

## **WinGIF Index**

The Index contains a list of all Help topics available for WinGIF. Index items are arranged either alphabetically within each major category or by menu order. You can use the scroll bar to see the entries that are not currently visible in the Help window.

For information on how to use Help, press F1 or choose Using Help from the Help menu.

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## How to View an Image

WinGIF can be used to view files in GIF, PCX, BMP, and RLE formats. To view an image file in any of these formats, choose the File Open command, highlight the image file name and select **Open**. WinGIF will then display the image.

Since many windows display drivers will only display a standard 16 colors some images will not look correct when you first open the file. It is recommended that you use the Quick Dither option with these displays for previewing these images. To get the best possible view of such images from your Windows driver, use WinGIF's ability to dither the image by using either the Edit VGA 16 Dither or the Edit Monochrome Dither commands.

## **GIF or PCX to BMP Conversion**

To create a BMP file suitable for use as Windows wallpaper from an existing image in GIF or PCX format, first load the GIF or PCX file using the File Open command.

After WinGIF finishes opening your file, you might notice that the colors don't look right, this is probably from trying to display many colors on a display that only uses 16 colors under windows. Use the Quick Dither option to get a better preview of the image. Resize the image to the desired size using one of the Resizing commands in the **Edit** menu. Several of the most common screen sizes have their own menu items, but if you want to specify an exact size, you may do so using the Edit ReSize command at the bottom of the edit menu.

The next step is to use the commands in the Edit Palette submenu to fine-tune the image colors and then choose the Edit Palette Accept Palette command to accept the colors.

Now you have the option of quality dithering your image to reduce the number or required display colors. You may choose one of two dithering commands in the edit menu: the Edit VGA 16 Dither command or the Edit Monochrome Dither command. If you have a color EGA/VGA display, choose the former; otherwise, choose the latter.

Finally, you are ready to save your image as a BMP file. Use the File Save command and choose BMP as the file type. Save the file in your windows directory if you want control panel to show your BMP file as one of the choices for wallpaper.

## How to Interrupt Processing in WinGIF

To interrupt WinGIF while it is processing during a **File Open** or a **dithering** command, you can either press the ESCAPE key or double-click on the system menu and answer no to the message that asks you if you want to quit WinGIF.

## Selecting a Region

You may select a portion of an image by positioning the mouse cursor on the top-left or bottom-right corner of the region desired and then pressing the left mouse button and dragging the mouse to the opposite corner. You can move the selection box by holding down the SHIFT or the right mouse button and then pressing the left mouse button and dragging the box. You can also directly select a region by entering its position directly into the Edit Clip dialog box.

Selecting a region is necessary before using the Edit Trim command and is optional before the Edit Clip and the Edit Copy commands.

## Viewing Multiple Files (Slide Show)

You may select more than one file name in the File Open Dialog Box. Images will then be displayed one after with a delay between images as specified in the Extended Options Dialog Box. To select more than one file hold down the **Ctrl** button and click the left mouse button to select the files. The Full Window display can be selected for a slide show by pressing **F2** during the pause between images.

## **File Menu**

The File menu includes commands that enable you to open and save files, and to print.

Open...

Save...

Reopen

Delete Current

Save Profile

Printer Setup...

Print

Exit

## **Edit Menu**

The edit menu in WinGIF provides commands for manipulating and editing the currently loaded graphic image. It also provides tools for copying and pasting to the clipboard

Resize X 2

Resize X 3

Resize to VGA

Resize to 800 X 600

Resize to 1024 X 768

Resize X 1/2

Resize X 1/3

VGA 16 Dither

Monochrome Dither

Mirror

Flip

Rotate

Palette

Paste

Copy

Trim

Clip...

ReSize...



## Options Menu

The options menu in WinGIF provides access to WinGIF options which affect may affect how other commands operate. All of the commands in the options menu except for **Full Screen** toggle on and off as you select them. When options are changed their new setting is saved in the wingif.ini initialization file.

Full Screen

Resize to Scale

Clean Background

Decode to Screen

Memory DIBs Only

Auto Minimize

Full page Print

Quick Dither

LTE Gray Display

Extended Options

## Keyboard Shortcuts

The following keys may be used within WinGIF:

F1	Help
Shift F1	Help Mode
F2	<u>Full Screen</u>
Shift F2	Show Image in <b>Full Window</b> (hide menu and title bar)
Alt F2	Show Image in <b>Full Window</b> and use the full palette
F3	<u>Clip</u>
F4	<u>ReSize</u>
F5	<u>Accept Palette</u>
F7	<u>Brightness -</u>
F8	<u>Brightness +</u>
F9	<u>Contrast -</u>
F10	<u>Contrast +</u>
SHIFT F7 thru SHIFT F10	Same as F7 thru F10 but in larger increments
Alt F9	<u>Gamma -</u>
Alt F10	<u>Gamma +</u>
ALT g	<u>Color Adjust Dialog</u>
Cursor Keys	Scroll the Image.

## Help

The help menu in WinGIF provides access to the Windows Help program and to an **About** box which gives information about the program and how to register your copy of WinGIF.

## **Glossary**

BMP

bpp

brightness

clipboard

contrast

dib

dither

gamma

GIF

palette

PCX

RLE

scale

## Opening Files

Choosing the **File Open** menu command brings up the open dialog box. Choose an image file, or files, encoded in BMP, RLE, GIF, or PCX format, then click the **OK** button to open the file. This command is affected by the following option menu options: Clean Background, Decode to Screen, Auto Minimize. Also see How to Interrupt Processing.

## **Saving Files**

Choosing the **File Save** menu command brings up the save dialog box. Choose an image file name and then click on the **Format** button to choose between the RLE 4, RLE 8, BMP, PCX or GIF format, then click the **OK** button to save the file.

When you have chosen a format, the other options in the save dialog box are enabled or disabled as appropriate for your format. The options labeled 1, 4, 8 and 24 bpp determine the number of colors available for you picture. The option **Interlace GIF**, available only if the GIF format, saves the image in interlace mode.

## Reopening a File

The **ReOpen** command will reload the current image from the original file. This could also be viewed as a gross level undo command.

## Deleting the Current File

The **Delete Current** command can be used to delete the file containing the currently viewed image.



## **Saving the Profile**

The **Save Profile** command is used to save the currently selected WinGIF options as the default for future use.

## **The File Printer Setup Command**

This command brings up the printer setup dialog box. This dialog box differs with each printer driver you may be running. Changes made with this command will affect only WinGIF and not other applications.

## Printing Files

Choosing the **File Print** command will begin printing the currently loaded image according to the options set with the File Printer Setup Command and the Options Full Page Print Command.

## Exiting WinGIF

Choosing the **File Exit** command or double-clicking on the System Menu will exit WinGIF. You will **not** be prompted for a confirmation unless WinGIF is currently processing a command.

## Resizing the Image

The following commands may be used to resize an image after it has been loaded:

<b>Edit Resize X 2</b>	Doubles the size of the image
<b>Edit Resize X 3</b>	Triplies the size of the image
<b>Edit Resize to VGA</b>	Resizes to the standard VGA resolution (640 X 400)
<b>Edit Resize to 800X600</b>	Resizes to the standard SVGA resolution 800X600
<b>Edit Resize to 1024X768</b>	Resizes to the standard SVGA resolution 1024X768
<b>Edit Resize X 1/2</b>	Resizes to 1/2 original size
<b>Edit Resize X 1/3</b>	Resizes to 1/3 original size
<u>Edit ReSize...</u>	Resizes to any specified resolution and contains options for performing <u>dithering</u> at the same time and for preserving the original image's <u>scale</u> .

## Dithering the Image

Two commands are available to dither an image after it has been loaded. These two commands are as follows:

**Edit VGA 16 Dither** Change the image to use a standard EGA/VGA 16 color palette.

**Edit Monochrome Dither** Change the image to use only black and white.

These commands are most affected by the controls in the Edit Palette Color Adjust Dialog Box. The Clean Background, Decode to creen, and Auto Minimize options also affect these commands.

These two dithering options are also available from the Edit ReSize... dialog.

## **Mirroring the Image**

The **Edit Mirror** command produces a mirror image (left-right swapped) of the currently loaded image. Choosing **Edit Mirror** a second time reverses the action.

## Flipping the Image

The **Edit Flip** command flips the currently loaded image so that the top and bottom portions are swapped. Choosing **Edit Flip** a second time reverses the action.



## Rotating the Image

The **Edit Rotate** command rotates the current image clockwise 90 degrees. Choosing **Edit Rotate** three more times reverses the action.

## Palette Manipulation

The **Edit Palette** menu item brings up the submenu below. These commands allow you to alter the current image's palette. The cumulative results of any of these commands except **Accept Palette** are reversible using the command **Restore Palette**

256 Grays

64 Grays

16 Grays

8 Grays

4 Grays

Contrast +

Contrast -

Brightness +

Brightness -

Gamma +

Gamma -

Accept Palette

Restore Palette

Color Adjust

## Pasting from the Clipboard

The **Edit Paste** Command loads any image in the Windows clipboard into WinGIF. The clipboard image must be encoded in Windows bitmap or DIB format.

## Copying to the Clipboard

The **Edit Copy** command copies the current image into the Windows clipboard. WinGIF exports the Windows bitmap and DIB formats to the Windows clipboard.

If you Select a Region before choosing **Edit Copy**, only the selected region will be copied to the clipboard.

## Trimming the Image

To trim an image, first Select the Region that you would like to keep and then choose the **Edit Trim** command. Trimming may also be done without a mouse from within the Edit Clip command.

## Clipping the Image

You may provide precise coordinates for trimming or clipboard copies by using the **Edit Clip** command. This command prompts you for an **X and Y Origin**. This origin is the top-left corner of the region to be kept. It also asks for the **X and Y Dimensions** which are the width and height, respectively, of the region.

Pressing **OK** returns you to the image and shows you where your region is. You may then choose **Edit Clip** again to modify your region or to press **Trim** which will trim your image using the region.

If you Select a Region with the mouse before choosing **Edit Clip**, the selected region will automatically be entered in the X and Y Origin and Dimension fields.

## The ReSize Dialog

The ReSize dialog is invoked using the **Edit ReSize...** command. This dialog lets you resize your image to any resolution, maintain the original scale, apply an new scaling factor, or perform dithering and resizing at the same time.

The **Width** and **Height** fields let you specify the size of the image exactly. If you have the **Resize to Scale** option checked then whenever you change the **Width** or **Height** and press TAB, the other dimension (Height or Width) is updated automatically to preserve the original image's scale.

Entering a number in the **Scale Factor** field and pressing TAB automatically changes the values in the **Width** and **Height** fields by the scale you enter (i.e. entering 2 in the Scale Factor field will double the width and height values).

The **No Dither**, **VGA Dither**, and **B/W Dither** options determine which, if any, dithering should be performed at the same time as the resizing. **VGA Dither** corresponds to the Edit VGA 16 Dither command and the **B/W Dither** corresponds to the Edit Monochrome Dither command. Stretching and dithering in one step will significantly reduce the memory requirements from those for stretching and dithering separately.

Pressing **OK** performs the resizing (and dithering, if selected).

## **Full Screen Option**

The **Options Full Screen** command shows your image on a full screen, using all available colors in the color palette. Normally windows reserves 20 colors from SVGA displays for system use. In this mode this feature of windows is disabled to give a full 256 colors. To return to the normal Windows display, press any key.



## Resize to Scale Option

The **Options Resize to Scale** command toggles the Resize to Scale option. This option affects the commands Resize to VGA, Resize to 800X600, and Resize to 1024X768.

When this option is turned on, the scale of the original image is preserved when the commands above are chosen. The resulting image is the largest scaled image which can fit inside the specified dimensions.

By their nature, the Resize X 2, Resize X 3, Resize X 1/2 and Resize X 1/3 always preserve scale whether this option is on or not.

## **Clean Background Option**

The **Options Clean Background** command toggles the Clean Background option. When this option is on, the screen will be erased before showing a new or modified image with the File Open, VGA 16 Dither, or Monochrome Dither command.

## **Decode to Screen Option**

The **Options Decode to Screen** command toggles the Decode to Screen option. When this option is on, the WinGIF window will show its progress during the File Open, Edit VGA 16 Dither, and Edit Monochrome Dither commands.

When this option is off, you will not see the results of the commands above until WinGIF is finished processing the entire image.

## **Memory DIBs Only Option**

The **Options Memory DIBs Only** command toggles the Memory DIBs Only option. This option should be turned on when available memory is getting low. Screen update times will be slower with this option on.

## **Auto Minimize Option**

The **Options Auto Minimize** command toggles the Auto Minimize option. When this option is on, WinGIF will automatically make itself into an icon at the bottom of the screen whenever opening a GIF file or dithering an image.

## **Full Page Print Option**

The **Options Full Page Print** command toggles the Full Page Print option. When this option is on, WinGIF will tell windows to size images while printing to fill the page as well as possible while still maintaining the original image's scale.

## **QuickDither Option**

**QuickDither** is a WinGIF option which allows previewing 256 color images on 16 color displays. It uses an 8 color ordered dither to approximate the bigger palette used in the image. Unlike the other dither commands this option affects only the display image and not the memory image itself.

## **LTE Gray Display Option**

The **Options LTE Gray Display** command toggles the LTE Gray Display option. When this option is on, WinGIF will choose colors that result in a grayscale display on a Compaq LTE 386/20.

This command can also be used with some success on other systems; the result being an abstract and sometimes pleasing posterization of your image.



## **Extended Options Dialog**

The Extended Options Dialog box is used primarily to control the slide show capabilities of WinGIF.

The **Label Attributes** check box can be used to turn off the dimension display which is added to the window title bar.

When **List Loop** is selected WinGIF will loop on image list (slide show) displays.

The **Auto Resize** option causes WinGIF to resize its window to fit each image if possible.

**Delay Seconds** is the number of seconds that WinGIF will wait between displaying images.

## Changing the Palette to Grayscale

Five commands under the **Edit Palette** submenu allow you to change your palette from color to grayscale. These commands are the **4, 8, 16, 64,** and **256 Grays** commands.

Note that a grayscale display is not the same as a monochrome display. If you have a monochrome display (one that can display only black or white) you should use the Monochrome Dither command.

## Changing the Image Contrast

You may use the **Contrast -** and **Contrast +** commands from the **Edit Palette** submenu to increase or decrease the contrast in your image.

## changing the Image Brightness

You may use the **Brightness -** and **Brightness +** commands from the **Edit Palette** submenu to increase or decrease the brightness of your image.

## Changing the Image Gamma

You may use the **Gamma -** and **Gamma +** commands from the **Edit Palette** submenu to add or remove Gamma adjustment from your image. The amount of adjustment applied is taken from the Screen Gamma value in the Color Adjust dialog box.

## The Edit Palette Accept-Palette Command

When you select this command, WinGIF first sorts the colors in the palette in order of descending use in the image, then frees any palette entries that are not used in the image. This can make the palette smaller and it can also eliminate problems with pictures that use all the colors that Windows can display. (Windows normally reserves 20 colors from a 256 color display. Sorting gives accurate color for the most used colors.) If you load an image with WinGIF on a 256 color display and notice some areas of the picture do not look correct then using this command may solve the problem.

It is a good idea to always choose this command right before saving an image since the palette associated with the image might be made smaller.

This command is **not** reversible with the Restore Palette command.

## **The Edit Palette Restore-Palette Command**

This command changes the image palette to either the original palette or the last one accepted with the Accept Palette command.

This allows you to make changes with the commands in the Edit Palette submenu and later be able to restore the original palette.

## The Color Adjust Dialog

This dialog has two sections; one for adjusting the image colors and the other to control the dithering functions.

Gamma can be adjusted by entering a gamma correction value into the Gamma Adjust Box. The Red Green and Blue buttons select the color plane that the gamma adjustment is applied to. The color selection also continues and applies to subsequent contrast and brightness adjustments.

The Screen Gamma value is used to select your display gamma value. This is used by the **Gamma+** and **Gamma-** commands as well as in the compensated dither option.

**Compensated dither** is an option which adjusts the function of the **VGA** and **Monochrome** dithers by taking display gamma into consideration. **Shadow dither** is available for compatibility with previous versions of WinGIF. It is normally not used at the same time as **Compensated dither** as it tries to accomplish a similar effect. **Special Palette** can also affect **VGA dithers** but it is provided primarily for use by the Windows VGA Dither option. **Alt. Palette** also changes the destination VGA Dither Palette. The **Windows VGA Dither** option uses a combination of gamma compensation and color correction specifically for superior dithering for VGA displays under windows. This is not recommended for other displays or for viewing outside of windows as the result is overly green.



## **BMP**

BMP is a native Microsoft Windows format. To use an image as wallpaper, you must use either this format or RLE.

## **BPP**

This acronym stands for **Bits Per Pixel**. The number of colors available to your image is determined by this number. If the image is stored with 1 bpp, then only 2 colors are available; 2 bpp yields 4 colors, 4 bpp yields 16 colors, 8 bpp yields 256 colors, 24 bpp yields over 16 million colors. However, the higher the bits per pixel, the more memory is required to store the image.

## **Brightness**

Changing the brightness of an image causes all of the colors in the palette to either increase in brightness or decrease in brightness by the same amount

## **Clipboard**

The windows clipboard allows cutting and pasting of images from WinGIF to other applications.

## **Contrast**

Changing the contrast of an image cause the light colors to be lighter and the dark colors to be darker so that the difference between the light and dark colors is greater

**DIB**

DIB (Device Independent Bitmap) is a graphics format used internally by some Microsoft Windows programs.

## **Dither**

Dithering an image reduces the number of colors that it uses. It does this by approximating colors using dithered patterns. For example, a block of 4 orange pixels might be approximated with a top row of Red-Yellow and a bottom row of Yellow-Red. In this way the orange part of the picture is approximated in a palette that is too small to hold the orange color, but already has red and yellow.

## **Gamma**

Gamma is a term which refers to the non-linear response of display devices. Different displays can have different gamma values so best viewing of an image may require adjusting the palette with gamma correction. A linear display such as the Macintosh has a gamma value of one whereas most PC displays have a gamma in the range of 2.2 to 2.6. To convert an image meant for a gamma of 1.0 for viewing on a Display of value 2.2 requires a correction of 2.2. Similarly to convert an image from 2.2 to view on a display with value 1.0 requires a correction of  $1/2.2$  or .4545.



## **GIF**

The GIF (Graphics Interchange Format) is defined by CompuServe, Inc. It is a compressed image format and is a popular format for on-line image storage.

**Palette**

An image's palette is the set of colors available for use in the image.

## **PCX**

The PCX image is a popular graphics file format defined by ZSoft, Inc.

**RLE**

The RLE (Run Length Encoded) format is really just a variation of the BMP format. It is used by Microsoft Windows programs. This format may be used as Windows wallpaper, but to do so, it must be saved with a .BMP extension.

**Scale**

Scale refers to the proportion of height to width. If the scale of an image of a circle is not preserved after resizing, the circle may end up looking like an ellipse.

## **Interlace Mode**

Interlace mode is a GIF file option which causes the image lines to be stored out of order starting every eighth line. It is especially useful for on-line storage of images because you can get an idea of what an image looks like early in the download process.