

Overview

257522_PixelRule.tiff ↗

While this handy covering is a rather useful utility in and of itself, it is also a lot, lot more. Looking under the application wrapper lies to soul of this program, the NXBitmapImageRepControl object.

^aSo what?^o you say. Well, this is the object that does all the actually work of loading, storing, and converting of the graphics formats that you're using. Well, it doesn't do it by itself, but rather as a suite of object, utilities, and converters. In the end, this program was mainly written to show of the powers of these objects, however, I didn't see this as an excuse to write a second rate application, and I personally had a need for some of the other abilities written into the program, so Graphics Workshop was born. If you'd like to know more about the programming aspects of my objects, check out the programming section.

As far at the application goes, it can do a lot for you. Basically, here's what it gives you.

First, since I know not everyone will use my application, it has the ability to cut and paste bitmaps. Thus, you could say load a gif and

then paste it into icon. When you're done, you could pick it back up, and save it back to a gif.

Secondly, it gives some basic ability to manipulate graphics. Currently, this falls mainly under conversion between raw bitmap data, *i.e.* 24 to 12 bits, etc... However, I hope to add a suite of utilities, as time permits, such as edge enhancement. I'd also like to add a gamma color correction capability. And lastly, some means of cropping images.

Basically, that's everything. Hopefully this can be as useful to you as I envisioned it could be.