

Brief Instructions for ImageKnife / Delphi Demo Version 1.0

Welcome to Belmont Image Technician+. We hope you will be impressed with this first Demonstration Version. For Developers and Users please note the Registration options. Users who Register this version with Belmont Imaging for a small Fee will receive a Free Upgrade to the Full Pro+ Version.

Source Code is available as an Extra Cost Option for the Full Version. We hope the Source Code will be useful to New Developers and will help the user get the most out of Media Architects Custom Tools and the Delphi environment. We hope that the Source code is not Only useful to the Delphi Developer but for the Visual Basic User, as the Pascal code used, is similar in Structure and Syntax to the Visual Basic Language. The Source code is fully commented and should help the user Develop there Own Software, giving the User Ideas and Tips as to options available with the Knife Control and Delphi. We would urge all Users to Register this Demonstration Software with Belmont Imaging as it is through the Registration fee that further enhancements can be Made. Users can obtain the ImageKnife Control from Media Architects at the address in the USA. User do require a Copy of ImageKnife 2.0 to run the Source Code within the Delphi Design Environment. The Final version is Supplied to Registered Users on Disk and is written with Delphi. It is a Fully Compiled Stand-alone Exe. The EXE is full Native Windows Code requiring no runtime Libraries other than the Custom Control. This Version supersedes all Previous versions of 'Belmont Image Technician' which was available on Compuserve. Using Knife Version 2.0 and Delphi resulted in an Application that runs 150 to 300 Percent FASTER than the previous version written using Visual Basic and Knife 1.3.

Users require NO Additional software to Run the Full Version EXE supplied other than Windows Software - [Versions 3.1, 3.11, NT, Win95 - only part tested under Win95].

This Demonstration was written by Belmont Imaging Using Media Architects Custom Controls.

On first loading the Program the User is presented with the 'Main Screen' and a 'Tool Palette'. By default these appear central to the Screen area. It is assumed that the user is familiar with Standard Windows Controls. All Windows where applicable are Resized, Opened and Closed in the Conventional Manner.

At Present the Majority of functions are Called from the Tool Palette. The Main Menu is only partially activated. The Majority of Icons have 'FlyOver' help. If you place the Mouse Pointer over an Icon, a Brief description of the function is Displayed. Depending on the machine this can take up to 2 Seconds.

Main Screen Menu Items

The FILE menu

[Only Working Functions are Listed]

Load : The User is Presented with a standard Windows Dialogue Box. The User by means of the Mouse Navigates to the Desired File and Selects it with the Mouse. If the format is Valid the Image is Loaded and Displayed in a Child Window. This Child Window becomes the active Child Window. If you Load a Series of Images the Last Image Loaded will be the Active Child Window. To make any Given Child Active click on its image with the Mouse.

Drag Drop Support

Any Image file with a Valid Format may be Dragged and Dropped onto the Main Application Screen - if the file is valid it will be loaded. For example: Open File Manager alongside the Main Screen. Select a Valid Image File. Highlight the file within File Manager with the Mouse. Click the Right Button on the File, and whilst keeping the Button pressed Drag the file with the Mouse until the Mouse Pointer is over the Main Display. Release the button, the Image will be Loaded.

All function's normally act upon the 'Active Child Window'.

Note for 8 Bit Graphic Cards:

If your Machine has an 8 Bit Graphic card installed please note the following points. 8 Bit Images are mapped to their own Palette when the Image is first loaded. As each new Image is loaded its Palette becomes the Windows active Palette. This Results in Images that were loaded Prior to Loading the Last Image having their palettes mapped to the Last Image loaded palette. This can result in previously loaded Images being 'Palletised' - that is their palettes will be the best possible fit but not always correct. To force any given Image to the Correct palette, that is their own, click the Mouse on the Image you wish. This causes Windows to use that Images Palette. Remember 24 Bit Images will always be palletised on 8 Bit systems. Please remember that even if an Image is 'Palletised' it does not effect the accuracy of the function being carried out.

Also Note that any function that involves pasting to a selection area this includes the Clone function, Copy / Paste etc, if the Source and Destination Images have different Palettes then the Source Images Palette takes control - 8 Bit Images. This can result in some Bizarre effects. Future non-demonstration versions will allow Images to be Mapped to a common palette. 24 Bit Images on a 8 Bit System will always be palletised.

Note: The Clipboard Tab allows the 8 Bit user to Map the Active Child Display to another Image already Loaded. The Clone Function also allows the user to Map the Destination Image to the Source. See Below under Clipboard.

[24 Bit Images are Not effected as they have no Palette]

Save AS: This allows the Active Child Window to be saved to Disk. The User must first set the file type before setting the filename. Make sure the Filename has the required extension before saving.

Tool: This item allows the user to toggle the Tool palette on and off. It should be left visible for the Demonstration Version.

Clear Buffer: This clears the Red, Green and Blue Image buffers used in the Merge function described below. The Three Yellow Status Indicators on the Main Screen Lower Status Bar Indicate if an Image is held within the Buffer. The Yellow indicators change to Red Green or Blue if the Given colour Image has been Stored in the Buffer.

Exit: This closes the Program. The User is prompted to close each child Display. Data not saved is lost.

Quick Exit: This Sub - Menu Item allows the User to quickly shut-down the program - no prompts are given. It saves the User having to confirm the closure of every child form. Data not saved is lost.

The Utilities Menu

Shell Out: This Causes windows to shell out to a Command Prompt [Default].

Shell Set-up : This allows the user to enter the .EXE that is executed when the user selects Shell Out. Normally and By default this is set to Command.Com which runs the DOS shell. The User must set the correct Path, normally, Windows \ System. Any .EXE can be placed here.

The Set-up Menu

Preferences: This presents the User with a Number of Choices. All Options selected here apply only to Images that are loaded after the Preferences are set. Currently displayed Images are not effected. Refer to Your ImageKnife Manual for full details. By Default the preferences are set for a new installation. Any changes made here are stored in a .INI in your Windows directory. These are loaded when you first run the

program. Choose OK to accept the Changes and close the Preference screen.

The Windows Menu

This menu contains standard windows functions for arranging Icons etc.

The About Menu

Details regarding the Software and registration can be found here.

The Tool Palette

Always Click with the Pick Mouse Button to Select an Icon. Normally this will be the Left Hand Mouse Button. Clicking the Icons with the Right Button calls up the Border Menu.

At Present the Majority of Functions are Called from this Palette. The User Can Swap Between Pages by clicking along the 'Tabs' at the Bottom of the Palette. Functions are grouped together. The Palette is 'Always on Top' that is you can place it and it will always remain on top of the Main Form. If the User Right Clicks on the Tool Palette [not on an Icon] a popup menu appears which allows the user to remove the Border of the Tool Palette. The User cannot Drag the Palette without the Border being Visible.

Below Are a List of Functions Available from the Demo Version. Each Function is described as the Name of the Tab + Icon Position counting from the left. Remember a description of each Icon is given when the mouse pointer is moved and paused over a Icon. This is called Fly Over Help. Below are a List of Fly Over Messages for each Icon within the Selected Tab [Left to Right]

The 'IMAGE Tab': Click on the Image Tag to Display the following Options:

---- FlyOver Help Message ----

Load an Image: As above - Users Can select and Load an Image. A Memory Indicator at the Bottom of the Main Screen tells the User of Free Resources - do not exceed this or the system can hang resulting in loss of all Data.

Save An Image : As above - User can save any image to disk. To set a JPEG Value call up the Preference screen prior to saving the Image. [Users must have purchased the .JPG Option from Media Architects.]

Zoom In: User may Zoom in on the Active Child Image. Autosize Must have been set to False under the preference screen for this function to work prior to loading the Image. Normally the User simple re-sizes the Display by dragging the window with the Mouse - Autosize must be True in this case. If you require Scroll Bars to Pan around the Image when Autosize is false and the Zoom Buttons active, Check the Option box in the preference prior to loading an image.

Zoom Out: As Above

Dynamic Zoom: Clicking this Icon allows the User to get a Magnified Image of a selected area of the Active or Any Child Image. With a Valid Image loaded click the Dynamic Zoom Icon - A Zoom window is Displayed - Place this to the side of the Image you wish to Study. Place the Mouse Pointer over the Image. You will Notice that the Cursor has changed to a 'Dynamic Zoom' Cursor. With the pointer over an Image press and Hold the Right Mouse Button. Move the Mouse Slowly Whilst holding the Button. An enlarged view is Displayed in the Zoom Window. Depending on the Machine even Fast Mouse Movements will be kept up with. The area displayed in the Zoom window is set under the Preference Screen. To turn off the function re-click the Dynamic Zoom Icon or Close the Zoom Display Window. You must always turn off the function before you call another.

Set up Dynamic Zoom: This Icon calls the preference screen to set various options.

The Tune Tab

Adjust R,G,B Tints: This Item calls up a Dialogue box allowing the User to alter the Tint of an Image. It is intended for 24 Bit Images only and will only work with same - Convert if required.

The Tint Image Dialogue Box:

The Current Active Image if there is one is automatically loaded. The two **Icons** to the Lower right 'Get and Send' Images to and from the Main Screen. The 3 Sliders, control the 'RGB' Channels of the 24 Bit Image. As you move the Sliders the Captions Below the Sliders are updated. It is the Value you select that is 'added' to Each Channel. The Value is added to every Pixel regardless if the pixel contained any of the colour you are adding in the first place. For example if all the Pixels had a RGB value of (0,0,0) in the Image the Image would be Black. If you move all the Scroll bars to give values of 255,255,255 the Image would be turned pure white. Positive Values add To the Colour Negative Subtract Values.

If you select the real-time update check box, every click on the scroll bar results in the Image being updated. This is intended for high spec 486 and Pentium based Machines. For slower machines this check box should be left un-Checked. If this is the case the user must update the Image by clicking the Icon 'Preview' below the Scroll bars.

The RGB Tint function is Always working on the 'Active Child Display'. The Image Contained in the 'Tint Screen' is giving a 'Preview only'. Transfer the Preview Image to the Main Active Image with the 'Transfer to Main' Icon lower right of Tint Display.

If You Place the Mouse Over the Tint Form - Not on the Image or Icons - and right click the mouse an option is given which allows the user to place the Tint form behind the Main form. This allows the user to leave the form Displayed whilst working on the Main Screen. Remember - Any Time you move the RGB Sliders the 'Active Child Image' is Loaded and Used not the Tint preview image.

Tune Image: This Calls up the Tune Image Display. The general rules of the Tint Display apply. Again Images must be 24 Bit.

The Tune Image Dialogue Box:

The 'Active Child Image' is automatically loaded on loading this Tune Dialogue Box. You can Transfer Image to and from as per the Tint Screen. Unlike the Tint Display the Values applied are only applied to Pixels that already contain a Value of the Colour you are adding.

For Example if the Image's Pixels are all Black then adding Red will not alter it - it will remain Black. On the other hand if the Image was all Red then you can Remove all the Red content by moving the Red slider to -255. 6 Slider bars allow you to alter the Channels in two ways. The left hand 3 are absolute values i.e. a Value reading off 1 adds 1 to the Pixel value. The scroll bars to the right adds up to 100% of the current Red Value. This is the preferred method as it alters the colour in very fine steps. Again you can have real time updates if you check the box or Manual updates. The Icon under the left 3 sliders update the left hand 'absolute values' the Icon under the right 3 sliders update the Percent Values. The functions work Independently of each other, but are again applied to the Main Active Child Image. If you want cumulative results apply a value - transfer the Image to the Main Screen and re-apply a new value etc.

Brightness and Contrast are real-time and are adjusted with the upper right hand scroll bars. Should you wish to apply Gamma to an Image. Select the value you wish to apply with the Gamma Scroll bar, Check the Gamma Check box and Click either Preview Button. Only Gamma correction is then applied. Remember to uncheck Gamma when you are finished.

Convert to 4/8 24 Icons: These Icons allow the user to convert Images to and from Bit Depths. Remember some functions must have 24 Bit Images.

The Effect Tab:

Sharpen / Soften / Edge Extract Icons: This allows the User to apply a degree of Sharpening or Softening. A Dialogue box is presented which allows the user to pick values between 1 and 10. Click the Value you wish to apply then click the 'Apply' Icon. The Last value is always remembered.

Rotate : Rotates the Image Depending on the value the user specifies when the Dialogue Box is presented.

The Compute Tab:

Calculate Histogram: A Histogram is calculated on the Active Child Display. If the Image is 8 Bit then the Histogram is based on palette locations. 24 Bit Images are split into RGB values. A number of functions area available from the Histogram Screen. These are beyond the scope of these Instructions. Right Click and hold on any of the Histograms icons will display a brief help. Among the many functions are, 3D Display, Rotate, Colours, Titles, Scales, Save to Disk etc.

Compute Red/Green/Blue: If the Active Child Image is 24 Bit then the Images respective Colour Channel is Calculated. Remember always give 'focus' to the Image you wish to calculate the Channel for. If you Calculate a Red Channel and immediately Calculate a Blue Channel then the result will be wrong as you in effect calculated the Blue Channel Based on the Red Channel. [Result is correct - Blank but has no significance]. Image Size is restricted to less than 1800 Pixels wide.

Palette Colours: If the User Selects this and the Active Image is 8 Bit then the Palette of that Image is Displayed. Clicking on any palette colour in future versions allow the user to remap values.

Resize Image: This allows the User to Re sample the dimensions of a Image. A Dialogue box gives the user a number of options. If Fixed Ratio is False then the user can Squeeze or Distort an Image in the X - Y directions.

RGB Merge: This Combines the Red, Green and Blue Channel Image Data to give a full Colour Image. Thus if a Black and White Image is taken through Red, Green and Blue filters and the resulting images combined a full colour image is Produced. To Place an Image in the Appropriate Buffer Prior to Merging do the Following. With a Child Display active place the Mouse Pointer over the Image. Click and Hold the Right Mouse button. A Popup Menu is Displayed. Whilst holding the Mouse Button down drag the pointer over the 'Assign to Red Buffer' or colour of your choice. The Image is copied to the Buffer. If you picked Red the Status bar at the bottom of the Main Screen will display a Red bar Instead of a Yellow Bar in the Buffer Status prompt area. Note all functions from this popup are applied to the Active Child Image. All Channels must be full and 24 Bit for the function to work. Remember to clear the buffers when you are finished to conserve system resources.

The Paint Tab:

Clone Tool: This Displays a Dialogue which allows the user to 'Clone' images.

The Clone Dialogue box: For the purposes of these instructions a simple example will be given. Future Versions will have a more sophisticated version. Load an Image [8 Bit or 24 Bit] to the Main Display. Click the Clone Tool Icon. Transfer the 'Active Child Image' to the Clone Unit. Middle Button on Lower Row of Clone Dialogue. The Image will Appear. Note: The Clone Source and Active Image in the Main Screen must have the Same Bit Depths. With Both the Clone Source and the Active Display on the Main form visible do the following. Note: All actions Occur on the Main Screens 'Active Image' not the Clone Screen - with the exceptions that areas can be set in the Clone Source Screen. Place the Mouse over the

Main Displays Active Image - [Any Child Image on the Main form can be Used]. The Cursor should be the 'Clone Cursor'. Press and hold the Right Button over the Image. As you move the mouse whilst holding the button the Identical area from the Clone Source Image is painted onto the Display you are moving the mouse over. If the two Images are the same you will see no change since the images are identical and the Source and Destination Image areas are identical. Try again with two different images - should be the same X - Y res. If on the Clone Screen you select Fixed Source area option then you must define the area you wish to use as the source- if you don't the selection area is set to the full Clone Source area - this could be very large and slow!. Use Icon Upper Row Right to enable the Select Function:- Place Mouse over Clone Source Image. Press right button, Drag to define area, release button to set. This area is then used to paint to the Destination. The Width and Height Icons Determine the Size of the Source and Destination areas when 1:1 is selected, and the size of the Destination area when Fixed source is picked. Full instructions come with the registered version including more sophisticated control.

Remember :- Source Image is Placed into Clone Source Buffer and you 'Clone' to an Image within the Main Program Screen. The function can be toggled on and off with the toggle icon on the Clone Dialogue Screen. See note on 8 Bit Cards [8 Bit Images should have the Same Palette]. Full Versions will allow Images to be mapped to one Palette.

Display 'Assignmode' should be set to 'Resize Composite' and Display 'Resize Mode' to Resample - Ratio floats, for the display you are cloning too, or else, the image will 'flood out-with' the clone area. Assign Mode / Resize Mode can be set from the preference screen or by Right Clicking the Active Image and selecting accordingly. Remember, the popup menu to set the Active Image Properties is only active with a Right Click when no function is selected. During Clone you Must Toggle Off the clone function to alter the Modes of the Child Display.

Note: Preference 'Default' option Selects the Correct Modes for Clone.

8 Bit Graphics Card / Image Users take Note:-

An additional function has been added for basic palette mapping for 8 Bit Users. The Icon on the Upper left row of the Clone Screen will Map the 'Active Child' to the 'Clone Source'. 8 Bit Users must use this function if the Images in the Source/Destination have Different Palettes. Simply Click this Icon once the Clone Source Image is Loaded and the Child you are cloning to is Active. Additional mapping functions can be found on the ClipBoard Tag. If you don't use this function bizarre palette shifts will occur.

The Selection Tab

Define Selection Area: This Allows the User to Define the Area in the Active Child Display for a Number of Functions. These included copy to a from Clipboard, Text Location etc. To define area: Click Icon. Move Mouse over Image. The Cursor will have changed to a select area function. Click at the upper Left Corner of the Area you wish. Drag the mouse to the Lower Right. Release; the Area is defined. Each Display can have a different location set. Note:- A selection Box is only Drawn when the user Defines the Box from the 'Top' of the Area to the 'Bottom' - either Left to Right Directions. If you define the Area from the 'Bottom' to the 'Top' the Area is 'Set' but No selection Box is Drawn.

The Text Tab

Set Up Text: This displays the 'Text' Set-up Dialogue Box. Use the Display font Icon to set Text Styles and Colours. The Current style is reflected in the Sample window. Enter the required text in the Enter Text Box. Select the Required options and Apply text to the Active Image with the Apply Text to Active Image Icon. Right Clicking on The Dialogue Background allows you to place the Dialogue Box behind the Main Display. The Text is applied to the 'Selection area' of the text Destination. Set Area Prior to applying text.

The Clipboard Tab

The Icons on this Tab allows the User to Paste either the Full Picture or Selection area of the 'Active Child Image' Area to the Clipboard or Paste from the Clipboard to the Full Picture or Selection area respectively. If the Image you are copying to a Selection Area is larger than the Selection Area, Display 'Assignmode' should be set to 'Resize Composite' and Display 'Resize Mode' to 'Resample - ratio floats', for the display you are copying to, or else, the image will 'flood out-with' the selection area. Assign Mode / Resize Mode can be set from the preference screen or by Right Clicking the Active Image and selecting accordingly.

Icons are provided to Select Areas and Clear Clipboard. Refer to Notes on 8 Bit Cards.

8 Bit Graphics Card / Image Users Take Note:-

If you are Copying to a Selection Area of an 8 Bit Image the Source 8 Bit Image Must have the same palette to avoid bizarre palette shifts. If the Source / Destination Images have different palettes then the sources palette is used. To avoid this problem users should map 8 Bit Images to a Common Palette. This Demo has a Basic Palette Mapping function to do this. The Right 3 Icons on the 'Clipboard Tab' allow the following. 'Load an Image to Act as a Master Palette' :- This lets the User Load a file from Disk to a 'invisible Background Buffer'. The Active Child [Or all Children by activating each in turn] can then Be Mapped to this Images Palette. The Active Child Image can also be transferred to this Buffer. This allows any Image to be mapped to any other Images palette. The 'Map Active Display' Icon Does the Mapping after you have allocated the Master Palette.

The Printer Tab

This Tab allows the User to Control the Print Location and Area of an Image. The Menu Headings from the Main Screen perform similar functions and are not mentioned elsewhere. This demonstration version does not allow the user to add text or any graphics to the printer page other than the picbuf Image. Registered user will have a fully implemented version. The Basics for Printing Images area as Follows:-

The Idea behind the Print method is for the User to Size the Image and Place the Image on a 'View' of the Printers Paper. It is a similar method to the 'What you see is what you get' format of common word processors.

The Printer Icons on the Printer Tab:-

Printer Setup Options:- This allows the User to Select a Printer from the list of installed Windows Printers. Paper Size , Orientation and various options depending on the Printer can be set here. YOU MUST SELECT the Printer and Paper Size prior to using the 'Preview Screen' Described below. The reason for this is that the Preview Screen uses the Windows.INI settings for calculating its Display area. Therefore Select the Printer Prior to Adjusting the Paper Layout or Make sure you reactivate the Printer Preview Screen so it can recalculate the Printer Paper size etc.

Printer Preview Window:- This allows the user to Size and Place the Image on the Printers Paper. Whenever this form is Activated or Loaded it check the system settings to obtain the current printers abilities. If you change the Printers Settings - see above - with the Preview Screen already displayed you Must Reactivate the Preview Image Display after you have closed the Printer Set Up Options. Reactivating it is simple - click on its menu bar - if the printer has changed you will see the Preview Display resize itself to reflect the Changes. At present for the Demo Version the White Area of the Display Represents the Paper Installed in the current active default printer. At present the Form is scaled so it does not appear Actual Size, however, its proportions are in Scale. If you have A4 selected in the Default Printer with Portrait paper orientation then the White Area represents the A4 Paper Area - the Readouts below the Paper area are the Size and Top/Left locations in MM on the Page of the Image Area. The Program allows for all paper sizes and takes into account the printers Dots per Inch Resolution.

The Shaded or Hatched area represents the IMAGE area as it would appear when printed - all sizes are in mm, however, depending on the Country or language installed it will still be correctly positioned as per the Caption Readouts in MM. [Note: If your printer has default margins built into the driver these are NOT

taken into consideration. The Paper area Displayed Assumes the Printer has no Margins and Can Print to the Edge of the Paper.].

To Move the Image over the Paper Simply move the Mouse over the Hatched area, Hold the LEFT Mouse button down and Drag the Area to where you wish it to appear on the Paper - Readout give you the Margins for the Images Top and Left borders in MM.

If you wish to Size the Image Area then again place the Mouse Over the Hatched area and hold the RIGHT mouse button down - you can then size the area in any direction. Note that the Image is Sized to be an exact Fit to the shaded area so you can distort or scale the image as desired.

If you wish to Size the Image and keep the Aspect Ratio between Height and Width correct Place the Mouse Pointer over the Hatched area and whilst HOLDING the SHIFT key hold the Right Mouse Button down and Move it Side to Side over the hatched area - this alters the Width and Scales the Height accordingly. Note that the Aspect Ratio is Calculated from the last Width / Size of the Selected area NOT the original Image Size.

To pass the CORRECT Image X/Y Ratio to the Preview display use the Right Hand Icon on the Printer Tab - 'Set Preview area to child area'. Therefore this allows the User to Pass the Actual X/Y res of the Image to be Printed to the Preview Screen and Using the Shift key the Image can be enlarged whilst keeping the correct Aspect Ratio.

When you pass the Images X/Y res to the Preview Display [see above] the Image Area is Draw to reflect the Size it would appear on your printer at the correct resolution. For Example assume your printer has a resolution of 400 Dots per Inch in both X/Y directions. If you load a 400 * 400 Image and pass this to the Preview Screen it will be drawn to an area of 1inch * 1 Inch or 25mm Square - ie 1:1 Mapping. This will give the best Quality, however, it will be very small on your A4 Paper - You may then Scale it by sizing the Area as Above - it would be normal to use the Shift/Right Button method to keep its Ratio Correct. Remember the Display is Drawn to Reflect the Paper Size and Printer Resolution and will always correctly place the Image on the Paper- remember readout is in MM.

Another Point to remember with this demo is that the Paper area is not Displayed 1:1 on your Monitor, although it is correctly scaled. Depending on you COMPUTER screens Pixel * Pixel Resolution the Paper are can appear 'Distorted', However, THIS DOES NOT EFFECT the accuracy of the Display - all Locations etc are still correct. Eg an A4 Paper size will look correct in the Portrait setting, altering it to Landscape it will Appear slightly to 'tall' because most computer Monitors have different X/Y Res ie 1024 X 768. THIS does NOT effect the accuracy of the Printed output/location.

Always remember to set the Printer first, then adjust the location, or if you do alter the Printer re-focus the Preview Display.

The Print Image with Options:- This allows the User to Select the Number of Copies And starts Printing. It lets the User see the Current Printer Settings. For more than one copy enter the required amount. Selecting OK starts the Print Job. If you go to the 'SetUp' page from this dialogue you can change the Settings of the Printer, however, these will not be Taken into Consideration with this Print job, as Selecting 'OK' goes straight to printing and you have therefore not reset the Preview Area. Even although it does not use the new settings this time round they are stored in the INI file and are applied the next time you use the Preview Screen.

The Quick Print Icon:- This allows the User to Print the Image with the Last Settings. It goes Straight to Printing without further prompts. All settings are remembered including Number of COPIES.

General Note:- Remember the Image Printed is Always the Current Active Child - Some print options will not display without a Child Active.

General Points

The Active Image has a popup menu which allows the user to control the behaviour of that specific Display - Right Click and hold on Image to Display it. You assign the Image to various functions with this popup. Many function behave in different manners depending on the Options set here. Remember that the Preference Screen control the behaviour of Images loaded after the options are set, the Popup menu forces the Current image to the requested settings. Re sample is required for Clone/ Paste to selection area to behave as expected - Use 'Default' option under Preferences Screen for correct Settings. In general try all functions.

Note: No function must be selected in order for the Popup to appear. e.g. if you are in the Middle of a Clone or Dynamic Zoom function you must turn that function off to get the Popup.

Please note that this software Demo is supplied AS-IS. Do not work without making backups of all information. Data can be lost if the System hangs. The above instructions are very simplistic and intended only as a rough guide to some of the functions. Registered uses can apply for a full manual and a final version of the Belmont Image Technician software. Please see Below and about box for Registration:-

This Demonstration was prepared with Media Architects 'ImageKnife Custom Control'. Please see About Box for Media Architects address. This Demonstration Version of the Software should be Registered with Belmont Imaging at the UK address below to receive your Upgrade to the full Version:-

Belmont Imaging
22 Easter Belmont Road
Edinburgh
EH12 6EX
Scotland
UK

Tel + 44 131 337 8797
Fax + 44 131 313 2002
Compuserve@ 100022,1047

For ordering the 'ImageKnife Custom Control':-

Media Architects
7320 SW Hunziker Road
Portland
OR 97223
USA

Tech 503 620 5372
Sales 503-639-2505
Fax 503 620 5451
Compuserve GO MEDARCH

[ImageKnife Control is Copyright Media Architects.]

Notes:-

This Demonstration is Supplied 'As-Is'. No Warranty is given in ANY format. Users use this version at their own risk. If the Demonstration Source code has been supplied then the user is free to use the Demonstration Source code as part of their OWN application. The user is free to pass this Demonstration

on to other Parties at no charge so long as NO changes have been made in ANY format to the DEMO and ALL README files are passed on. The User MUST NOT sell this Demonstration in any format. Users Must Comply with any Conditions Placed on the Distribution of Media Architects Controls and Software.

Users who Register the Program With Belmont Imaging at the above UK address will receive an upgrade to the full Version of the Belmont Image Technician Pro+ program.

Add on Source code options for use within Delphi are available at additional Cost. Orders to be made in writing to above UK address - see About Box and below for Registration fees. It is fully commented and should help the new user get the most out of Delphi and the Knife Control. It is also useful to the Visual Basic Programmer as the Pascal language and syntax used is similar. It will also help new users of Delphi learn some simple concepts and features of Delphi / Knife.

Please Note that the User will Require a Copy of the ImageKnife 2.0 Control from Media Architects and Borlands Delphi in order to run the Code at DESIGN Time - Source code for the Knife.VBX control is NOT supplied.

ImageKnife Control is Obtained from Media Architects at the Above USA Address.

Current Registration Costs with Belmont Imaging - Valid until December 1995. All Registration details given here refer to 'Belmont Image Technician +' software and refer to 'Belmont Imaging' at the given UK address.

[Users wishing to obtain 'ImageKnife' should contact 'Media Architects' at their address. Belmont Imaging hope they can offer a service to compliment Media Architects VBX controls. Media Architects will be happy to give details regarding there Range of Custom Controls on request.]

Registration Fees - Please Print Order.WRI Form

U.S.A

1 Full Copy of Belmont Image Technician + Software only \$50 + PP Airmail \$10.
[Users Receive Upgrade to Full Version of Belmont Image Technician Pro+. NO SOURCE CODE]

Add on Cost Options:-

A) Full Source Code for use with Delphi \$165 - Delphi .Pas Files Only.

B) Fully Bound User Manual \$35.

UK and Europe:-

1 Full Copy of Belmont Image Technician + Software only £30 + PP Surface/Air £5
[Users Receive Upgrade to Full Version of Belmont Image Technician Pro+. NO SOURCE CODE]

Add on Cost Options:-

A) Full Source Code for use with Delphi £100 - Delphi .Pas Files only.

B) Fully Bound Manual £20

Source Code / Manual are only available as an additional Cost to the Full software Version. They are not available on their own. Visual Basic Users can use the Pascal Code as a Guide to help Development. The Majority of Pascal code is very similar in structure to Visual Basic.

Payment By Cheque [U.S.A Personal cheques are accepted in Dollars] or International Money Order Made payable to 'Belmont Imaging' at time of Order. Orders must be made in writing to Belmont Imaging at the above UK address. - See Order.Wri File for Order Form.

[Cheques in European Currencies other than UK Pounds Sterling are accepted with a 10% Banking surcharge on the above UK Pound Values.]

CreditCards: MasterCard only. Please FAX, Compuserve or Call for Details.

Notes:

Payment can also be made by Direct Bank Transfer. - Please Fax or Leave a Compuserve Message with Belmont Imaging for Bank Details. This method means rapid Transfer and Users can receive the Software via Compuserve if required on receipt of the fee.

Please State Name, Full Address and Options Required.

Please Allow 28 Days for Delivery.

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