

# LView 3.1

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# Keyboard Accelerator Keys

LView uses keyboard accelerator keys to complement and speedup common operations. When a menu item can also be accessed via a keyboard accelerator, the corresponding key combination will be shown after the menu item text. The following is a list of all accelerator keys implemented on this version:

Window client area scrolling (also active while defining a region):

HOME: scrolls one page to the left

END: scrolls one page to the right

PGUP: scrolls one page up

PGDN: scrolls one page down

UP ARROW: scrolls one line up

DOWN ARROW: scrolls one line down

LEFT ARROW: scrolls one row to the left

RIGHT ARROW: scrolls one row to the right

Common functions, also available in menu items:

SHIFT+DEL: same as Edit/Cut

CTR+INS: same as Edit/Copy

SHIFT+INS: same as Edit/Paste

CTR+DEL: same as Edit/Delete

CTR+S: same as Options/Place window at:/Same

CTR+HOME: same as Options/Place window at:/Left&Top

CTR+END: same as Options/Place window at:/Left&Bottom

CTR+PGUP: same as Options/Place window at:/Right&Top

CTR+PGDN: same as Options/Place window at:/Right&Bottom

CTR+C: same as Options/Place window at:/Center

CTR+R: same as Edit/Resize

# File Menu

In the File Menu you will find commands to open/save/print an image file, possibly converting its format.

New

Open

Save

Save as

Delete

Print

Printer setup

Exit

# File/Open command

This command will open a dialog window to specify the file name and directory for the image to be loaded. Loading attributes comply with the current setup. See the [Options Menu](#) for information.

# File/New command

This command will allow you to create an empty image for edition. You will be asked for the new image dimensions, and LView will paint it with the current background color. You can construct an image from pasting pieces of other images from the clipboard and adding text to it.

# File/Save command

This command saves the displayed image using the original file name. Attributes comply with the current setup. See the [Options Menu](#) for information.

# File/Save as command

This command will open a dialog window to specify the new file name to which the image is to be saved. Image saving attributes comply with to the current setup. See the [Options Menu](#) for information.

# **File/Delete command**

This command will delete the last filename successfully opened or saved. You will be prompted for a confirmation, before deletion takes place.



# **File/Print command**

This command will print the image being displayed. Before printing, the user will be presented with a dialog for configuring printer options.

# File/Printer setup command

This command will open a dialog for configuring system dependent printer characteristics. These options will be used on the Print command .

# **File/Exit command**

This command will end LView. If an image is being loaded or saved when you select this command, LView will prompt you for a confirmation before exiting. If the image has been changed, LView will offer you to save it before exiting.

# Edit Menu

In the Edit Menu you will find commands to access the clipboard, change image size and position. All commands in this menu will operate restricted to the current selected area, if any.

Clipboard commands:

Cut  
Copy  
Paste  
Delete

Size, Position, Misc commands

Resize  
Redimension  
Crop  
Apply  
Undefine  
Add Text  
Flip Horizontal  
Flip Vertical  
Rotate Left  
Rotate Right

# Edit/Cut command

Transfers the current image to the clipboard, and erases it from LView's window. This command is useful when Windows is low in memory. If you want to copy the image to the clipboard and retain it in LView, use the Copy command.

If you select this option after defining a selection area on the image, LView will copy only this selected area area to the clipboard.

# Edit/Copy command

Copies the current image to the clipboard. This command does not erase the image from LView's window. If Windows is low in memory, try the Cut command.

If you select this option after defining a selection area on the image, LView will copy only the selected area to the clipboard.

# **Edit/Paste command**

Copies an image from the clipboard to LView's window. If LView is already an image, the clipboard image will be pasted to a detached selection area and placed in the upper left corner of the image, ready to be moved or applied. If the user defines a selection area prior to pasting, the clipboard image will be resized to fit that area, and pasted over it.

# **Edit/Delete command**

Deletes the image from LView's window. This is useful to free memory without exiting LView. If the user defines a selection area, only that area will be deleted.



# **Edit/Crop command**

Crops the image to the current selection area.

Cropping images is specially useful before converting GIF files to JPEG format. Always crop the border around the image, to improve both compression quality and ratio.

# **Edit/Flip Horizontal command**

Flips (mirrors) the image horizontally. If a selection area is defined, only that area will be flipped.

# **Edit/Flip Vertical command**

Flips (mirrors) the image vertically. If a selection area is defined, only that area will be flipped. area

# **Edit/Rotate Right command**

Rotates the image clockwise, transforming rows into columns and vice-versa. If a selection area is defined, only that area will be rotated.

# **Edit/Rotate Left command**

Rotates the image counter clockwise, transforming rows into columns and vice-versa. If a selection area is defined, only that area will be rotated.

# Edit/Resize dialog

Resizes the image to a new width and height.

You will set the new width and height in a dialog, where you can choose from a few predefined dimensions or define custom values for width and height. The "Fit to desktop" option will resize the image to the maximum dimensions the current graphics mode can exhibit without using scrollbars.

In the Resize dialog, keeping the "Preserve aspect ratio" box checked will make LView recalculate the specified width or height to preserve the image aspect ratio. The image's new width and height will not exceed the ones you choose. This will work for the predefined dimensions as well.

If a selection area is defined, resizing will act on it.

# Edit/Redimension dialog

Redimensions the image to a new width and height.

This command is similar to the Resize Command , except that the image is not "Resized" to the new dimensions, it's the image area that get's changed. The image will be cropped or extended to the new dimensions, without being resized.

If a selection area is defined, redimensioning will act on it.

# Edit/Apply command

Tiles the detached selection area to its current position. Useful when it's difficult or impossible to click the mouse outside the selection area.

See also [Selection Area Procedures](#) .



# Edit/Undefined command

Undefineds either a DEFINED or a DETACHED selection area. Usefull when it's difficult or impossible to click the mouse outside the selection area (for DEFINED areas), same effect as Edit/Delete for DETACHED areas.

See also [Selection Area Procedures](#) .

# Edit/Add Text command

This command opens a dialog window where you can define a string of text to be added to the editing image. Text is always added to a detached selection area, that can be moved, applied or deleted after the closing of this dialog. If no area is defined, this command will create a default selection area in the upper left corner of the editing image. In the dialog you can define many characteristics for the text to be added, such as color, background color, orientation, positioning, font, and if the background should be opaque or transparent. You can also move and resize the selected area while defining the text to be added, by clicking on the small arrows in the dialog's window. The arrows can compress, expand or move the selection area in the four directions (up, down, left and right).

# Options Menu

In the Options Menu you will find commands to configure several aspects of LView's behavior. Your execution options can be saved, restored or reset default values.

- 8-bit Bitmap
- Write 1&4 bit Bitmaps
- Auto-resize
- Show Scroll Bars
- Thick Area Frame
- Use system colors
- Fit on load
- Place window at
- Drop to
- JPEG Options
- Slideshow Options
- Printer Options
- Contact Sheet Options
- Memory Options
- Set Background Color
- Confirm JPEG GScale Save
- Confirm ALL Saves
- Popup When Iconized
- Load all Options
- Save all Options
- Default Options

# Options/Use system colors command

By default Windows reserves 20 colors from the 256 system palette entries for internal use. These colors are associated with menu items, captions, and other system display objects. Because of these reserved entries, called "static colors", when a program displays a 256 color image some of it's colors may be "remaped" to similar colors and not exhibited exactly as they are defined in the image logical palette.

A Windows application may reduce the number of static colors down to only 2 entries. The benefit is that the application will then be able to display it's images in a more accurate fashion. The drawback is that all other applications and system items will have their colors changed.

LView can optionally use static color entries, and does that in an ordered way. First, LView remaps to BLACK and WHITE the colors that previously used static entries (using the 2 remaining static entries). This way, they remain intelligible while system colors are changed. Then, LView only utilizes the static palette entries WHILE it is the active application. This means that whenever you select another window, or minimize LView, all colors will be remaped to their original values. When LView's window is made active again, the BLACK and WHITE mapping returns, and LView uses all possible colors for displaying the current image.

Using system palette entries is not always done in a proper way. When LView is activated, a verification is made to ensure that no other application has control over static color entries. If it is found that these entries were not released by other applications LView will avoid conflicts by NOT utilizing system static colors. A warning message will be displayed.

Using the scheme depicted above, two or more LView instances are able to run concurrently, even if they are all set to make use of static system colors.

The option "Use system colors:" will tell LView how to make use of static colors. It can be set to:

Never: Choosing this option will make LView preserve Windows system colors. In general this represents very little loss on image quality. (DEFAULT option setup).

While focused: Choosing this option will make LView use all possible palette colors ONLY while LView is the active application. When you switch from LView to another application, all static system colors will be restored.

This option does not affect the exhibition of images in true color mode (that is, when 8-bit Bitmap is NOT selected), even when the image is defined in terms of palette colors, like GIF files. Also, this option does not affect image edition or compression quality.

# Options/Fit on load command

LView can automatically fit loaded images to the desktop size. This is an operation equivalent to loading an image and then choosing the Edit/Resize resize command, and setting the image to "Fit the desktop" while preserving the aspect ratio. Except that this operation is automated, and works during ALL image loads, including SlideShow viewing, Batch compression, Batch printing and Clipboard pasting.

Fit on load can be set to one of the following:

**Never:** Choosing this option will make LView preserve the image size after loading it. In general, you should choose this option prior to batch compressing (DEFAULT setup).

**to Shrink:** Choosing this option will make LView resize images that would otherwise exceed the desktop maximum dimensions.

**to Enlarge:** Choosing this option will make LView resize images that would otherwise be smaller than the desktop maximum dimensions.

**Always:** Choosing this option will make LView resize ALL images after loading.

# Options/Place window at

LView can automatically position its window after loading images either from the disk or pasting from the clipboard.

Place window at can be set to one of the following:

**Same:** Choosing this option will make LView preserve the window position after loading images. This is the default option. It can also be set with the accelerator key CTR+S (DEFAULT setup).

**Left&Top:** Choosing this option will make LView reposition its window to the upper left corner of the desktop after loading operations. It can also be set with the accelerator key CTR+HOME.

**Left&Bottom:** Choosing this option will make LView reposition its window to the lower left corner of the desktop after loading operations. It can also be set with the accelerator key CTR+END.

**Right&Top:** Choosing this option will make LView reposition its window to the upper right corner of the desktop after loading operations. It can also be set with the accelerator key CTR+PGUP.

**Right&Bottom:** Choosing this option will make LView reposition its window to the lower right corner of the desktop after loading operations. It can also be set with the accelerator key CTR+PGDN.

**Center:** Choosing this option will make LView reposition its window to the center of the desktop after loading operations. It can also be set with the accelerator key CTR+C.

# Options/Memory Options command

This command will present a dialog for configuring memory usage. The user can choose to use only available main memory, or allow for temporary files creation, in a specified directory.

# Options/Printer Options command

This command will present a dialog for configuring the image output to the printer. The user can select the proportion for image width and height (the default, 100% for Width and Height, will print the image as it is seen in the display). Printouts can also be sized to fit the printer page, by checking the "Fit to Printer Page" checkbox.



# Options/8-bit Bitmap command

Regardless of their file format, images are translated into Windows Device Independent (DIB) format when loaded. LView can work with 8 and 24 DIBs. Set this option to make LView use an 8 bit DIB even when loading a 24 bit image. If your video card is limited to 256 colors, you can still view 24 bit images using 8 bit Bitmaps. When reading JPEG files (stored with 24-bit per pixel color information), LView will quantize the image according to the options you set in the JPEG Options dialog.

This option will be automatically selected if LView senses that your display can handle at most 8-bit pixel resolution (with palette references). If you then uncheck this option, LView will warn you that images will not be displayed correctly. Nevertheless, you should uncheck this option to perform format conversions, or image editions. This way, even if the image you see on the screen seems to have the "wrong" colors, image quality loss will be reduced in the process of saving edited/converted images.

The free version of WECJLIB.DLL included in LView's package does not support 24-bit image decoding. You will be asked for a confirmation if you uncheck "8-bit Bitmap" and has not set "Assume ECJ pro version" in Options/Jpeg Options .

# Options/Show Scroll Bars command

Turning this option ON will make LView exhibit scrollbars whenever the image is larger than the IViews's client area.

Turning this option OFF will prevent LView from exhibiting scrollbars whenever the image is larger than the IViews's client area. Scrolling will still be possible by clicking the left mouse button and dragging it out of the client area.

The default setup for this option is CHECKED.

# Options/Auto-resize command

Turning this option ON will make LView try to resize it's window to the size of the image being displayed. If the image doesn't fit the maximum window size of your desktop, scrollbars may be added to LView's window. See [Show Scroll Bars](#) command for more details.

Turning this option OFF will prevent LView from changing its window size.

The default setup for this option is CHECKED.

# Options/Drop to command

LView can automatically load a group of files, either to show them as a slideshow, to compress them in batch to JPEG format, to build a contact sheet image, or for printer output. Use Window's File Manager to select the files you wish to view, compress, merge or print, and then drag them to LView's window. If you set this option to "Slideshow", LView will load the files and show them successively. If you set this option to "Compress", the files will be compressed using the current JPEG Options . Setting this option to "Contact Sheet" will make LView merge each image file to a single image, accordingly to the options set on the Contact Sheet Options command. Choosing "Print" will send each one to the printer. To interrupt batch compression, slideshow viewing, contact sheet making or batch printing, click the right mouse button anywhere in LView's client area, or select the Menu Bar option.

# Options/Slideshow Options dialog

In this dialog you can customize LView's Slideshow behavior. Pictures can be switched "automatic"ally (timed), or "manual"ly.

If you choose "automatic", LView will start to load the next Slide after the specified delay time.

If you choose "manual", LView will wait until you click the left mouse button anywhere inside LView's client area to begin loading the next Slide

If you check the "Cycle Slideshow" checkbox, LView will reload the first Slide after you view the last one, and restart the slideshow.

To interrupt the slideshow, click the right mouse button anywhere inside LView's client area. You will be prompted to confirm that you want to stop the slideshow.

# Options/Load all Options command

Clicking on this menu item will make LView reload all options from disk. Use this command if you set options for a particular image, and want to reset your configuration without having to reset each altered option individually.

# Options/Save all Options command

Most of the options set by menus and/or dialogs can be altered and the new setup can be saved. Use this menu item to save your customized LView setup.

# Options/Default Options command

This menu item will restore LView's "factory defaults".



# Options/Write 1&4 bit Bitmaps command

LView can process images of less than 16 colors. If you turn this option on, When you save a file to either Windows Bitmap or OS/2 Bitmap format, LView will, whenever possible, create 1 or 4 bit Bitmap files. If you turn this option off, only 8 or 24 bit Bitmap files will be written. The default setup for this option is CHECKED.

# Options/JPEG Options dialog

In this dialog you will customize JPEG decompression (for loading images) and compression (for saving images and batch compression) parameters.

## Decompression setup

If you enable the 8-bit Bitmap menu item, JPEG images will be quantized for display. You should not enable this option for batch compressions. You can set the number of quantizing passes to one or two. You can also turn Floyd-Steinberg dithering on/off for quantized images. For quantized images, the total number of colors in the generated palette is set with NColors. The best results, of course, will be obtained with 256 colors, but you can experiment with fewer colors. Furthermore, if you set NColors to 16 or less, and also set both 8-bit Bitmaps and Write 1&4 bit Bitmaps, saving the image to Windows or OS/2 DIB formats will produce DIBs with fewer bits per pixel, which, besides taking less disk space, can be used as icons. Checking the "Load GrayScale" checkbox will force JPEG images to be loaded without color information (only intensity).

"Load GrayScale" mode provides faster image file loading, if you are using the IJG code. This can be useful for image previewing.

"use ECJ DLL" when checked will make LView use the WECJLIB.DLL routines for FAST jpeg file loading. For more information about this DLL refer to WECJLIB.DLL FAST Decompression Jpeg Library. Unchecking this item will make LView use the IJG code for jpeg file loading.

"Assume ECJ pro version", when checked, tells LView that you are using the full version of WECJLIB.DLL which provides for 24-bit image decoding, and 2-pass quantizing/dithering in 8-bit mode. If you do not check this item, LView will confirm any setups that might not be supported by the free version of WECJLIB.DLL.

"Decompression Mode" can be set to "Normal" or "Preview", allowing for two distinct decompression setups. The recommended usage is to set high quality image decompression options when "Normal" is selected, and set faster options when "Preview" is selected. The options dependent to "Decompression Mode" are "use ECJ", "Load Grayscale" and "8-bit Quantization".

If you are running the full version of WECJLIB.DLL you can check "use ECJ" for both "Normal" and "Preview" modes. This is the faster option and does not compromise image quality. If you are running the free version of WECJLIB.DLL (which is distributed with LView), you should uncheck "use ECJ" for "Normal" mode.

The faster options are "1-pass" for "8-bit Quantization" and unchecking "Floyd-Steinberg Dithering". Conversely, to achieve a better quality image decompression, choose "2-pass" for "8-bit Quantization" and check "Floyd-Steinberg Dithering".

## Compression setup

JPEG compression is "lossy". This means that the image you compress will not exactly match the original image. The "Quality" setting allows you to compromise between file size and compression fidelity. Set larger/smaller values for "Quality" to get larger/smaller files, with better/worse fidelity compared to the original image. In LView, the minimum value allowed for "Quality" is 20, and the maximum 95. When compressing images that have been dithered, increasing the value for "Smooth Factor" will make LView try to reduce image noise. That way you will get a smaller and (generally) better image. "Smooth Factor" may vary from 0 to 100, and usually a value of 20 to 50 will work fine for dithered images. Keep "Smooth Factor" turned off (zeroed) when saving non-dithered images. When checked, the "Entropy Optimization" option will make LView optimize JPEG compression tables, and generate smaller files. It will also marginally slowdown compression. When checked, the

"Save GrayScale" option will compress the image in grayscale, regardless of its original color information. Turn this option on to save a grayscale image. **DON'T FORGET TO TURN IT OFF AFTERWARDS.** Sampling factors may be set to h2v2 (the default) or h2v1. Use h2v2 to obtain better compression ratios. h2v1 usually produces better image compression quality, at the expense of generating larger files.

The "Default Setup" button will restore the "factory defaults" for JPEG Options alone.

# Options/Set Background Color

This command will allow you to define a 24-bit color as the "background color". The background color is used to erase the background of a selection area that is detached with a LEFT button mouse click. This color is also used to paint the image background of a New image, or of a Redimensioned image.

When editing 8-bit color images, this color will be mapped to the closest palette entry of the image being edited. The Palette Entry command to see the palette colors for the image, and fix one entry to approximate the background color.

# Options/Confirm Jpeg GScale Save

Checking this item will make LView prompt for confirmation whenever saving an image to JPEG format, with the "Save Grayscale" option checked. The default setup for this option is CHECKED.

# Options/Confirm ALL Saves

Checking this item will make LView prompt for confirmation whenever you issue the Save command. The default setup for this option is UNCHECKED.

# Options/Contact Sheet Options

This item will open a dialog window to set the options: text font, text color, text background, image background and image dimensions. These options will be used when building contact sheet images.

# Options/Thick Area Frame

Checking this item will make LView exhibit a thicker boundary frame for selection areas. Thicker boundaries can make it easier to perform operations like moving and resizing selection areas. You can check and uncheck this item at anytime, and the selection area boundary will reflect the change. The default setup for this option is UNCHECKED.



# Options/Popup When Iconized

Checking this option will make LView restore it's window whenever an it loads an image file, even when Iconized. Unchecking will make LView stay as an Icon after loading images.

# Image file formats

In this version LView can load and save images in:

JPEG JFIF format: 24 bit image format.

GIF 87a/89a: up to 8 bit image format.

Truevision TARGA: up to 24 bit image format.

Windows or OS/2 DIB format: 1, 4, 8, or 24 bit image format.

Notes:

RLE compressed DIBs are not supported.

In future versions of this product, new file formats may be supported. Also, faster algorithms for loading/saving currently supported formats may be developed.

# More about LView ...

I was amazed the first time I saw a JPEG compressed image file. Shortly after that, I decided to do some programming and research on the subject. Well, LView 1.0 was the result of that effort. Subsequent LView versions are based on the feedback I receive from users of previous LView versions.

This editor/viewer was primarily made for my own usage and enjoyment. A goal that was fully achieved. As many people have directly and indirectly contributed to the making of this software, including the Jpeg Independent Group with its excellent work, I decided to make it available to whoever wants to use it.

In future versions of LView, more sophisticated image processing functions will be added. Some fully automated, others highly interactive. LView will become more and more a tool for experimenting and testing image processing techniques. If you have suggestions or bug reports, please send them to me. Your opinion is important !

My name is Leonardo Loureiro, and I can be reached at: [mmedia@world.std.com](mailto:mmedia@world.std.com), please mention LView in the subject line of all email messages you send.

Enjoy !

# Disclaimer

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# Acknowledgements

LView is based in part on the work of the Independent JPEG Group.

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# Retouch Menu

In the Retouch Menu you will find commands to edit the image in terms of different graphical image representations.

GrayScale

Negative

HSV Adjust

YCbCr Adjust

Color Balance

Contrast Enhance

Gamma Correction

Interactive RGB

Palette Entry

Smooth Filter

# Retouch/HSV Adjust command

This command will open a dialog window with scrollbars to edit HSV values for the image displayed. Moving the scrollbars will change each attribute. Lower/Upper values will Decrease/Increase the global amount of (H)ue, (S)aturation and (V)alue for the image.

During a display/edit session of an 8-bit image, moving the scrollbars will automatically alter the image. For 24-bit images, you will have to set a new value for each component, and then click on the "EXEC" button for the changes to take effect. As HSV editing is slower (but still feasible) for 24-bit images, making all the desired changes in one pass will cut down editing time.

All changes are performed on the original image. If you are satisfied with an HSV setting, click on the "UPDT" button, and the original image are updated to the current editing setting. If after further editing you click on the "CANCEL" button, you will exit the dialog, and the image will be reset to the last update saved. Click on "OK" to update the image to the current setting and exit the dialog.

Prop Sat and Prop Val:

These are two check boxes in the HSV dialog. When checked, they will make LView alter Saturation and Value attributes "proportionally". In short, this means that when you increase Saturation or Value attributes for the image, pixels low on the edited attribute will be more increased than pixels high on it. Conversely, when you decrease the attribute value for the image, pixels high on the attribute will be more decreased than pictures low on it. If you uncheck these boxes, Saturation/Value offsets apply equally to all pixels. Checking is useful, for instance, to brighten up the darker pixels of an image without making it's brighter pixels too bright. Note that extremely dark pixels may not brighten up consistently.

# Retouch/Contrast Enhance command

This command will open a dialog for the image. Increasing/Decreasing the Contrast value will increase/decrease the image's Contrast.



# Retouch/Color Balance command

This command will open a dialog window to edit the Red, Green and Blue attributes of the image. Increasing/Decreasing any of these attributes will increase/decrease the corresponding value for each pixel on the image. If you are viewing a 24-bit image, set new offset values for Red, Green and Blue and then press the "Exec" button to execute your choices. On a 256 color display, editions will be executed as soon as defined.

# Retouch/Gamma Correction

This command will open a dialog window to edit the gamma (brightness) value for the Red, Green and Blue attributes of the image. Increasing/Decreasing any of these attributes will increase/decrease the corresponding gamma value for each pixel on the image. Selecting "Lock RGB" will make LView apply the same gamma to Red, Green and Blue components. Unchecking "Lock RGB" will allow for individual gamma settings for Red, Green and Blue. If you are viewing a 24-bit image, and "Lock RGB" is not selected, set new gamma values for Red, Green and Blue and then press the "Exec" button to execute your choices. On a 256 color display, or if "Lock RGB" is unchecked, editions will be executed as soon as defined.

# Retouch/Negative

This command will make a "photographic negative" from the image being displayed. The user will be asked to confirm the selection, before the image is changed.

# Retouch/GrayScale

This command will transform the image being displayed to Grayscale representation. The user will be asked to confirm the selection, before the image is changed.

# Retouch/YCbCr Adjust command

This command will open a dialog window with scrollbars to edit Y, Cb and Cr values for the image displayed. Moving the scrollbars will change each attribute. Lower/Upper values will Decrease/Increase the global amount of Y, Cb and CR pixel components.

During a display/edit session of an 8-bit image, moving the scrollbars will automatically alter the image. For 24-bit images, you will have to set a new value for each component, and then click on the "EXEC" button for the changes to take effect. As YCbCr editing is slower (but still feasible) for 24-bit images, making all the desired changes in one pass will cut down editing time.

All changes are performed on the original image. If you are satisfied with an YCbCr setting, click on the "UPDT" button, and the original image are updated to the current editing setting. If after further editing you click on the "CANCEL" button, you will exit the dialog, and the image will be reset to the last update saved. Click on "OK" to update the image to the current setting and exit the dialog.

# Retouch/Interactive RGB

This command will open a dialog window for interactive RGB editing. The user will define the mapping for Red, Green and Blue transformations, either by "drawing" a curve on the mapping display, or by defining a Function (see [Calculator](#) for details on building function expressions).

Checking "Lock RGB" makes LView utilize the same mapping for Red, Green and Blue. Unchecking allows for individual mappings. The buttons "R", "G" and "B" select for which component the map being edited will affect.

The "Order" option can be set to "No Order", "Increasing Order" or "Decreasing Order". Selecting "No Order" will allow for any mapping to be defined. Selecting "Increasing Order" will restrict mappings to monotonically increasing curves. Conversely, selecting "Decreasing Order" will restrict mappings to monotonically decreasing curves. When using a "Function" to define a mapping, LView will set "Order" to "No Order".

The "Function" button will prompt the user for an expression for  $f(x)$ , where  $x$  represents either the Red, Green or Blue component, whichever is being currently edited. If "Lock RGB" is set, the user supplied expression will be used for all components. When writing an expression, keep in mind that color components range in the closed interval  $[0..1]$ . The expression will be evaluated for discrete values in the range  $[0..1]$  for  $x$ , and the resulting  $f(x)$  will be truncated to  $[0..1]$ . When writing expressions for mappings, use the predefined variable "x" as the current component value.

Function examples: The function "x" (identity function) will map components to their current values, making no change on the image. The function " $x^2$ " (x squared) will stretch the contrast for the component to which it is applied. Try the function " $0.5-\cos(x*\pi)/2$ ", for a smooth contrast edition.

The "Exec" button makes LView perform the changes on the image being displayed, according to the defined mappings. The "Ok" button will end the dialog and perpetuate changes. The "Cancel" button will end the dialog and restore the image as it was before the dialog began.

# Calculator

LView has an internal "calculator" to evaluate user defined expressions. In this version, calculator usage is restricted to the [Interactive RGB](#) Command, but in future versions it's usage will be spread to other advanced image editing functions.

The calculator is a simple, yet powerfull expression interpreter. It works on C-like expressions and provides operators, built in "scientific functions" and the predefined constants: "e" (base for the Napierian logarithms) and "pi" (3.1415...).

Calculator functions (all trig functions work in radians):

logarithm of x on base b:  $\text{Log}(x, b)$

Napierian logarithm of x:  $\text{Ln}(x)$

Exponential of x ( $e^x$ ):  $\text{Exp}(x)$

Sine of x:  $\text{Sin}(x)$

Cosine of x:  $\text{Cos}(x)$

Tangent of x:  $\text{Tan}(x)$

Cotangent of x ( $1/\tan(x)$ ):  $\text{Cotg}(x)$

Secant of x ( $1/\cos(x)$ ):  $\text{Sec}(x)$

Cosecant of x ( $1/\sin(x)$ ):  $\text{Cosec}(x)$

Arc for which tangent == x:  $\text{Atan}(x)$

Arc for which sin == x:  $\text{Asin}(x)$

Arc for which cos == x:  $\text{Acos}(x)$

absolute (positive) value of x:  $\text{Abs}(x)$

Hyperbolic sine of x:  $\text{Sinh}(x)$

Hyperbolic cosine of x:  $\text{Cosh}(x)$

Hyperbolic tangent of x:  $\text{Tanh}(x)$

Calculator operators:

for add, subtract, multiply, divide, raise and module:  $+ - * / \wedge \%$

for grouping:  $( )$

the usual comparison operators:  $== != > >= < <=$

logical AND and OR:  $\&\& \|\|$

C-like ternary operator:  $?:$

Example expressions:

$x \wedge 0.8 + \text{sin}(x)$ , will return x raised to 0.8 plus the sine of x

$x < 0.5 ? x : 0.5 - \text{cos}(x * \text{pi}) / 2$ , will return x if  $x < 0.5$ , otherwise will return the result of  $0.5 - \text{cos}(x * \text{pi}) / 2$ .

$x == 0.5 \|\| (x < 0.25 \&\& x > 0.1) ? 1 : x$ , will return x, except for values of x in the range (0.1 .. 0.25) or x equal to 0.5. For these latter values, the returned value will be 1.

# Retouch/Palette Entry command

This command is only available for 8-bit images. It will exhibit a window with all palette entries for the image being edited. Choose an entry and close this window with the OK button. The 24-bit color editor will be called to allow you to change the color for the selected palette entry. Changes will be reflected on the image being edited. If you are satisfied with the editing results, click on OK, otherwise click on CANCEL, and the palette will be remain unchanged.



# Retouch/Smooth Filter command

This command is only available for 24-bit images. By averaging each pixel's color value with its close neighbors, it smooths edges and helps improve the aspect of heavily dithered images. It is a time-consuming command, and if repeatedly applied on an image will cause excessive blurriness.

# Selection Area Procedures

Selection areas are pieces of image that can be processed independently from the editing image. All commands in the Edit Menu will act only over the current selected area, if one is defined. A selection area has two modes: DEFINED and DETACHED. An area is DEFINED when it is visually represented by a RED and WHITE rectangular boundary, and is DETACHED when it is represented by a BLUE and WHITE rectangular boundary. DEFINED areas can be moved, redefined and redefined. DETACHED areas can be moved, applied (tiled) and undefined. Choose the items bellow for information on how to work with selection areas:

Create Area

Redefine Area

Detach Area

Move Detached Area

Apply Detached Area

# Create Area

You can define (create) a selection area by clicking and dragging the left or right mouse button anywhere on the editing image. While you drag the mouse, the area boundary will be displayed in red and white. The creation process ends when the mouse button is released. Areas with width or height less or equal to one are not allowed.

# Redefine Area

You can redefine a DEFINED selection area by clicking and dragging the left or right mouse button anywhere on the area's boundary. Clicking on one of it's sides will make the area be moved, and retain it's dimensions. Clicking on the box at one of it's vertexes will allow for resizing the area.

To define an entirely new area, click the mouse OUTSIDE the current area boundaries, and a new area will be created.

Selection areas can also be undefined by using the command Edit/Undefined .

# Detach Area

Once an area is DEFINED, it can be DETACHED. A DETACHED selection area may be moved around, and applied anywhere over the editing image. You can DETACH a DEFINED selection area by clicking either the LEFT or RIGHT mouse buttons INSIDE the area boundary. If you click the LEFT button, the selected area will be detached, and the image underneath it will be erased with the current background color. If you click the RIGHT button, the area will be detached, and the image will not be changed.

Once detached the selection area boundary will change from red and white to BLUE and WHITE.

# Move Detached Area

Once an area is DETACHED, clicking and dragging anywhere inside it's boundaries will make it move. Drag it anywhere over the editing image. By default the area boundary will not be displayed while the area is moved, but you can make it appear by pressing BOTH left and right mouse buttons, while dragging.

Once you release the mouse button(s), the detached area will stop moving at the place where it is left.

# Apply Detached Area

Once an area is DETACHED, it can be applied (tiled) to its current position over the editing image, by clicking either mouse button OUTSIDE the area boundaries.

Detached areas can also be applied by selecting the menu command Edit/Apply .

# WECJLIB.DLL FAST Decompression Jpeg Library

WECJLIB.DLL is a FAST Jpeg file decompression library. The free version of this software is included in LView's package. It only does 8-bit Bitmap decompressions, and performs a single quantization pass. Nevertheless, it is very fast, and you will want to use it at least for image previewing.

The registered version of WECJLIB can be purchased from:

**Express Compression Laboratories,  
PO Box 367, Caulfield East, Vic 3145, Australia  
Email: [ecl@werple.apana.org.au](mailto:ecl@werple.apana.org.au)**

As LView's author, I have no commercial relationship with the makers of WECJLIB. But I recommend registration to the complete version of the program, which includes 24-bit decoding, 2-pass quantizer and dithering. I had the opportunity to run this full version, and while the image quality is excellent, there is no sensible loss in decoding speed.

If you want to decode images with 2-pass quantization and dithering, or 24-bit images, but have not yet registered for WECJLIB's full version, you will need to uncheck the "use ECJ DLL" in [JPEG Options](#). LView will then use the Independent Jpeg Group's software for Jpeg decompression, which provides both 24-bit and 8-bit with 2-pass quantization and dithering image decompression.



# Commands Window Tool

The commands window tool is a separate window containing click-on bitmaps providing fast access to LView's most used features. Each bitmap, except the 2 last ones, will start a different function. The next to last bitmap will alternate the Commands Window Tool between the left and right sides of LView's main window. The last bitmap will reduce the Commands Window to a small button and place it on LView's main window caption bar. To restore the Commands Window Tool, just click on that button. Bellow is a list of the functions for this version, in the order they appear in the Commands Window Tool:

- File/Open
- File/Save
- Options/Thick Area Frame
- Options/Thick Area Frame
- Edit/Crop
- Edit/Resize
- Retouch/Contrast Enhance
- Retouch/Gamma Correction
- Retouch/Color Balance
- Retouch/HSV Adjust
- Options/Jpeg Options



