# WMF2BMP — The WMF/BMP Converter

## INTRODUCTION

The most universal clip art format for *Windows* is the BMP format. *WMF2BMP* does just one job...it converts WMF files to BMP files, one at a time, with full scaling capabilities. WMF files are vector-based files, made up of mathematical descriptions of all elements of the image. While this is a very useful format, not all programs can accept WMF files. All *Windows* programs, however, accept BMP files. Since many *Windows* programs come with WMF clip art libraries, the ability to convert those images to the standard BMP format is very handy.

## System Requirements

*WMF2BMP* requires *Windows* 3.1 and a computer capable of running *Windows*. *WMF2BMP* was written in *Microsoft Visual Basic* 2.0. For that reason, it requires that a copy of VBRUN200.DLL be in your main *Windows* directory. If you did not obtain this file with the program, you may obtain it as VBRUN200.ZIP on the *OsoSoft* BBS, at the number listed below, or from CompuServe, in the MSBASIC forum as VBRUN2.ZIP.

#### **License Information**

Although *WMF2BMP* is a free program, it is Copyright, 1992 by *OsoSoft* and George Campbell. You may use it as you wish, but may not alter it in any way. If you distribute this program on a BBS or in a catalog, you must include WMF2BMP.EXE and WMF2BMP.WRI without changes. You must also either include VBRUN200.DLL or make that library file freely available to your clients or users. You may not distribute this program in conjunction with any commercial program without express written permission from *OsoSoft*.

## Installation

To install *WMF2BMP*, copy the files, WMF2BMP.EXE and WMF2BMP.WRI into your *Windows* directory, or into another directory of your choice. You must also copy the *Visual Basic* runtime library file, VBRUN200.DLL into your main *Windows* directory. You need only one copy of this file to run all Visual Basic 2.0 programs, which is the reason that file may not be included in a compressed version of *WMF2BMP*.

After copying the files, start the *Windows* Program Manager. Click inside the program group where you want the *WMF2BMP* icon, then select <<File/New>> in the Program Manager. Select [OK]. In the dialog box, type WMF2BMP in the Description field, press <Tab>, then type the complete path and filename for WMF2BMP.EXE in the Command Line field. Press <Tab>, and enter the path to WMF2BMP.EXE in the Working Directory field. Select [OK] and the OK Font icon will appear. If it is not visible, scroll the program group window until you find it, then drag the icon to a new location.

## Running WMF2BMP

To start *WMF2BMP*, double click its icon. You'll see the *WMF2BMP* main window after a short delay. Using the program is simplicity itself:

Start by selecting the source file, that is, the file you want to convert, by clicking the [Load] button. Then, use the normal *Windows* drive and path selection boxes to locate the file you want to convert in the window that appears. When you click [OK} or double-click the filename, you'll return to the main window and the image will be on the screen. Notice that the current size of the image

displays below the scroll bar to the left.

Size measurements are in pixels. For your reference, on most laser printers, 300 pixels equals 1 inch. Since BMP files do not scale as well as WMF files, you should size your image to suit your application. Maximum image size is 1024 pixels in either direction. To resize the image, use the scroll bar. NOTE: The proportions of the image will not change, only the overall dimension.

**Note**: The *WMF2BMP* window may not display all of the image on the screen if you scale to a very large image. Disregard this, as the complete image will be saved properly. To see more of your enlarged image, maximize the *WMF2BMP* window.

When you're ready to do the conversions, just click the [Convert] button. *WMF2BMP* will change the file to a BMP image. You'll see the current image type just above the image. Your new image will be the same size as the WMF image.

To save the image, click the [Save] button. You'll be prompted for a filename, with the current filename and directory already proposed, but with the BMP extension. For most purposes, this is the best option. If you wish to change the name, simply type the name, complete with the path and choose [OK]. If you make an error in the filename, you'll be informed, and the file won't be saved.

Note: WMF2BMP automatically overwrites existing files with the same name.

If you decide to resize an image after converting it, just click the [Revert] button. The image will return to WMF format, in the original size.

To clear the current image, just click the [Clear] button.

To quit the program, click the [Exit] button or select the *File/Exit* menu command.

#### About

This menu offers information about *WMF2BMP* and has a command which will inform you about other *OsoSoft* products. If you enjoy this program, you'll want to try some of the other *OsoSoft* programs listed. To order, you can simply fill out the on-screen order blank and print it out.

## About OsoSoft

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If you like WMF2BMP and find it useful, you're sure to want to try other OsoSoft products. Please

download or order other programs.

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