



Graphics View/Print

Contents

Introduction:

Graphics View/Print (GRVP) is an application designed to help you view, print, capture, convert, and resize picture files. You can convert color images to gray scale images for laser printing. GRVP works with many different kinds of picture file types such as BMP, PCX, TIF, GIF, JPG, PIC, RAS, TGA, CUT and more.

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Installation

If you received one compressed file:

- 1) Unzip GRVP.ZIP or run GRVP.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:

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

The following files are installed in the same directory:

GRVP.EXE
GRVP.HLP
README.TXT
UNINSTAL.BAT

CMDIALOG.VBX
THREED.VBX
MSGBLAST.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

GRVP 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 View/Print double click on the icon in Program Manager created by GRVP SETUP.EXE or double click on GRVP.EXE in File Manager.

Graphics View/Print is used to view and print a wide range of picture file formats. You can bring up multiple images and convert, resize, rename, and print them.

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 (Write only).
- .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 View/Print

Registration Form:

Address:

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

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

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

Comments: _____

To register GRVP please send \$10 per copy (check or money order) along with a printed copy of this registration form to:

Mike Skibeness
3499 223rd Street SW
Brier, WA 98036

Foreign orders (except Canada) add \$2.00 to cover extra shipping charges.

Also available: Graphics Developer With Slide Show \$25
This is GRVP's big brother. It does everything GRVP does and more. It features: Graphics Gallery, Slide Show, Screen Saver, Graphic Filtering, More Class Conversion Types, More Graphic View Options, more, more, more. It also requires more system resources: 486, 8 Meg RAM. You can use this registration form to receive Graphics Developer With Slide Show or download it from CompuServe or America Online.

I can be contacted online through:

CompuServe ID 73042,3371
America Online ID Skibby
Internet 73042,3371@compuserve.com
Skibby@aol.com

Graphics View/Print General Information

Features

- Extensive file format support, including support for TIFF, JPEG, BMP, PCX, DCX, CUT, PICT, GIF, Targa, and Sun Rasterfile.
- Multiple MDI window images visible at one time.
- Image Printing
- Zoom and Resize
- Class Conversion: Greyscale, Palette, True Color.
- Compression methods
- File Manager Association

Information

1. You can assign picture extensions to File Manager so you can double click on a picture name and it will start Graphics View/Print. Make sure you specify GRVP.EXE when assigning the program name in File Manager.
2. You can use Alt keys to control screen menus, buttons, and files.
3. The MDI windows can be resized by dragging their window borders.
4. The MDI status bar lets you know of information pertaining to the display image. This includes: Name, Format, Class, and Size.
5. The upper toolbar will show Tooltips when you rest the mouse pointer over the button. This will remind you of the buttons purpose.
6. 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.
7. Click the right mouse button over the MDI windows for a pop-up menu.
8. Closing down MDI graphic windows that have been changed will prompt you to save the changes first.

Graphics View/Print Functions

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Graphics View/Print 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.
- Close - Closes the current MDI image. If there were changes, you will be asked if you want to save the file.
- 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.

[Save As](#)

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.

Graphics View/Print Editing

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

[Copy](#)

[Cut](#)

[Paste](#)

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.

Convert

Use to convert the current MDI image to another image class.

To convert the current MDI image, you click on the IMAGE CLASS CONVERSION Menu in Graphics View/Print.

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

Image Class Definitions

[Gray Scale](#)

[Palette](#)

[True Color](#)

Graphic Developer Image Classes

- Gray Scale - Convert image to 8-bit gray scale.
- MColor Palette - Convert image to Palette-class using the MColor method.
- True Color - Convert image to 24-bit True Color.

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.

Graphics View/Print Printing

Print Image - brings up print setup for the display image.

[Print Setup](#)

Print Setup

Used to setup printing of the display image in Graphics View/Print.

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

Picture Options

- 1 You can double click on the current MDI image to show the image full screen.
- 2 You can click on the right mouse button over any MDI window to get a pop-up menu.
- 3 You can resize the current MDI image by resizing the MDI window borders.

Drag Drop

You can populate Graphics View/Print with MDI windows by dragging one or several files from File Manager to the main Graphics View/Print Windows or it's minimized icon.

Screen Capture

Graphics View/Print 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 the Alt-Print Screen keys at the same time. This places the window image on the clipboard. Then in Graphics View/Print 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 format you choose and use FILE:PRINT IMAGE to print it or you can import it to your Word Processor.
2. To capture the entire Windows desktop by pressing the Print Screen key. Follow the procedures in #1 to import the clipboard image to Graphics View/Print.
3. To capture a portion of the display, follow the steps for (1) or (2) above. While in Graphics View/Print, click on the CLIP option on the floating toolbar and select the portion you wish to capture. Then click on the USE CLIP button and a new MDI window will display your capture.

Short Cut Keys

F5 Fit To Picture
F6 Fit To Screen

Ctrl-A Save As
Ctrl-C Copy
Ctrl-E Goto Graphics Editor
Ctrl-F Show Full Screen
Ctrl-K Show Short Cut Keys
Ctrl-N Next MDI Window
Ctrl-O Open
Ctrl-P Print Image
Ctrl-V Paste
Ctrl-X Cut

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](#)

[File Status Bar](#)

Main Toolbar

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



[More on Window Sizing](#)

Window Size

Window Size changes how the current MDI display image is displayed within Graphics View/Print. It does not permanently change the pictures height and width like Resize. It can be activated from the VIEW Menu or Main Toolbar.

Main Toolbar Sizing Icons:



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



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



View Full Screen - display the current MDI picture centered using the full screen on a black background.

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

File Status Bar

The File Status Bar is located at the very bottom of the Graphics developer window. It contains the current MDI image file name, format, class, and size.

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

Graphics View/Print Menu

Graphics View/Print 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.

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.

EXIT - Exits the Graphics View/Print 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.

VIEW

FIT TO SCREEN - The current MDI image will be enlarged to the size of the Graphics View/Print screen. The picture file is not permanently changed.

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

ZOOM - Allows you to increase or decrease the size of the current MDI image. 100% is normal size, 50% half size, 200% is double size, and so on. You can also resize the borders of the MDI window to change the size of the image. The picture file is not permanently changed.

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.

IMAGE

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

RESIZE - Brings up a resize dialog box where you can pick a popular graphics size or define your own. This will permanently change the current MDI image, not your picture file. You must save the changes to store the resized image.

EDITOR

SETUP GRAPHICS EDITOR - Allows you to enter the path and program name of the graphics editor program you wish to use with Graphics View/Print. The default will be to use Windows Paint Brush in C:\WINDOWS\IPBRUSH.EXE.

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 GRVP short cut keys.

ABOUT Graphics View/Print - This will take you to the Graphics View/Print About dialog box.

Main Toolbar: FIT TO PICTURE

Show current MDI image at original picture size.

Main Toolbar: FIT TO SCREEN

Show current MDI image at Graphics View/Print screen size.

Main Toolbar: FULL SCREEN

Show current MDI image in Full Screen 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 View/Print 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: PRINT

Print the image shown in the current MDI Image window.

Main Toolbar: SAVE AS

Brings up the save as dialog box.

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>

