailored to the image in focus.

The "fixed" palette optimizes the display for multiple images. It renders all open images (even those not in focus) as close to their actual color as possible, and eliminates the obvious repainting effect that occurs when the focus is transferred among them.

Note - if your system is equipped with a 16- or 24-bit display device, you will not need "fixed" palette mode - your display palette can easily accommodate the color requirements of multiple open images.

Main Toolbar: SHOW GALLERY

Switch to the Slide Show Gallery Window.

Main Toolbar: GRAPHICS EDITOR

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

Main Toolbar: HELP

Show Graphics Developer with Slide Show Help contents.

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: REPLACE WITH ORIGINAL

Replace the current MDI image with the original image.

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: SHOW FLOATING TOOLBAR

Used to Show/Hide the floating development toolbar in Graphics Developer. You can also use Ctl-L.

Main Toolbar: REPLACE WITH UNDO

Replace the current MDI image with the undo image.

Print Setup

Used to setup printing of the display image in Graphics Developer.

Print Setup Options:

Position

- The user can specify the top margins on the page.
- The user can specify the left margins on the page

Size

- Scale the printed output to a specific width and height. This can be set in either inches or as a percentage.
- Allow Distortion which scales the height and width fields independently
- 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 which 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

- TYPE
 - Angle Dot
 - Flat Dot
 - Angle Line
 - Horz Line
 - Vert Line
 - Error Diffusion
 - Threshold
 - Printer Halftone
- SCREEN SIZE
 - 70 lpi
 - 53 lpi
 - 35 lpi
 - 26 lpi

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. If you want to enlarge or reduce an image for display purposes only, use the zoom slider, zoom, in or zoom out buttons.

To apply resizing to the current MDI image, you must click on the resize button contained within the variable area of the development toolbar. To reset the changes, click on the reset button.

Custom Size

You can resize an image based on a custom height and width or a predefined height and width. Use the Set width/height drop down box or enter the width height in the Custom boxes.

Smoothing

When attempt 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.

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.

Save As

Save As allows you to save the current MDI image to a different directory, file name, or graphics format. 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 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.

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.

When you click on a floating toolbar button, the floating toolbar label will display the name of the function associated with that button.

The underlined letter of the label title is the hot key to the floating toolbar button. When the floating toolbar has the focus you can use Alt-(letter) to switch between floating toolbar buttons.

Window Size

Window Size changes how the current MDI display image is displayed within Graphics Developer. It does not permanently change the pictures height and width like resize. It can be activated from the VIEW:SIZE Menu or Floating Toolbar.

The Development Bar options include:



Expand - incrementally expands the current MDI window.



Reduce - incrementally reduces the current MDI window.



Fit To Window - expands the current MDI window and image to the size of the current Graphics Developer windows.



Fit To Picture - changes the size of the current MDI window to match the picture size.

The MENU options include:

- None - reset all sizing attributes back to original
- Fit To Window - see above
- Fit To Picture - see above

You can also increase/decrease the size of the MDI window by dragging it's borders.

Find File
<Find File>

fixed palette

<Fixed Palette>

Floating Toolbar

<Floating Tool Bar>

MDI

Multiple Document Interface. Allows you to have multiple pictures displayed at one time in Graphics Developer.

Print Setup

<Print Setup>

Save As
<Save As>

