

ReColor On-Line Help

ReColor is a simple utility that allows you to change the color elements constituting a bitmapped graphic image in the Windows .BMP format.

[Overview](#)

[Open](#)

[Save](#)

[Save As](#)

[Exit](#)

[Undo](#)

[Paste](#)

[Copy](#)

[Modify Selected to Chosen](#)

[Choose Background Color](#)

[Multi-Color to Two-Color](#)

[Multi-Color to Two-Color - Inverted](#)

[Color to Black & White](#)

[Color to Black & White - Inverted](#)

[Registering your copy of ReColor](#)

If you find ReColor useful, please [register](#). If you have problems, please phone (800) 366-3311, or use CompuServe 71542, 2217.

Overview

Windows 3.x bitmap files - .BMP files - can have a number of formats. The most commonly encountered are two-color bitmaps (including black and white), and 16 color bitmaps. There are also 256 color bitmaps and bitmaps with 2 to the 24th colors.

The 2 color, 16 color, and 256 color bitmap formats have color tables. Changing an entry in the table and re-displaying the bitmap, changes any occurrence of that color in the graphic image to the new color. This is regardless of how many scattered and isolated instances of that color there are.

This technique is particularly effective in modifying the appearance of 2 and 16 color bitmaps, and this is what ReColor does. It works less well with a 256 color image because a change to the table may effect only a very small proportion of the pixels in the graphic image.

The replacement colors offered by ReColor are just the 20 standard colors supported by Windows 3.1. However when ReColor opens a 256 color bitmap it creates a palette corresponding to the colors in the bitmap color table.

Open

Open a bitmap (.BMP) file.

A standard file-open dialog box displays the .BMP files available to open. ReColor initially shows the bitmap files in the Windows directory. Subsequently it will show the bitmap files in the last directory you accessed.

If the contents of the bitmap file are valid, the bitmap is displayed. If it won't all fit in the window, the scroll bars can be used to bring the obscured parts into view.

Save

If ReColor is displaying a file name, then the current version of the bitmap is saved to that file. If the caption says "Recolor - Unnamed", a save-as dialog box pops up to allow you to choose a file name in which to store the current bitmap. If you don't specify an extension, .BMP will be used.

Save as

A save-as dialog box pops up to allow you to choose a file name in which to store the current bitmap. If you don't specify an extension, .BMP will be used.

Exit

Closes ReColor. If you have modified the bitmap you will be prompted to save the changes. The Close option of the System Menu has the same effect.

Undo

Reverses the last color change you made. Undo will not always be possible.

Paste

This option is available if the clipboard contains data in bitmap format.

If you have modified the current bitmap you will be prompted to save it. The current bitmap is then replaced with the contents of the clipboard.

The file currency is lost. The caption becomes "ReColor - Unnamed".

Copy

If you have loaded a bitmap from a file or from the clipboard, this option allows you to place a copy of the bitmap into the clipboard.

Modify Point to Chosen

ReColor allows you to choose a color element of the currently loaded bitmap by clicking on a point in the picture with the mouse. The selected color appears in the box marked **Point** in the colors panel at the left of the ReColor window. You can choose a target color by clicking one of the 20 standard Windows colors at the top of the colors panel. A check mark appears against the one which is **Chosen**.

The **Modify Point to Chosen** option changes all pixels in the bitmap which are the same color as **Point**, to the color **Chosen**.

Choose Background Color

ReColor allows you to convert a color bitmap to a two-color bitmap. Use this option to choose the color to be regarded as the background. When you have chosen this option, clicking on the bitmap **once** selects the background color. The background color is noted in the colors panel in the box labelled **Bkgnd**.

When you use the two-color options the bitmap will be modified so that the selected background color remains the same (**Bkgnd**). All other colors are converted to the **Chosen** color. In the inverted cases these two colors are reversed.

Multi-Color to Two-Color

ReColor allows you to convert a color bitmap to a two-color bitmap. The Choose Background Color option to choose the color to be regarded as the background. When you have chosen this option, clicking on the bitmap **once** selects the background color. The background color is noted in the colors panel in the box labelled **Bkgnd**.

When you use the two-color options the bitmap will be modified so that the selected background color remains the same (**Bkgnd**). All other colors are converted to the **Chosen** color.

Multi-Color to Two-Color - Inverted

ReColor allows you to convert a color bitmap to a two-color bitmap. The Choose Background Color option to choose the color to be regarded as the background. When you have chosen this option, clicking on the bitmap **once** selects the background color. The background color is noted in the colors panel in the box labelled **Bkgnd**.

When you use the two-color options the bitmap will be modified so that the selected background color remains the same (**Bkgnd**). All other colors are converted to the **Chosen** color. In the inverted cases these two colors are then reversed.

Color to Black & White

ReColor allows you to convert a color bitmap to a two-color bitmap. The Choose Background Color option to choose the color to be regarded as the background. When you have chosen this option, clicking on the bitmap **once** selects the background color. The background color is noted in the colors panel in the box labelled **Bkgnd**.

When you use the **Black & White** options the bitmap will be modified so that the selected background color becomes white. All other colors are converted to black.

Color to Black & White - Inverted

ReColor allows you to convert a color bitmap to a two-color bitmap. The Choose Background Color option to choose the color to be regarded as the background. When you have chosen this option, clicking on the bitmap **once** selects the background color. The background color is noted in the colors panel in the box labelled **Bkgnd**.

When you use the **Black & White** options the bitmap will be modified so that the selected background color becomes white. All other colors are converted to black. In the inverted case, the black and white areas are then reversed.

Choosing a Color Element

ReColor allows you to choose a color element of the currently loaded bitmap by clicking on a point in the picture with the mouse. The selected color appears in the box marked **Point** in the colors panel at the left of the ReColor window. You can choose a target color by clicking one of the 20 standard Windows colors at the top of the colors panel. A check mark appears against the one which is **Chosen**.

Registering your Copy of ReColor

The registration fee for ReColor is \$10.

Please send your registration fee, name and address, telephone number, and if applicable your Compuserve number to:

SoftCentre Inc
30 Petersburg Road
Hackettstown, NJ 07840

Alternatively you can FAX us a VISA/Mastercard confirmation with your signature, card number and expiration date, or phone (908) 850-3311 to pay using your VISA/Mastercard.