

SimpleImage

USER'S GUIDE

Welcome to SimpleImage

SimpleImage is a simple, all-purpose image-viewing application that lets you view all the most popular still-image formats and movie formats in a single, well-designed application. SimpleImage combines much of the functionality of other image viewers and movie viewers, plus it adds some unique abilities of its own, for example:

- Very fast display of images.
- The ability to view images with or without scroll bars.
- An intelligent “Reopen” menu, which gives you instant access to as many as the last 99 images and movies that you’ve opened in SimpleImage.
- Powerful memory-management features that let you open more windows without having to adjust the amount of memory you give SimpleImage.
- Sophisticated integration with the Finder, including commands that instantly locate an open file’s icon in the Finder, apply Finder labels, and move files you don’t want to the Trash.
- The ability to transform images and movies by rotating and flipping them.

Opening Files

There are four ways to open a file in SimpleImage:

1. **Double-click the icon in the Finder.** If the file “belongs” to SimpleImage (see below), this is the easiest way to open it. To find out how to make a file belong to SimpleImage, see *Changing Files’ Creators*.



How do you know if a file belongs to SimpleImage? Look at its icon. If it has a SimpleImage icon like one of those shown above, it’s a SimpleImage file.

2. **Drag the file onto an open SimpleImage window.** If you have an image or movie window already open in SimpleImage, you can open files by dragging their icons onto the open windows. If the file is in a format SimpleImage can open (see *File Types SimpleImage Can Open* for a complete list), the window will highlight as you drag the file over it.
3. **Choose ‘Open’ from the File menu in SimpleImage.** The standard Open File dialog box will appear. (If you’re using Mac OS 8.5, you’ll see a new, improved Open dialog box.)
4. **Choose the file from the ‘Reopen’ menu in SimpleImage.** If you’ve viewed the file recently in SimpleImage, its name should be listed in the ‘Reopen’ menu. To find out how to change the number of items that appear in the ‘Reopen’ menu, see *Changing Preferences*.

Duplicating Windows

When you try to open a file that’s already open in SimpleImage, SimpleImage will bring the file’s window to the front and expand it if it’s collapsed instead of opening the file in a new window. If you want to view multiple copies of a file, open the file and choose “Duplicate” from the Window menu. The duplicated window inherits all the characteristics of the original—its view, size, selection, and transformations.

When you close a window that’s been duplicated, SimpleImage doesn’t add the window to the Reopen menu until you close the last copy of the window.

Using the Reopen Menu

The Reopen menu gives you instant access to as many as the last 99 files you've opened in SimpleImage. Although the Reopen menu is pretty straightforward, some of its abilities may not be immediately obvious.

SimpleImage adds a file to the Reopen menu when you close its window in SimpleImage (or the last copy if you have multiple copies of the file open. See *Duplicating Windows*). When you open a file, SimpleImage checks to see if it's listed in the Reopen menu and, if it is, removes it.

The Reopen menu remembers the files listed in it even after you quit SimpleImage.

The Reopen menu maintains very robust links to the files it lists. SimpleImage will still find the file even if it's been moved or renamed. If the file is on a disk that has been removed, SimpleImage will tell you the name of the disk the file is on and prompt you to insert it. If the file has been deleted, SimpleImage will tell you it can't open the file and remove it from the Reopen menu.

If you wish to close a window without adding its name to the Reopen menu, hold down the Delete key while clicking in the window's go-away box.

If you wish to remove a file from the Reopen menu without reopening it, select the item while holding down the Delete key. Similarly, you can remove all the items in the Reopen menu by selecting "Reopen All" while holding down the Delete key. SimpleImage will ask you to confirm that you really want to remove all the items from the menu.

You can also make a fresh start and clear the contents of the Reopen menu by holding down the Delete key while SimpleImage is starting up.

You can specify the number of files to list in the Reopen menu in the Preferences dialog box. (See *Changing Preferences*.)

Changing Files' Creators

Every Macintosh document has an invisible code associated with it that tells the Finder which application to open when you double-click the document's icon. When SimpleImage opens a file it attaches its creator code and icon to the file, so the next time you want to open it you only have to double-click it and the Finder will automatically open it in SimpleImage.

If you don't want SimpleImage to change files' creator codes and icons, deselect the "Change image files" and "Change movie files" options in the Preferences dialog box.

Viewing And Transforming Images



The “resize window” pointer

Tip: You can also change the size of a window by choosing “Larger,” “Smaller,” or “Normal Size” from the View menu. (Or “Double,” “Halve,” or “Normal Size” if the frontmost window is a movie window.)

Tip: You can also scroll an image in scroll-bar view by holding down the space bar—the pointer will change to a grabber hand—and dragging. The arrow keys can also be used to scroll an image. Holding down the option key causes the arrow keys to scroll a screenful.



The “grab scroll” pointers



The “resize selection” pointer



The “move selection” pointer

To Snap Or Not to Snap

SimpleImage gives you a choice of two different ways to view an image: *snap-to-window* view or *scroll-bar* view.

When an image is in **snap-to-window** view, SimpleImage doesn’t display any scroll bars or resize box and shrinks the image, if necessary, to fit in the space available on the monitor. In snap-to-window view all the image is always visible, so there’s no need for scroll bars.

Although a window in snap-to-window view doesn’t have a resize box you can still change the size of the window by positioning the pointer in the lower right hand corner of the window—the pointer will change to a double-headed arrow when you’re in the right spot—and dragging the mouse. When you resize a window in snap-to-window view the image shrinks or grows to fit the new size of the window.

When SimpleImage displays an image in **scroll-bar** view, the image is always displayed at 100%—SimpleImage never shrinks or grows the image. Because the image is displayed at its full size not all of it may be visible, so SimpleImage displays scroll bars to allow you to move the image around within the window.

In scroll bar view the size of the image is independent of the size of the window. Resizing the window changes how much of the image you can see at once; it has no effect on the size of the image itself.

You can change the view of any image by choosing “Snap To Window” from the View menu. By default SimpleImage opens images in snap-to-window view, but you can change this by deselecting the “Snap To Window” option in the Preferences dialog box.

The “Snap To Window” command in the View menu can’t be deselected when the frontmost window is a movie window, because movies are always displayed in snap-to-window view.

Making Selections in Images

When the pointer is inside an image window it changes to crosshairs to let you know that you can drag the mouse to create a selection.

Once you’ve made a selection you can fine tune it by dragging the corners. Position the mouse in corner of the selection you want to resize—the pointer will change to a four-headed arrow when you’re in the right spot—and drag. You can also move the selection marquee around within the window by positioning the mouse inside the selection—the pointer will change to an arrow with a tiny selection marquee—and dragging.

To quickly select an entire image, choose “Select All” from the Edit menu. To quickly deselect the current selection, choose “Select None.”

When the frontmost window contains an image displayed in snap-to-window view and the image is too large to display at its full size, the command “Select Screen Area” is enabled in the Edit menu. “Select Screen Area” selects the largest area of an image that will fit on the screen if zoomed to 100%. By default, “Select Screen Area” centers the selection within the image, but you can easily move it or resize it.

When the frontmost window contains an image in scroll-bar view and the scroll bars are active, the command “Select Current View” is enabled in the Edit menu. “Select Current View” selects the entire area currently visible in the window.

Zooming And Cropping Images

Once you’ve made a selection, you can zoom or crop its contents by choosing “Zoom Selection” or “Crop Selection” from the Edit menu.

“Zoom Selection” opens the contents of the selection in a new window and resizes it to full size or as close as possible. “Crop Selection” resizes the selection’s window so that only the contents of the selection are visible. “Crop Selection” never changes the zoom level of the image.

A window that contains only a portion of an image, whether it was created by zooming or cropping, always contains the information necessary to restore the original image. Choose “Uncrop” from the Edit menu to restore the original dimensions of the image and create a new selection representing the portion of the image that was formerly cropped.

Copying Images

Once you’ve made a selection, you can also copy its contents, either by moving it to the Clipboard for use in other applications or by dragging it directly to another application.

To copy a selection to the Clipboard, choose “Copy” from the Edit menu. To drag the contents of a selection to another application, drag the selection while holding down the option key. The pointer will change to an arrow with a plus sign to let you know that you’re moving the contents of the selection and not just the selection marquee.



The “drag selection” pointer

Rotating And Reflecting Images (QuickTime 3 Only)

If you have QuickTime 3 installed you can transform images and movies by rotating and reflecting them.

To rotate an image or movie 90° clockwise, choose “Rotate 90° CW” from the Transform sub-menu in the View menu. To rotate 90° coun-

terclockwise, choose “Rotate 90° CCW.” To rotate 180°, choose “Rotate 180°.” You can also reflect (“flip”) the contents of a window, either horizontally (“Flip Horizontal”) or vertically (“Flip Vertical”).

No matter how many transformations you apply, you can always return an image or movie to its original state by choosing “Remove Transformations” from the Transform sub-menu in the View menu. The “Remove Transformations” item is disabled if no transformations have been applied or if the transformed window is identical to the untransformed window. (For example, a window that has been rotated 90° twice and flipped both horizontally and vertically is identical to the original window.)

When you transform a window that has a selection, SimpleImage also transforms the selection to ensure that precisely the same portion of the image remains selected. When you transform a scroll-bar view window in which only part of the image is visible, SimpleImage will adjust the size of the window and the position of its scroll bars to attempt to keep the same portion of the image visible. When you rotate a snap-to-window view image or movie, SimpleImage reduces the size of the window, if necessary, to ensure that the rotated window fits on the screen.

Although you can also rotate and reflect movies, please note that some movies do not play properly when rotated 90°.

If You Have More Than One Monitor

SimpleImage is designed to work intelligently with multiple monitors.

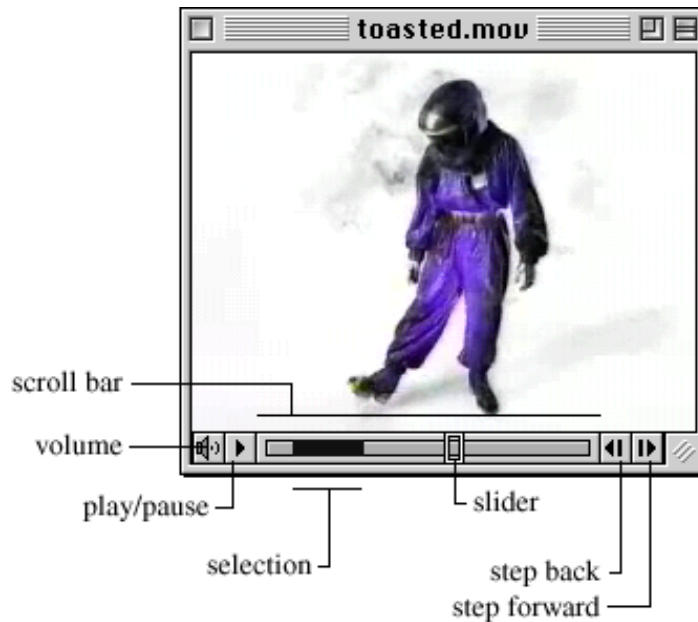
When you open a window, SimpleImage decides which monitor to open it on based on the settings in the Preferences dialog box. If “Open files on main screen” is selected, SimpleImage opens the image on the main monitor—that is, the monitor with the menu bar. If “Open files on deepest screen” is selected, SimpleImage opens the file on the monitor that’s currently set to display the largest number of colors (the largest “bit depth”). If the monitors have the same bit depth, SimpleImage uses the main monitor. If “Open files on the largest screen” is selected, SimpleImage opens the file on the monitor that has the largest viewable area.

When you open a file by dragging its icon onto a SimpleImage window, SimpleImage overrides the settings described in the previous paragraph and instead opens the window on the monitor that contains the window you dragged the file onto.

When you rotate or zoom a window that spans two or more monitors, or resize it using the commands in the View menu, SimpleImage calculates which monitor holds that greatest area of the window and moves the window so that it fits entirely on that monitor.

Viewing And Transforming Movies

The Standard Movie Controller



Playing Movies

To play a movie

Click the Play button, hit the space bar or Return key, double-click the movie, or choose "Play From Beginning" from the View menu.

To pause a movie

Click the Pause button, hit the space bar or Return key, or click the movie once.

To play or pause all open movies

Choose "Play All Movies" or "Pause All Movies" from the View menu.

To move to a specific time in a movie

Drag the slider or hit the left or right arrow keys.

To change a movie's volume

Click the volume icon and drag the slider that appears, or hit the up or down arrow keys.

To play a movie continuously

Choose "Loop" from the View menu. To loop the movie back and forth, choose "Loop Back And Forth." (Looping back and forth is also called palindrome looping, from the Greek word *palíndromos*, 'running back again.' The author of SimpleImage is proud of his six semesters of Greek.)

To change the playback rate

Choose “Faster” or “Slower” from the Playback Rate sub-menu of the View menu to make a movie play faster or slower. To return the movie to its original speed, choose “Normal Rate.”

Selecting And Copying Movies

You can also select and copy portions of movies, but the process is a little different from selecting and copying images.

To make a selection in a movie window the movie controller must be visible. Hold down the shift key and drag the slider to select the part of the movie you wish to copy. As you shift-drag the slider, the selected portion of the scroll bar will turn black. To undo the selection, click anywhere on the scroll bar.

Once you’ve made a selection, you can copy it to the Clipboard by choosing “Copy” from the Edit menu.

You can also tell SimpleImage to play only the selected part of a movie by choosing “Play Selection Only” from the View menu.

Hiding the Movie Controller

You can hide or show the movie controller by choosing “Hide Movie Controller” or “Show Movie Controller” from the View menu. Many of the movie controller’s functions are still available when the controller’s hidden: the movie can still be played or paused by hitting the space bar or Return key or clicking in the movie, the movie can be moved ahead or back a frame by hitting the left and right arrow keys, and the volume can be adjusted with the up and down arrow keys.



A movie badge

When the movie controller is hidden and the movie is not playing, an icon—the *badge*—appears in the lower left-hand side of the movie to remind you that the window is a movie window. You can make the controller reappear by clicking the badge. The badge does not appear while the movie is playing.

The Poster Frame

Every movie has a poster frame—a single frame that represents the contents of the movie. The poster frame is usually specified when the movie is created. To go to the poster frame, choose “Go To Poster Frame” from the View menu. If the creator of the movie has not explicitly specified a poster frame, “Go To Poster Frame” will simply go to the first frame of the movie.

Rotating And Reflecting Movies (QuickTime 3 Only)

Movies can be rotated and reflected just the same as images. (See *Rotating And Reflecting Images*.) Some movies, however, don’t play properly when rotated 90°, and sound-only movies can’t be transformed or resized.

Saving Files

In addition to opening and viewing files in SimpleImage, you can also save files in a variety of formats. (Note: If you don't have QuickTime 3 installed, you'll only be able to save files as QuickTime image files.)

To save an image, choose "Save" from the File menu. If you have QuickTime 3 installed, you'll see a dialog box giving you a choice of formats in which to save the image.

If an image or movie is transformed (i.e., rotated or reflected), the transformations become permanent when the image or movie is saved. In addition, the current zoom level of a movie becomes permanent when the movie is saved, but images are always saved at their original size.

If an image has been cropped, saving the image saves only the cropped portion, unless you save the image as a picture or QuickTime image file, in which case any cropping that has been applied to the image is ignored and the image is saved in its original dimensions.

Printing Images

You can print any image in SimpleImage by choosing "Print" from the File menu.

Images are printed with any cropping or transformations that have been applied to them, but the current zoom level of the image is ignored and SimpleImage always attempts to print the image at its full size, scaling it if necessary to fit the page.

By default, SimpleImage centers the image on the page. You can change this by deselecting "Center on page" in the Print dialog box.

You can have SimpleImage print the name of the image file below the image by selecting "Print name" in the Print dialog box.

If the image has a selection, you can have SimpleImage print only the selection by selecting "Print selection only" in the Print dialog box.

Manipulating Files



An image file icon in the Finder



The image displayed in SimpleImage

Introduction

To understand the features that SimpleImage provides for manipulating files in the Finder, it's important first to understand the difference between an image *file* and the image itself.

An image file contains the raw data that make up an image and is stored on your hard drive by the Finder, the application that keeps track of all your files and helps you organize them in folders. The Finder assigns all your files an icon, like the one on the right.

When you open a file in SimpleImage, SimpleImage displays the contents of the file in a window. When you transform the image by choosing commands in the View menu, you are only changing the way the image is displayed; you are not changing the image file itself.

SimpleImage, however, also includes features which allow you to manipulate the Finder file that an image window represents without switching to the Finder.

SimpleImage can

- Move a file to the Trash
- Move a file to another folder
- Change a file's label
- Switch to the Finder and instantly locate and display the file's icon

The following section describes how to use SimpleImage's Finder integration features.

Moving a File to the Trash

If you open a file in SimpleImage and decide you no longer want it you can move the file to the Trash directly from SimpleImage by choosing "Move To Trash" in the Special sub-menu of the File menu. This moves the file to the Trash and closes its window and any duplicates (see "Opening a new copy of a window") open in SimpleImage. This does not delete the file; to delete the file you must move the file to the Trash, switch to the Finder and choose "Empty Trash" from the Special menu.

If you change your mind you can return the file to its original location and reopen its window in SimpleImage by choosing "Undo Move To Trash" from the Edit menu.

Locating a file in the Finder

If you open a file in SimpleImage and then wish to locate the file's

Mac OS 8 Tip: You can also move a SimpleImage file to the Trash by holding down the Shift key and dragging the window's title bar to the Trash icon.

icon in the Finder, choose “Reveal In Finder” from the Special submenu of the File menu. SimpleImage will switch to the Finder, open the window that contains the file’s icon, if necessary, and select the icon.

“Close & Reveal” works the same as “Reveal In Finder,” except that it first closes the file’s window in SimpleImage.

If the file is on a disk that you have removed, SimpleImage will ask you to re-insert the disk and give you the choice of cancelling the command.

If the file has been deleted, SimpleImage will display an error message.

Tip: You can shift-drag any window in SimpleImage, not just the frontmost window.

Tip: The shift key only needs to be held down when you first start dragging.



The “drag proxy” pointer

Tip: If you have Mac OS 8’s Spring-Loaded Folders feature enabled, you can use it to drag a SimpleImage window to any folder on your hard drive. Just shift-drag a window over a folder or disk icon and pause till it springs open.

Moving a File to a New Location (Mac OS 8 only)

If you open a file in SimpleImage and then decide you want to move the file to a different folder in the Finder, you can move the file to its new location without leaving SimpleImage if the new location is visible on the screen.

When the shift key is held down, every window in SimpleImage acts as a *proxy* for the file the window represents. That is, you can drag the window just as if it were an icon in the Finder.

Hold down the shift key and drag the window’s title bar till the arrow pointer is pointing to the place in the Finder where you want the file to be moved. As you move the mouse SimpleImage will drag the file’s icon and name to let you know that you are dragging the file the window represents and not the window itself.

Dragging a proxy from SimpleImage works exactly like dragging a file in the Finder. Holding down the option key (in addition to the shift key) creates a copy of the file in the new location, and holding down both the option key and the command key creates an alias.

Applying Labels

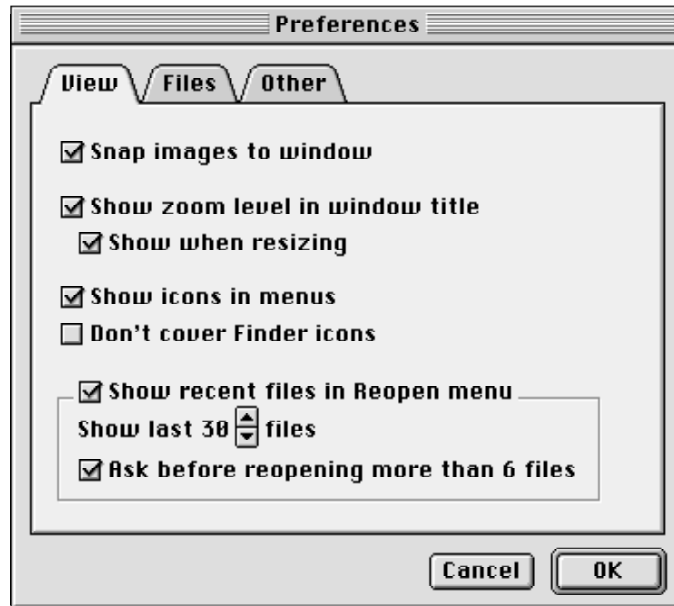
In addition to moving files around, you can also apply Finder labels to files from SimpleImage.

To apply a label to a file in SimpleImage, select the file’s window and choose the label you wish to apply to it in the “Finder Label” submenu in the File menu.

Changing a file’s Finder label has no effect on the window open in SimpleImage; it only changes the label applied to the file in the Finder.

Changing Preferences

Tab 1: View



Snap images to window Controls whether SimpleImage displays images in snap-to-window view or scroll-bar view when they're first opened. See *Viewing And Transforming Images*.

Show zoom level in window title Controls whether SimpleImage displays an image or movie's current level of magnification or reduction. Applies only to windows in snap-to-window view.

Show when resizing Controls whether SimpleImage displays the current zoom level dynamically as the window is resized.

Show icons in menus Controls whether SimpleImage displays icons next to file names in the Window and Reopen menu.

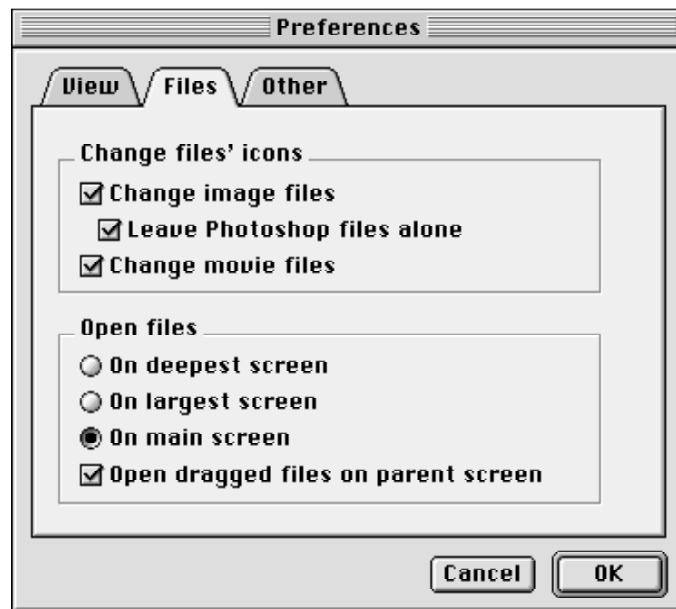
Don't cover Finder icons When this option is selected, SimpleImage will not allow windows to be zoomed to cover the area of the desktop on the right where the Finder's disk icons are typically located.

Show recent files in Reopen menu Controls whether SimpleImage adds files to the Reopen menu as you close them.

Show last x files Lets you specify the number of files to show, up to 99.

Ask before reopening more than 6 files Controls whether SimpleImage asks you to confirm before reopening more than 6 files at once.

Tab 2: Files



Change files' icons... By default, when you open a file in SimpleImage that was created by another application, SimpleImage automatically changes the file's *creator type* so that the next time you double-click the file it will open in SimpleImage rather than the application that created it. (Changing the file's creator type also causes its icon to change.) If you don't want SimpleImage to change any files' icons (i.e., their creator types), you can disable this feature by deselecting "Change image files" and "Change movie files." You can also specify separately whether SimpleImage changes Photoshop files. SimpleImage leaves them alone by default.

Open files... If you have more than one monitor you can control how SimpleImage decides which monitor to open files on by selecting one of the Open files... options.

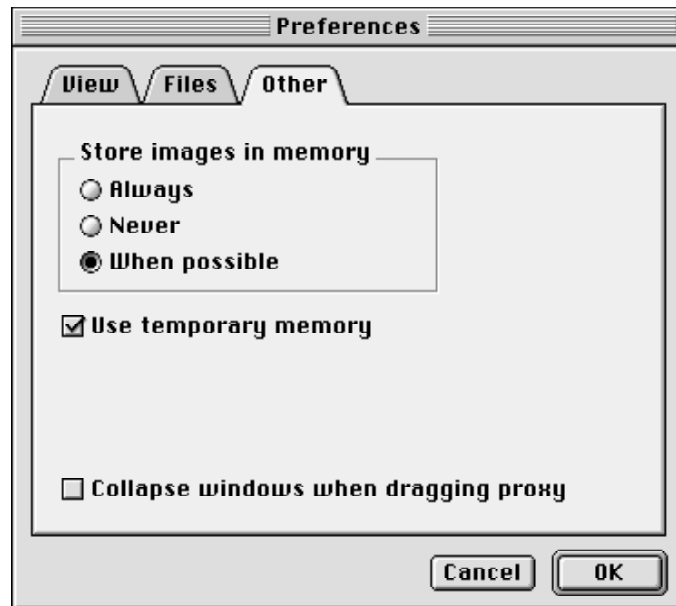
"On deepest screen" causes files to be opened on the screen with the greatest bit-depth, i.e., the screen set to display the most colors.

"On largest screen" causes files to be opened on the largest screen.

"On main screen" causes files to be opened on the screen with the menu bar.

Open dragged files on parent screen When you open an image by dragging its icon into SimpleImage, if this option is selected SimpleImage overrides the monitor specified in the "Open files" settings, and instead opens the file on the screen that contains the window you dragged the file onto.

Tab 3: Other



Store images in memory These settings control how SimpleImage stores decompressed images.

“Always” causes images to always be stored in memory, and may significantly reduce the number of windows you can open at once.

“Never” causes SimpleImage to decompress the image in a window whenever the window needs to be drawn. This option uses the least amount of memory, but it can make SimpleImage very slow.

“When possible” causes SimpleImage to store images in memory whenever there’s enough memory available. This setting makes the most efficient use of memory for the best performance.

Use temporary memory If SimpleImage doesn’t have enough memory to open a file and keep its image decompressed, it attempts to borrow memory from the system software. As a result you may notice that the amount of memory that SimpleImage claims for itself grows and shrinks with the number of images you have open. Deselect this option to prevent SimpleImage from using any more memory than you explicitly give it in its Info window in the Finder.

Collapse window when dragging proxy Tells SimpleImage to collapse all its windows when you drag a proxy. (See *Moving a File to a New Location*.) Collapsing the windows makes more of the desktop visible, but it’s visually kludgy since the windows belonging to other applications won’t redraw. The Finder’s windows, however, will redraw as you drag the file across them. After finishing the drag, SimpleImage will restore its windows’ original states, expanding only the windows that were expanded before the drag started.

File Types SimpleImage Can Open

The following table lists each type of image and movie file that SimpleImage can open, its typical filename extension, the version of QuickTime it requires, and any special issues that you should be aware of.

Note that SimpleImage doesn't require QuickTime 3 Pro.

| | | | |
|--------------------------|------|-----|--------------------------------------|
| JPEG images | .jpg | 2.5 | Progressive JPEG files require QT 3. |
| GIF images | .gif | 2.5 | Animated GIF files require QT 3 |
| PICT images | .pct | 2.5 | |
| MacPaint images | .pnt | 2.5 | |
| Photoshop images | .psd | 2.5 | Can only display composited image. |
| QuickTime image files | .qif | 2.5 | |
| Silicon Graphics images | .rgb | 2.5 | |
| TIFF images | .tif | 3 | |
| PNG images | .png | 3 | |
| Targa images | .tga | 3 | |
| Windows bitmap images | .bmp | 3 | |
| QuickTime movies | .mov | 2.5 | |
| Video for Windows movies | .avi | 3 | |
| MPEG movies | .mpg | 3 | Requires a Power Macintosh |