Introduction

257522_PixelRule.tiff ¬

So you'd like what this object does and why you'd want to use it? Well, this will tell you how, but first a few brief words about the source. The main documention is in the header files at the moment (where about the only comments appear). They will tell you about what a method expects, however, this will tell you how they relate to each other. The final release will have much more comprehensive documentation.

cb.tiff ¬   **Overview**
For a quick introduction,
click here ;Overview.rtfd;;¬

cvb.tiff ¬   **Writing bitmap converters**
of your own. *Click here for*

details ;ConverterInterface.rtfd;;¬

tb.tiff ¬ **Using built in bitmap utilities.**
*Click here for
details ;ImageManipulationTools.rtfd
;;¬*

gwb.tiff ¬ **Steps to using the Controller
Object.** *Click here for
details ;PuttingThingsTogether.rtfd;;
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**Pointers for using the
Controller Object.** *Click here
for
details ;PointersToHelpYouOut.rtfd;;*

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Pointers for writing new Converter Objects. *Click here for details ;PointersOnWritingConverters.rtfd;;*¬