

# **GraphicConverter V4.2**

A converter for the Classic MacOS<sup>®</sup> and MacOS X<sup>®</sup>

## **User's manual**

©1992-2001, Thorsten Lemke

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# **1 Introduction**

## **1.1 Features**

GraphicConverter can translate either way between Macintosh image files and most of the common ATARI, Amiga and IBM formats.

Pictures can be edited, compiled into a storyboard (including picture information) for building animation lists or displayed as slide shows.

It has a Browser to help arrange folders of picture files, an editable layout for printing pages of images and numerous tools for inspecting and modifying picture information.

## **1.2 Requirements**

GraphicConverter needs a PowerPC Mac or later or compatible; System 7.5.3 or later, and 8 MB.

## **1.3 Registration**

GraphicConverter is Shareware. You can test the program. If you like it, you should register.

Registration costs:

Europe	\$30
Rest of the world	\$35

## **1.4 Payment**

You can pay either by check or credit card. Send Eurocheque or cashiers check to the following address:

Lemke Software  
Erich-Heckel-Ring 8a  
31228 Peine  
Germany

Fax: +49-5171-72201

I can accept EUROCARD/MasterCard, VISA, Diners Club International or AMERICAN EXPRESS. Please mail me your card number and expiration date. Please use the form that GraphicConverter provides from the registration dialog.

E-Mail:       support@graphicconverter.net  
              lemkesoft@aol.com

Updates are available from:

<http://www.lemkesoft.de>  
<http://www.lemkesoft.com>  
<http://www.graphicconverter.net>

This site has links to mirror sites on the download page. Please try to download from a mirror whenever my server is busy.

**Registered users can order the product with or without a CD ROM. Patches are available from the above Internet address.**

German, French, Swedish, Spanish, Danish and Italian versions are also available.

### **1.5 Restrictions**

Keep all the GraphicConverter related files together including the program, 'read me', documentation and history if you copy it for someone else.

### **1.6 Errors**

If you find any bugs or errors in the program, please send me a list and/or the file that produces the error.

### **1.7 For me**

If you have information about other graphic formats, please send me a copy and a disk with some files in that format.

### **1.8 Thanks**

Thanks to those who have helped me improve this product with suggestions, information or bug reports.

### **1.9 Legal Statements**

The software and accompanying instructions are provided 'as is' without warranty of any kind. The author Thorsten Lemke and Lemke Software do not warrant, guarantee, or make any representations regarding the use or, or the results of the use of the software or accompanying instructions in terms of correctness, accuracy, reliability, currentness, or otherwise. The entire risk as to the results and performance of the software is assumed by you. If the software or instructions are defective, you, and not Thorsten Lemke or Lemke Software, assume the entire cost of all necessary servicing, repair or correction.

### **1.10 About this Documentation**

I wrote this documentation with Word 98. I used Snapz Pro and GraphicConverter for the pictures. I produced the documentation application with eDoc. The name of the rabbit in some of the pictures is Hoppel who belongs to my sister and her husband.

### **1.11 Copyright Notice**

Apple, the Apple logo, and Macintosh are trademarks of Apple Computer, Inc., registered in the United States and other countries. Mac and the Mac OS logo are trademarks of Apple Computer, Inc.

GIF- and TIFF-LZW Compression/Decompression are licensed under U.S. Patent No. 4.558.302 and foreign counterparts.

Photo CD mark licensed from Kodak.

Mercutio MDEF copyright Ramon M. Felciano 1992-1998

## 2 Preface

### 2.1 Words and Terms

This manual assumes that you are familiar with basic use of your Macintosh. I use these standard terms in the following documentation.

### 2.2 Installation

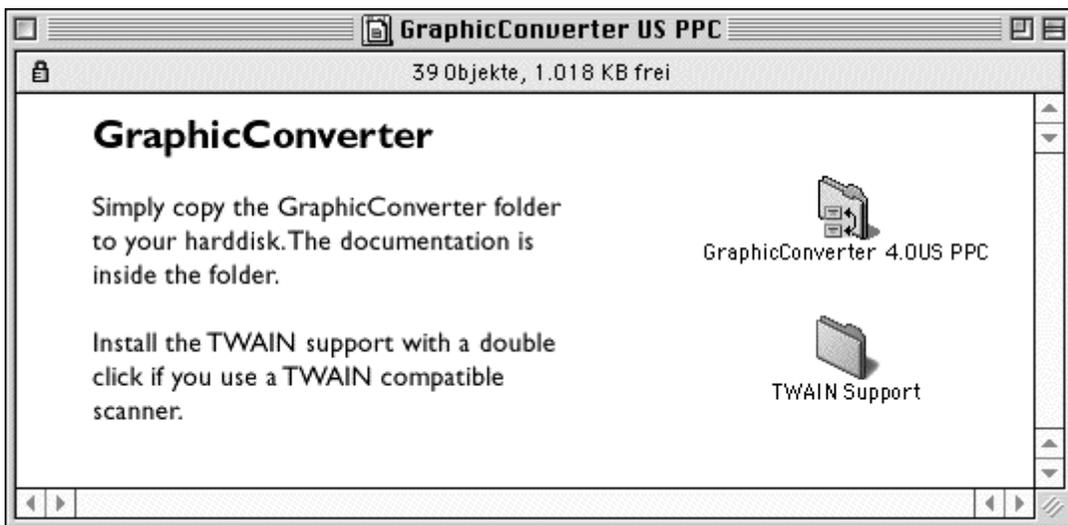
The installation is very simple.

Mount the Disk Image with a double click on the DiskImage Symbol.



GraphicConverter 4.0US PPC.smi

Open the mounted disk image with a double click on the symbol. Copy the GraphicConverter folder onto your hard disk. No other files are required. (GraphicConverter automatically generates a 'Preferences file' in the preferences folder of the System Folder.)



## 3 Menus

### 3.1 **Apple Menu (Classic MacOS)**

The **Apple** Menu contains information about GraphicConverter. It also contains the desk accessories and the files in the Apple Menu Items folder.



#### 3.1.1 **About GraphicConverter...**

This menu item displays you information about the version number and the shareware agreement. In addition, you can fill out and print the order form or you can unregister a registered version of GraphicConverter.

#### 3.1.2 **About Plug-ins/Add-ons**

This menu item contains a submenu, which will show a list of all installed plug-ins. Plug-in's can be selected to display their individual "About" screens.

### 3.2 **GraphicConverter Menu (MacOS X)**

The **GraphicConverter** Menu contains information about GraphicConverter. It also contains the menu item to quit the application.



#### 3.2.1 **About GraphicConverter...**

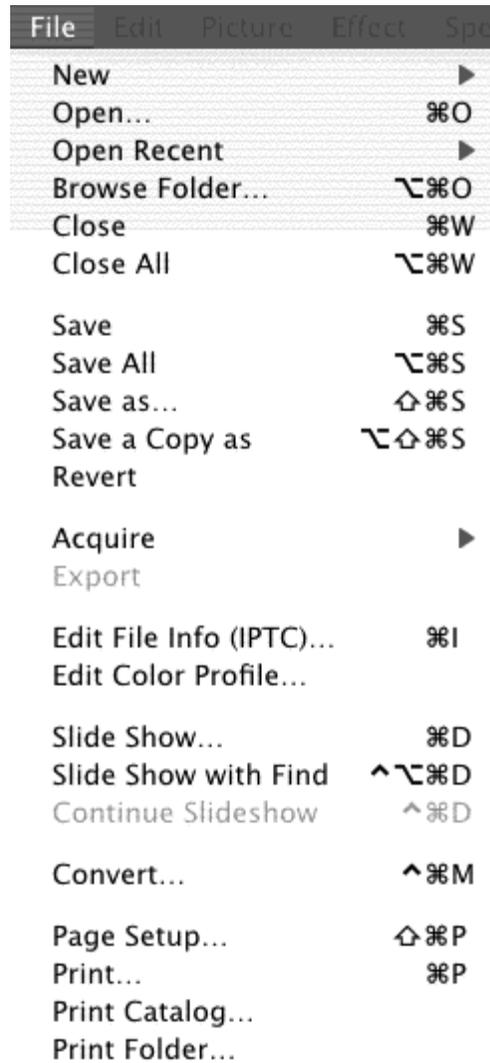
This menu item displays you information about the version number and the shareware agreement. In addition, you can fill out and print the order form or you can unregister a registered version of GraphicConverter.

#### 3.2.2 **About Plug-ins/Add-ons**

This menu item contains a submenu, which will show a list of all installed plug-ins. Plug-in's can be selected to display their individual "About" screens.

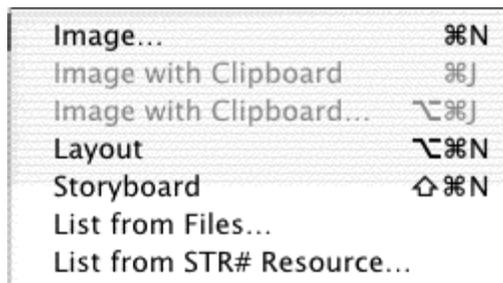
### 3.3 File Menu

The **File** Menu contains all functions for the input and output of pictures.



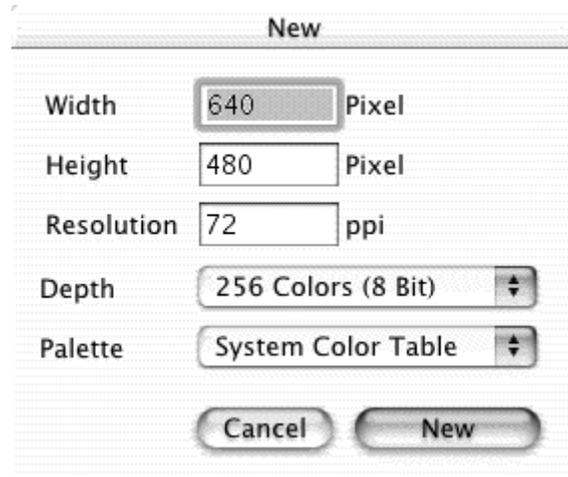
#### 3.3.1 New

The New menu item contains a submenu for creating new elements.



### 3.3.1.1 Image

This dialog sets the options for new pictures.



Available options are:

- Width
- Height
- Resolution
- Depth
- Color Table (for images up to 8 bits per pixel)

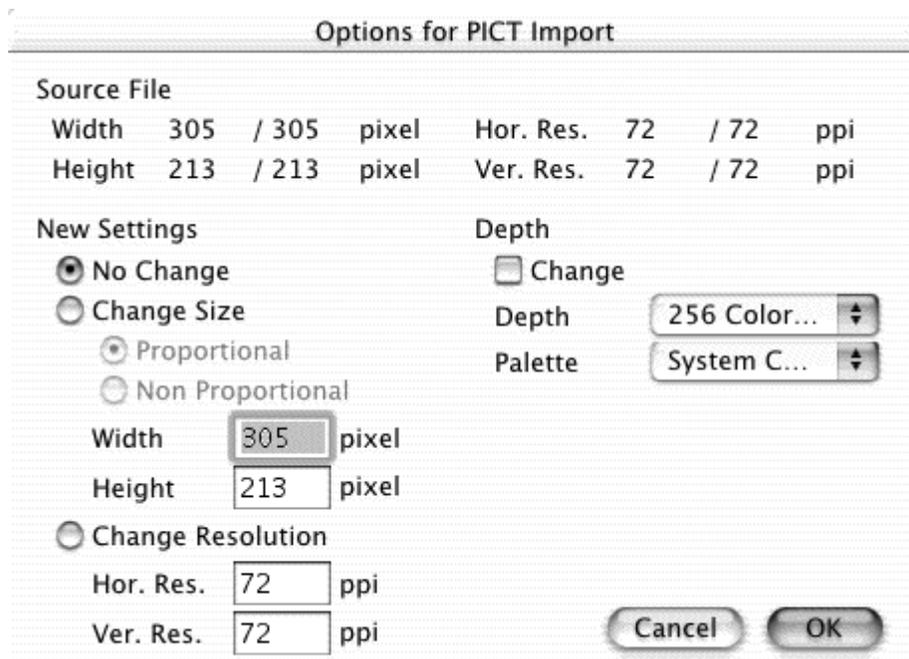
GraphicConverter opens a new blank picture with the selected characteristics.

### 3.3.1.2 Image with Clipboard

This creates a new picture (as opposed to pasting), using the contents of the clipboard.

### 3.3.1.3 Image with Clipboard...

This creates a new picture (as opposed to pasting), using the contents of the clipboard. You can specify the size and color depth of the image before creating.

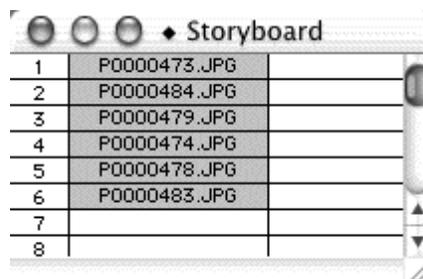


### 3.3.1.4 Layout

Opens a new layout page. You can place your currently open pictures using the contextual menu (Control-click) directly into the layout window.

### 3.3.1.5 Storyboard

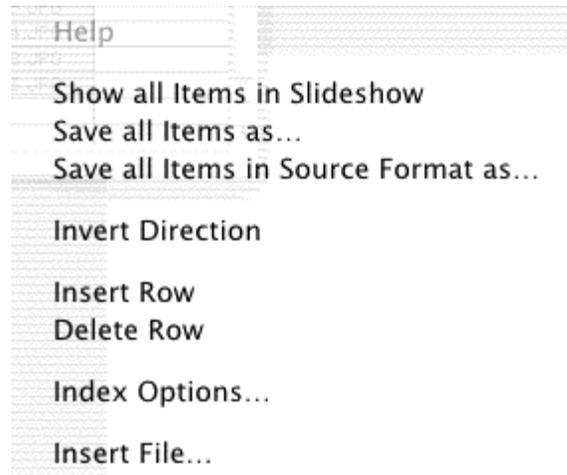
Display this menu item by holding the option key when opening the “File” menu. The storyboard is designed to hold lists of file names (useful for arranging images for an animation or slide show). Also, it can be used to sort images and change their names. Storyboards can be saved, opened, and edited as separate documents.



- Add & Move files  
Add or move files with a simple „drag-and-drop“ from the Finder.
- Selecting  
Select a file with a mouse click. Multiple selections can be made with a shift-click and range selections with a command-click.
- Duplication with the mouse  
Click in the right bottom corner of a cell and move the mouse down or up. The content of the cell will replace the content of the other cells.
- Replicating with a key  
Select one or more files with the mouse. Press command F2 ... F10. The selected items

will be replicated by the value of the number on the function key (e.g. F3 creates 3 replicas). The additional cells will move the other cells down.

Additional options are available from the contextual menu (Control-click inside the storyboard window).



- Show all items in Slideshow  
All files in the first column will be displayed in the slideshow.
- Save all Items as  
Displays a dialog for saving files. All items in the first column will be saved in the selected format according to the index options.
- Save all Items in Source Format as  
Displays a dialog for saving files. All items in the first column will be copied to the selected location, using the naming conventions chosen in index options.
- Invert or Reverse Order  
Reverses the order of the selected items.
- Insert Row  
Inserts a row at the cursor position.
- Delete Row  
Deletes a row at the cursor position.
- Index Options  
Displays the index options preferences. The storyboard uses the same settings as “Convert More”.

#### 3.3.1.6 List from Files

Select a folder in Get Folder dialog. GraphicConverter then opens all files in the folder and looks at them, displaying the results in a window. If a list-window is already open, it is closed automatically.

#### 3.3.1.7 List from STR# Resources

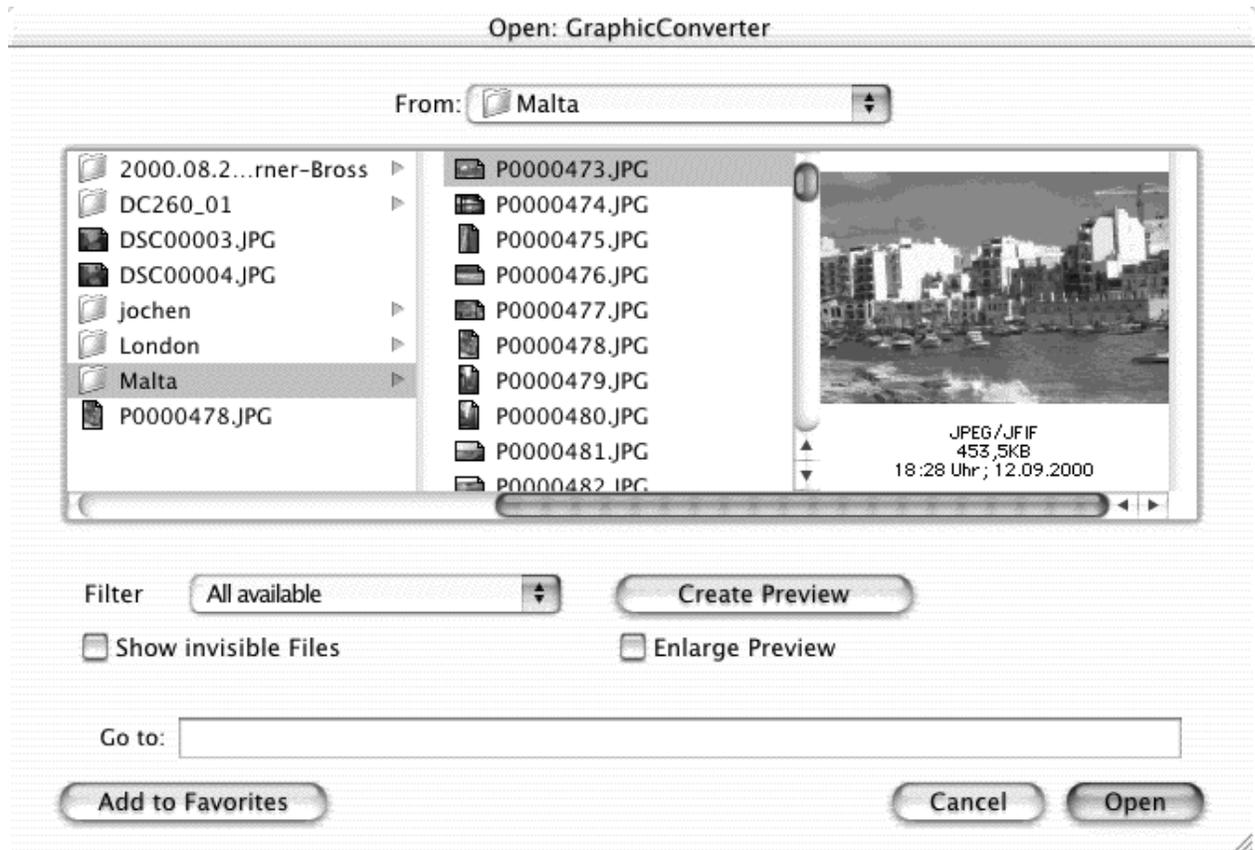
Generates a list with the contents of one STR# resource.

*Note:* I added this function because in ResEdit it is not possible to print a complete STR# resource.

### 3.3.2 Open

Use this function to open a picture or a layout.

This displays the standard Open File dialog with some additional elements (the appearance of the dialog depends on your system software):

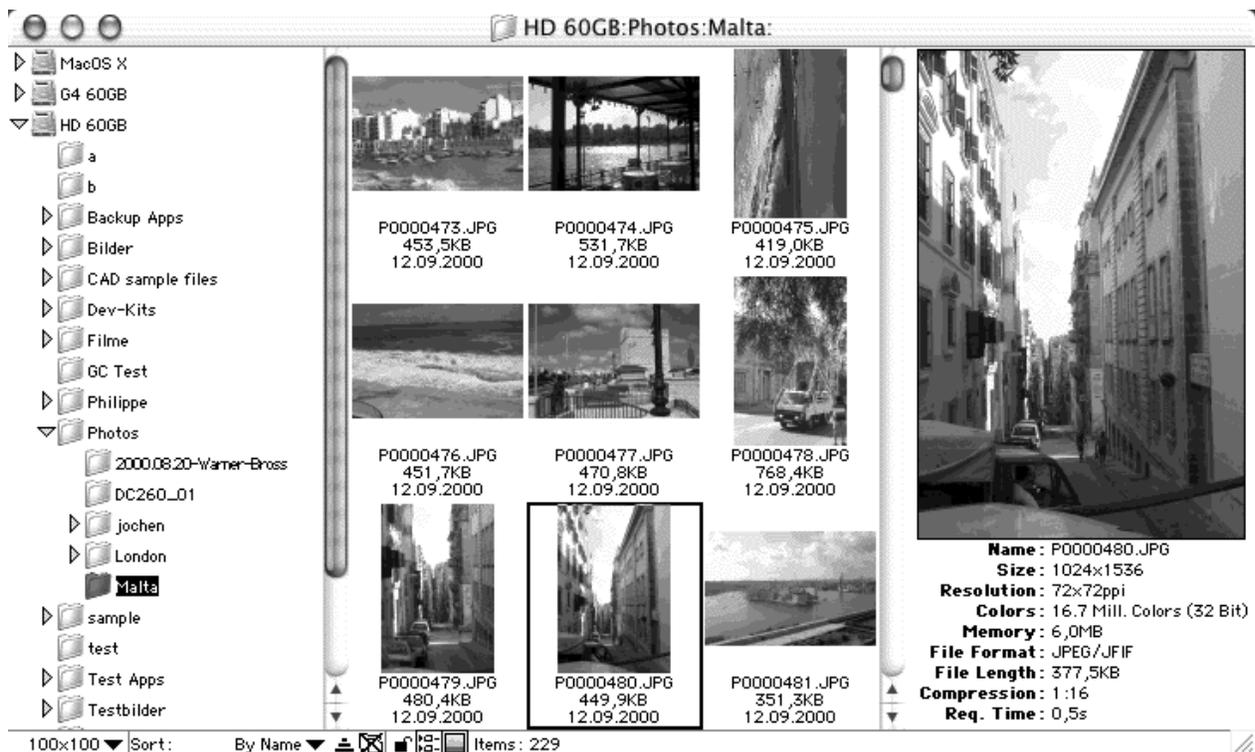


- **Filter**  
Use this to see only the file types in which you're interested. Select the filter for files you want to see.
- **Create Preview**  
Creates a preview for the selected document(s).
- **Show invisible files**  
Displays files that are invisible in the finder.
- **Enlarge Preview**  
Enlarges small previews to fill the preview area/region/pane.

### 3.3.3 Browse Folder

The Browser is a unique feature of GraphicConverter. First, select a folder containing images. GraphicConverter then opens a window with the following elements:

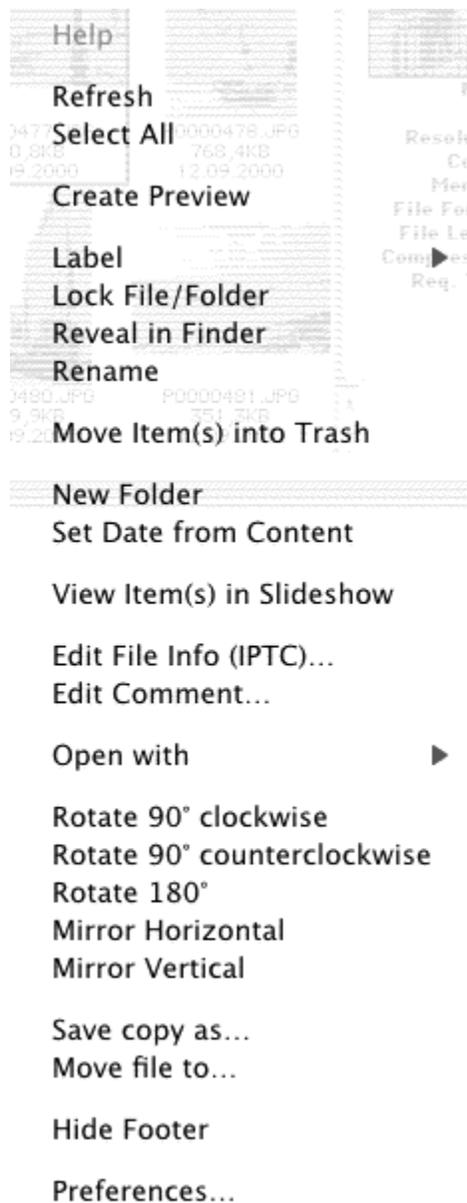
- Folder list at the left  
You can select a different folder here, or browse folder-by-folder.
- Folder content in the middle  
Every file will be displayed with its preview (if available).
- Preview at the right  
Displays a preview of the file you selected in the middle.



There are many different options:

- Select additional files with a shift-click.
- Move or copy (with option key) a selection from one browser window to another. Especially useful for sorting of pictures.
- Move or copy (with option key) a selection from the content list to a folder in the folder list. Helpful for sorting pictures.
- Open a file or folder with a double-click.
- Additional options are available from the contextual menu (Control-click inside the Browser window).

Content of the context menu:



- Refresh  
Refreshes the display of the currently previewed folder by scanning the folder again. You can use the F5 key as an alternative.
- Select All  
Selects all files in the folder.
- Create Preview  
Creates a preview for all selected files.
- Label  
Changes the label of the selected items.
- Rename  
You can rename the image in the list.

- Delete selected File(s)  
Deletes all selected files. Warning! Undo is NOT available!
- Move selected File(s) into Trash  
Moves the selected files into the trash.
- New Folder  
Creates a new folder.
- Set Date from File Content  
This function sets the file date from the date field of the internal JPEG structure. This is very useful for digital images from cameras (because a digital camera sets the correct date in the JPEG; but the file date is normally wrong).
- View File(s) in Slideshow  
Displays all selected files as a slideshow, using the default settings.
- Open with..  
The submenu contains all open applications. You can select any one of them. GraphicConverter tells the application to open the selected files. This may not work if the application you select is unable to handle this file type.
- Rotate  
Rotates the selected images. JPEGs will be rotated lossless if possible. You will get a warning if this is not possible.
- Mirror  
Mirrors the selected images. JPEGs will be mirrored lossless if possible. You will get a warning if this is not possible.
- Hide/Show Footer  
Hides or shows the footer.
- Preferences  
Displays the Preferences dialog for the browser.

There are some options at the bottom of the window:

- Change the size of the previews.
- Sort  
By Name, Size, Date  
Up or down  
Folder separate or alone
- Show/hide the folder list 
- Show/hide the preview 
- Drag the scrollbars left or right to vary the width of each list.

#### **3.3.4 Close**

Close the active window.

#### **3.3.5 Close All**

Closes all open windows.

#### **3.3.6 Save**

This allows saving the contents of the active window with the existing name. If no name is defined, the 'Save as' dialog box will open instead.

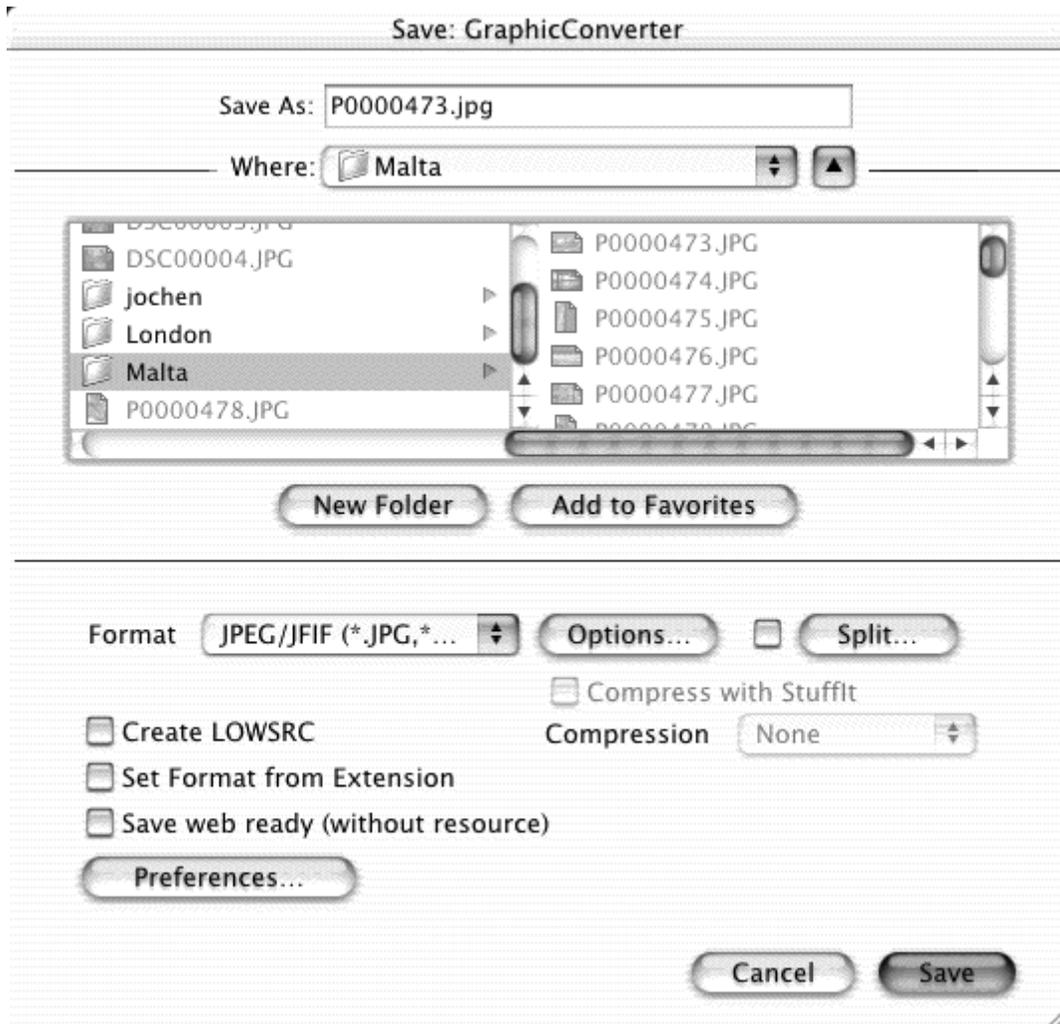
#### **3.3.7 Save All**

Saves all open windows. If no name is defined, the 'Save as' dialog box will appear for each window.

### 3.3.8 Save as

Save the contents of the active window with a new name and format.

This is the standard file dialog with some additional elements (the appearance of the dialog depends on your system software):

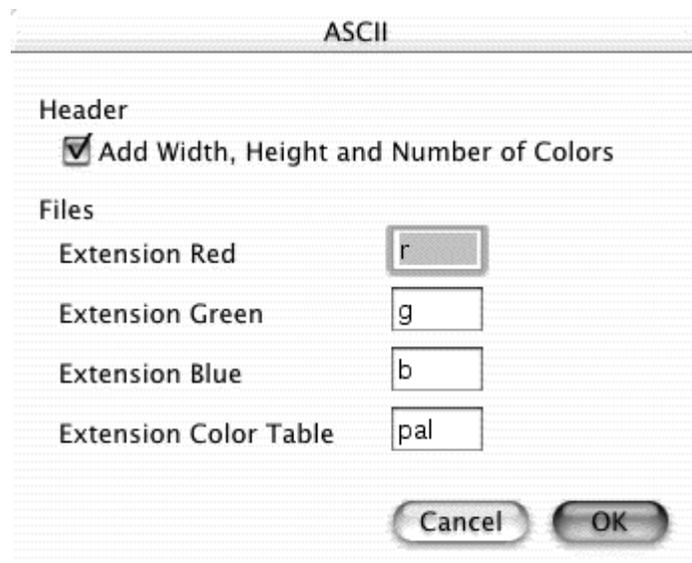


- **Format**  
Allows selection of the picture format with the popup menu. Additional options for some formats are also available (see later description).
- **Options**  
Displays a dialog window to specify additional settings for the selected file format.
- **Split**  
Displays a dialog window to specify the splitting settings. Use this function to save one picture as two (or more) segmented pictures.
- **Save only selection**  
Check this to save only the image area which is selected.

- **Create LOWSRC GIF file**  
Check this to get a GIF file with 16 greys, in addition to the present file. This is useful for WEB graphics. Netscape and Internet Explorer both supports the LOWSRC tag.
- **Set Format from Extension**  
Check this box if GraphicConverter should set the file format based on the file extension
- **Save web ready**  
Check this box if you want to upload or e-mail the image.
- **Compress with StuffIt**  
Check this to compress the files after saving with the StuffIt Engine (if available).

### 3.3.8.1 ASCII Options

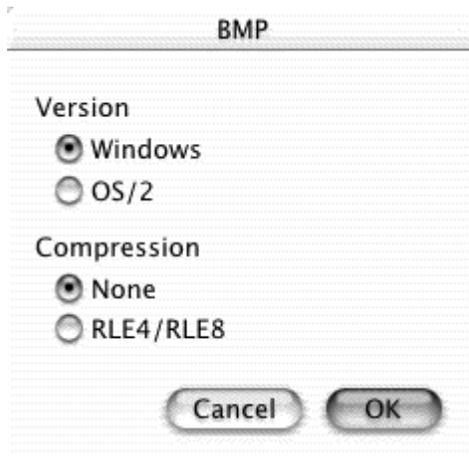
Options:



- **Header**  
Defines the saved fields.
- **Files**  
Defines the extensions of the files.

### 3.3.8.2 BMP Options

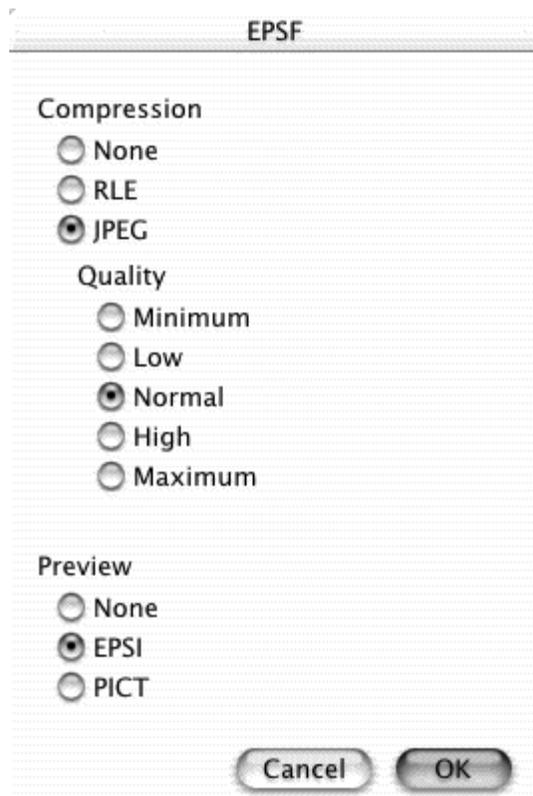
Options:



- **Format**  
Switch between Windows and OS/2 format.
- **Compression**  
Choose between none and RLE compression. Note: RLE compression is not supported in all Windows applications.

### 3.3.8.3 EPSF Options

Options:



- **No Compression**  
The picture will be saved uncompressed.

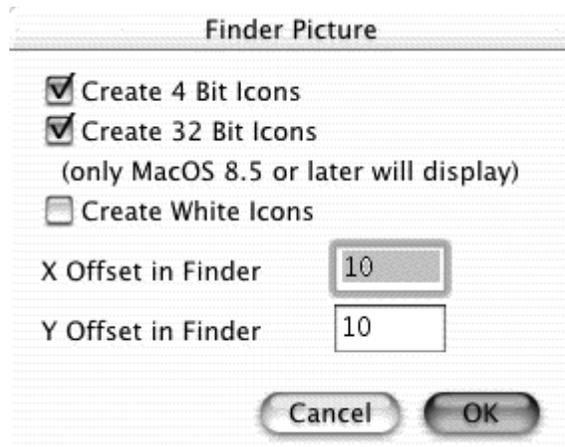
- RLE  
The picture will be saved with RLE compression. This may create smaller EPSF files if the image contains large areas with the same color.
- JPEG  
The picture will be saved JPEG compressed (color).
- Preview  
Adds a PICT preview in the resource fork of the file. Text processor applications use this for a preview on the screen.
- Quality  
Use to set the quality of JPEG compression.

#### 3.3.8.4 Finder Picture Options

Finder pictures divides an image into icons which are displayed in a folder in icon view. This format is mainly used for CD creation. The Lemke Software CD uses the same technology. **Don't use this function to put an image on your desktop!**



Options:



- **Create 4 Bit Icons**  
Check this option to have icons for old systems with less than 256 colors.
- **Create White Icons**  
Check this option to save completely white icons.
- **Create 32 Bit Icons**  
Check this option to create the new 32 bit icons. So, your image will be displayed in true color under MacOS 8.5 or later. This option take a lot of disk space. But this doesn't matter normally on cds.
- **Offset**  
Enter the offset of the finder picture in the folder from the top left. The minimum offset should be 10. A smaller offset may cause display problems in the finder.

### 3.3.8.5 FireViewer PDB Options

Options:

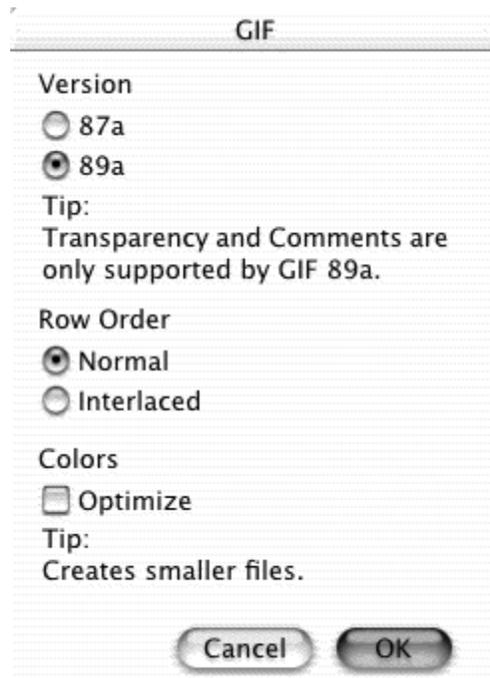


- **Colors**  
Select the number of used colors/grays depending on your PalmOS device.

- **Compression**  
RLE compression results normally in smaller file sizes. This is very useful for the small memory in PalmOS devices.

### 3.3.8.6 GIF Options

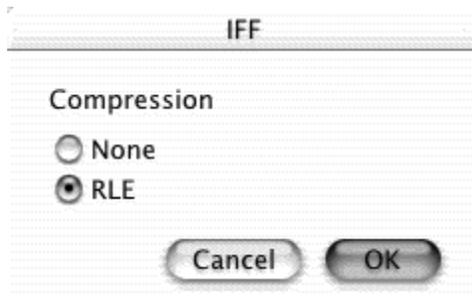
Options:



- **Version 87a**  
This is the original GIF format. It doesn't support comments or transparent mode. This version is supported by every GIF reader.
- **Version 89a**  
This is the latest GIF format.
- **Row Order**  
Select if the rows should be saved in normal or interlaced format. Interlacing is useful for online services like CIS. This allows MACCIM to create a preview while downloading.
- **Depth Optimization**  
Check this to save GIFs with the optimal color depth. GraphicConverter will save a picture that uses 28 colors automatically with only 5 bit (max. 32 colors) depth. This will result in smaller files for WWW and other usage.

### 3.3.8.7 IFF Options

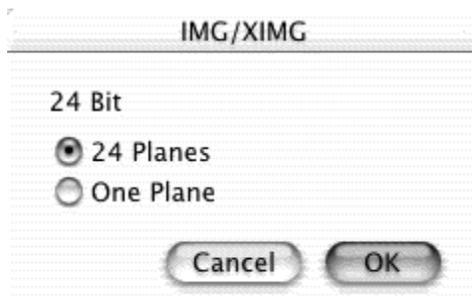
Options:



- **No Compression**  
The picture will be saved uncompressed. This is not supported by many applications.
- **RLE**  
The picture will be saved using RLE compression. This is the standard setting.

### 3.3.8.8 IMG Options

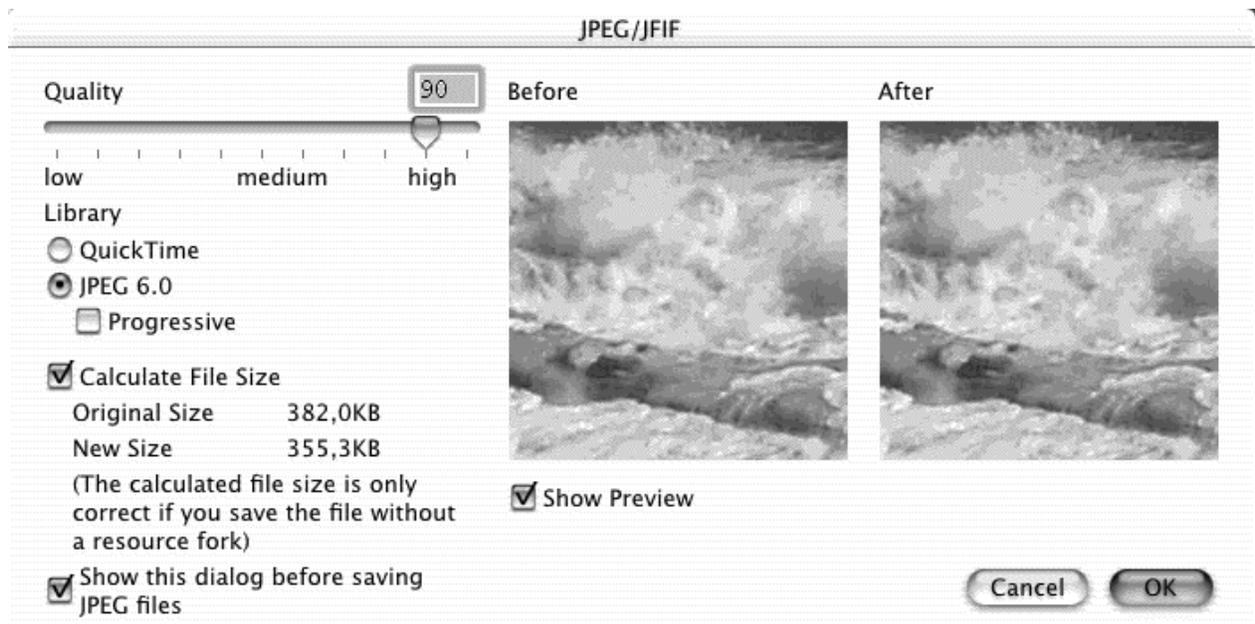
Options:



- **24 Bit IMG**  
There is no standard for 24 bit img files. Choose the save method.

### 3.3.8.9 JPEG/JFIF Options

Options:

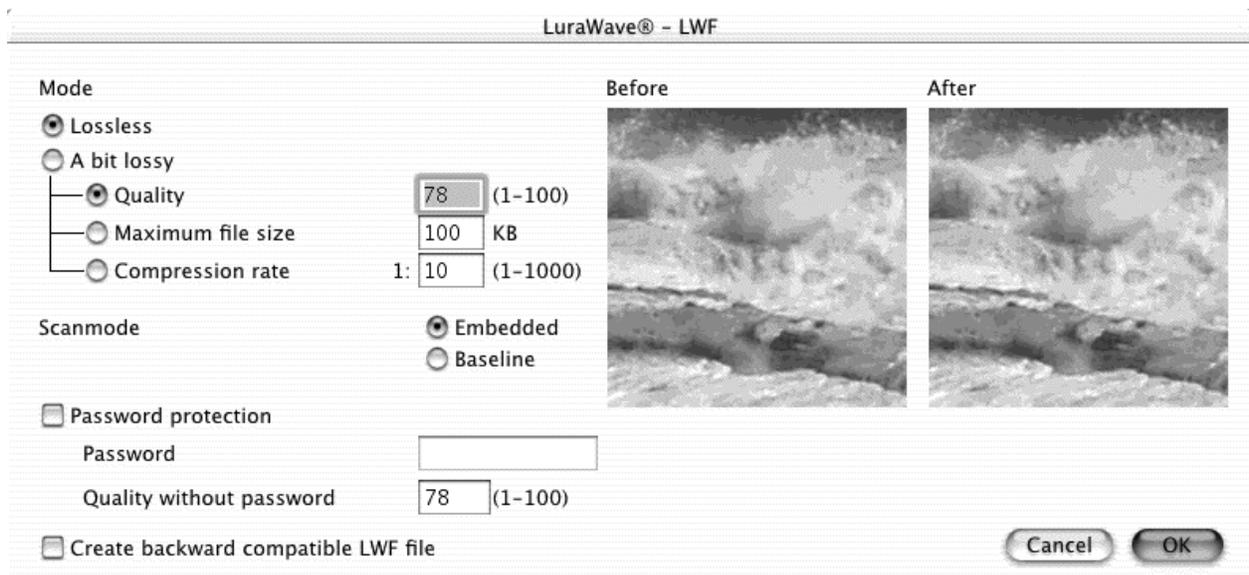


- **Quality**  
Adjust the picture quality. Lower quality produces smaller files. You can set the quality with the slider or by entering the value in the edit field.
- **Show Preview**  
Displays a preview for the selected quality setting. Please uncheck this option on slow machines.
- **Calculate File Size**  
Displays the file size with the selected quality. Please uncheck this option on slow machines.
- **Library**  
Allows selection of the compression library.

#### 3.3.8.10 LuraWave

GraphicConverter supports, starting with version 3.9, the great LuraWave wavelet compression technology. You can open every lwf image and save images up to 800x600 pixel. You can buy a license for the compression of larger images. The license fee is \$12. Simply select Apple Menu>About Plugins/Addons>LuraWave. The dialog will forward you to the order url on the internet.

Options:



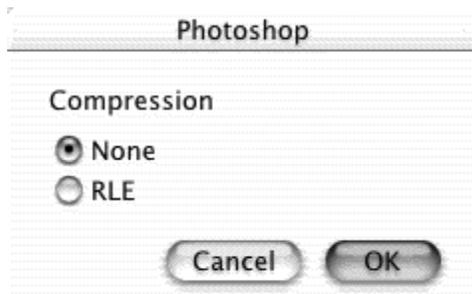
- **Mode**  
You select the compression mode.
- **Password**  
You can define a password for the image. Also, you can set the display quality without entering a password.

### 3.3.8.11 Moov QuickTime Options

This is the standard Mac dialog for QuickTime movie compression.

### 3.3.8.12 Photoshop Options

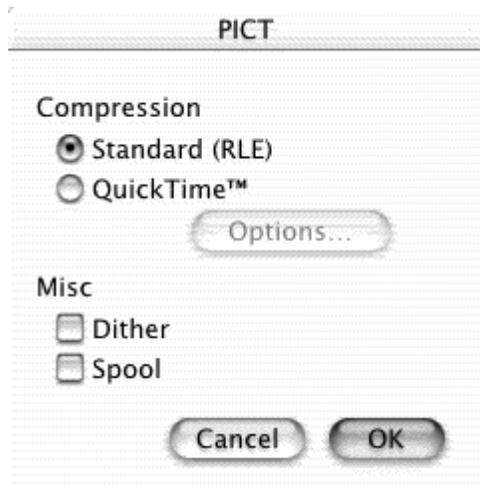
Options:



- **No Compression**  
The picture will be saved uncompressed.
- **RLE**  
The picture will be saved using RLE compression.

### 3.3.8.13 PICT Options

You have the following options:



- **Standard (RLE)**  
This PICT format can be opened on any Macintosh.
- **QuickTime**  
This type of PICT can be opened only if QuickTime is installed. Click on options to change the compression settings.
- **Dither**  
Pictures will be automatically dithered after opening. This slows down the opening process.
- **Spool**  
This function is useful for opening large pictures if you do not have enough memory.

#### 3.3.8.14 Resource Options

Use this to save a PICT in a resource file format.

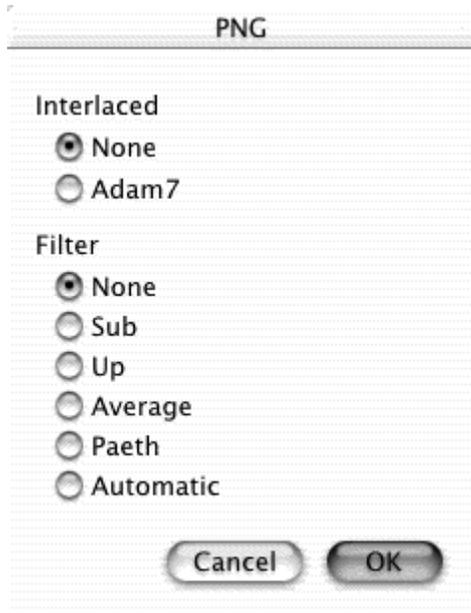
Options:



- **Standard (RLE)**  
Every Macintosh can decompress and display this format.
- **QuickTime**  
The picture will be compressed with QuickTime. Requires that the QuickTime extension be in your system folder to use this compression/decompression method. Click on Options... for additional settings.
- **File Creator**  
Type the creator of the file. Use this to generate a file which can be opened with a double-click for appropriate application programs, such as ResEdit.
- **Resource**  
Save the pict to an existing resource file with this option.
- **Dither**  
Pictures will be automatically dithered after opening. This slows down the opening process.
- **Spool**  
This function is useful for large pictures if you do not have enough memory.

### 3.3.8.15 PNG Options

Options:



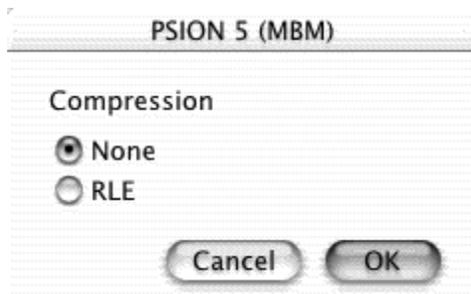
- **Interlaced**  
Allows you to enable or disable the interlaced mode. Interlaced images will give a fast preview in online systems. However, the compressed file will be a bit larger than the non-interlaced version.
- **Filter**  
PNG uses lossless filters to achieve a better compression ratio (smaller files). The default settings will normally create the smallest files.

Note:

The “Automatically” option creates very small files. But it takes **very long** to calculate the best compression.

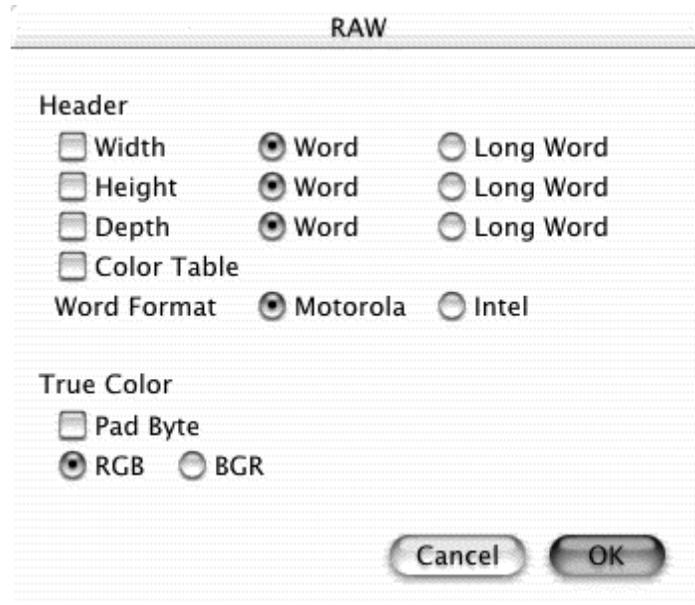
### 3.3.8.16 PSION Options

Options:



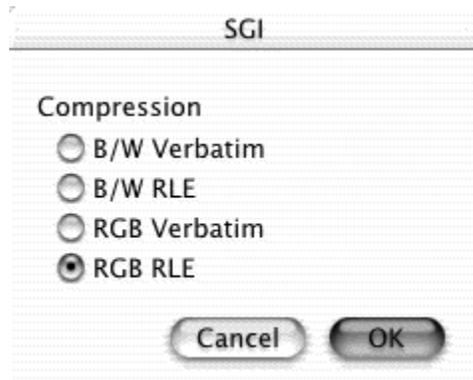
- **Compression**  
Allows you to enable or disable the compression. Depending on the content of the picture, RLE compression may create smaller files.

- 
- ### 3.3.8.17 RAW Options
- Options:



- Header  
Set the headers for the picture to be exported.

- ### 3.3.8.18 SGI Options
- Options:

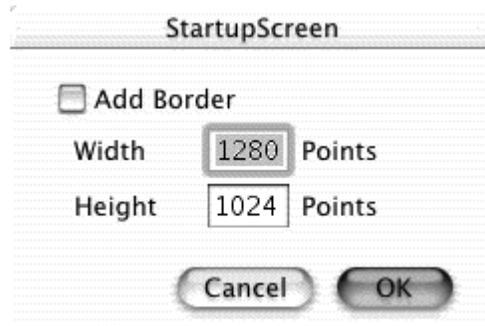


- B/W Verbatim  
The picture will be saved uncompressed as 8 bit grayscale.
- B/W RLE  
The picture will be saved using RLE compression as 8 bit grayscale.
- RGB Verbatim  
The picture will be saved uncompressed as 24 bit RGB color.
- RGB RLE  
The picture will be saved using RLE compression as 24 bit RGB color.

### 3.3.8.19 StartupScreen (Classic MacOS) Options

Every Macintosh can display a startup picture (instead of the “*Welcome to Macintosh*” screen). This requires a PICT format file, named „StartupScreen“ which is placed in the System Folder. The PICT is inside the resource fork.

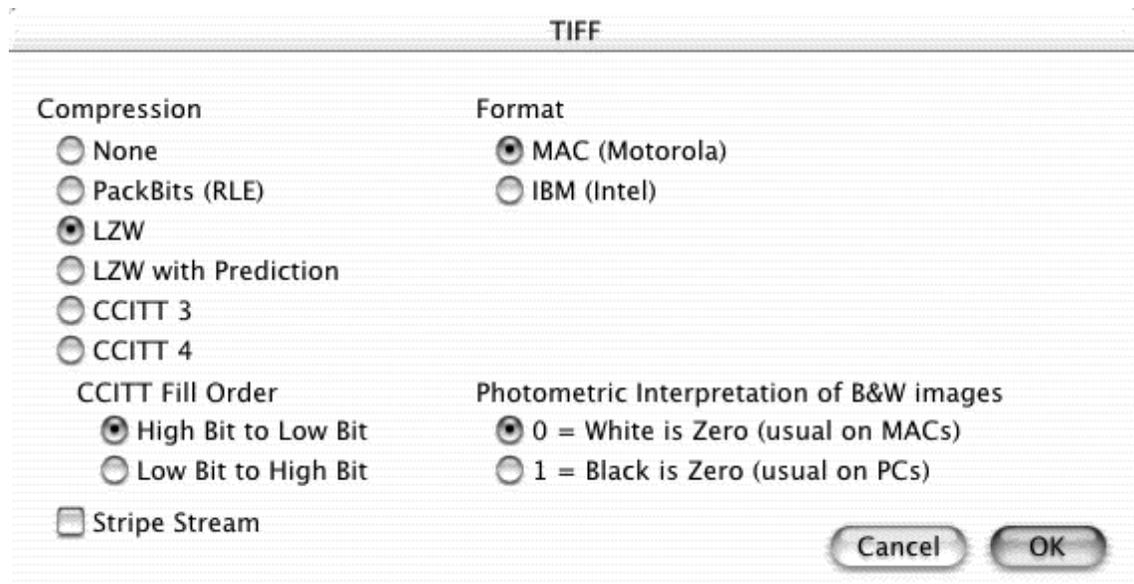
Options:



- **Add Border**  
Adds a black border to the picture if it is smaller than the width or height of your screen.

### 3.3.8.20 TIFF Options

Options:

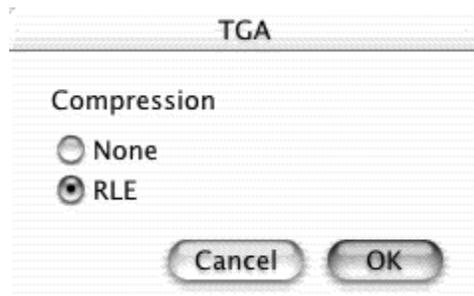


- **No Compression**  
Saves the picture uncompressed. Most TIFF importing programs support this.
- **PackBits (RLE)**  
The packbits algorithm is used for the compression. This works well on black & white images.

- **LZW**  
The LZW algorithm is used. The results are often very good.
- **LZW with Prediction**  
The LZW algorithm is used with prediction. The results are often better than without prediction. Note: many applications do not support this scheme.
- **Format**  
Select either Motorola (Mac) or Intel (DOS/Wintel) processors. Some DOS/Windows applications can only handle TIFFs in Intel format ;-)

### 3.3.8.21 TGA Options

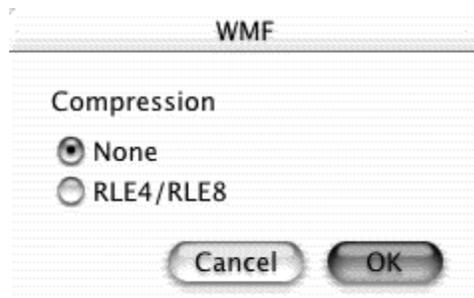
Options:



- **No Compression**  
The picture will be saved uncompressed.
- **RLE**  
The picture will be saved using RLE compression.

### 3.3.8.22 WMF Options

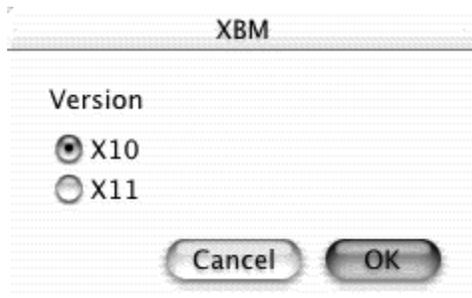
Options:



- **No Compression**  
The picture will be saved uncompressed.
- **RLE**  
The picture will be saved using RLE compression.

### 3.3.8.23 XBM Options

Options:



- **Version**  
Select the release version for the XBM file.

### 3.3.9 Save a Copy as

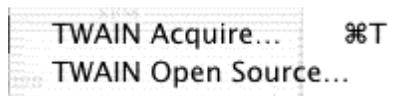
Saves a copy of the active window with a new name. GraphicConverter will remember the original file format.

### 3.3.10 Revert

Reverts to the previously saved version of the active window.

### 3.3.11 Acquire

This submenu contains all „acquire“ plug-ins contained in the plug-in folder, used for scanning or import of digital images from a digital device. GraphicConverter supports most Photoshop 2.5 compatible plug-ins and installed twain plug-ins.

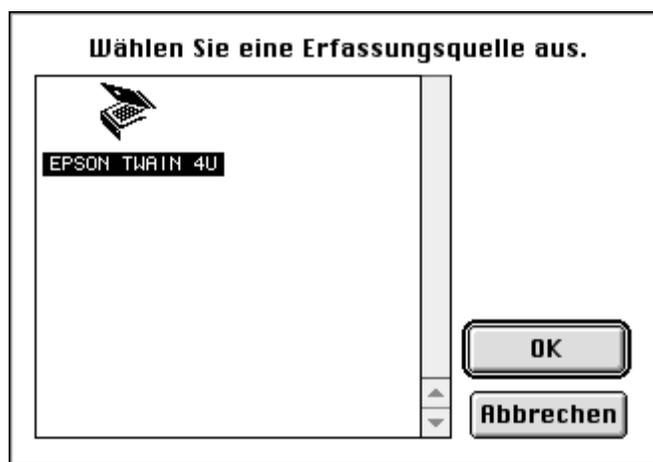


#### 3.3.11.1 TWAIN Acquire

Opens the with TWAIN Open Source selected acquire plug-in for retrieving the image data.

#### 3.3.11.2 TWAIN Open Source

Opens a dialog for selecting the TWAIN data source. The dialog displays all installed TWAIN devices.



Press command and I to get information about the selected data source.

### 3.3.12 Export

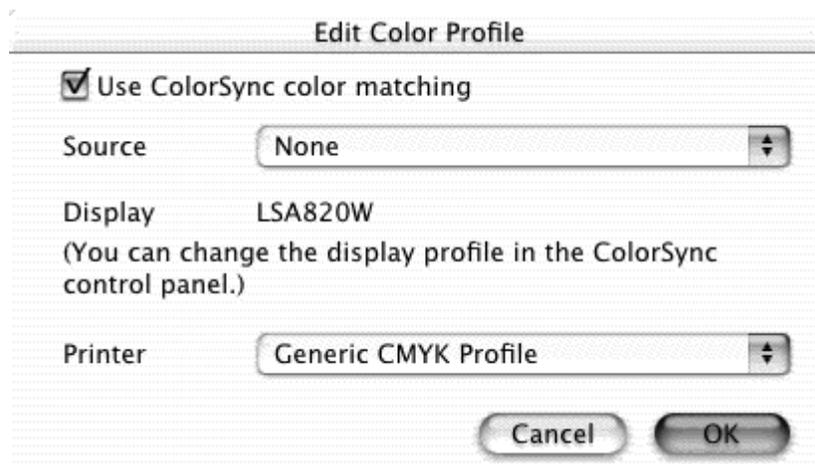
This submenu contains all „export“ plug-ins contained in the plug-in folder, used for exporting special formats. GraphicConverter supports most Photoshop 2.5 compatible plug-ins.

### 3.3.13 Edit File Info (IPTC)

Displays a dialog to set the file information according to the IPTC standard, which is the standard for the printing industry. It contains file information for description, author, keywords, time, location, etc.

### 3.3.14 Edit Color Profile

Displays a dialog to set the source and printer profiles. In this dialog you can enable colorsync matching of the image colors when opening an image. GraphicConverter supports ColorSync 2.6.1 or later. You can download the latest version of ColorSync from <http://www.apple.com>.



### 3.3.15 Slide Show

Choose a folder or one file in a folder. GraphicConverter then displays all pictures in that folder against a user defined background.

There is an optional toolbox display in the slideshow (the option is in the preferences). The usage of the symbols is as follows:

-  Go to the previous picture.
-  Go to the next picture.
-  Stop the slideshow.
-  Pause the slideshow.
-  Move the current picture to the trash.



Create an alias of the current picture. Alias folder settings are in the preferences.



Rename the current picture.

More shortcuts:

command-period

command-M

command-R

command-backspace

command-1 ... 0

space

cursor right

cursor left

cursor up

cancel slideshow

create an alias

rename the current picture

delete the current picture

move the picture to the move folder (prefs)

go to the next picture

go to the next picture

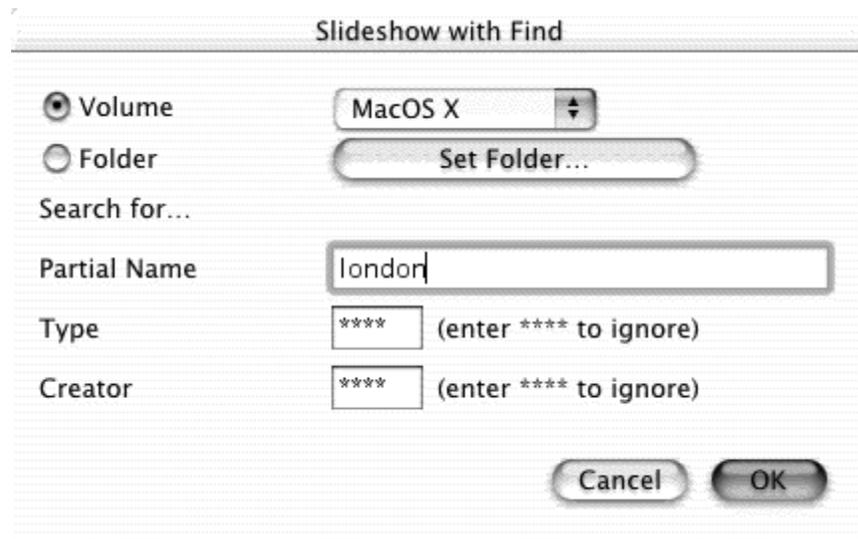
go to the previous picture

pause the slideshow

### 3.3.16 Slide Show with Find

Invoke by holding Option when opening the File menu and selecting Slide Show. This function is useful for scanning a complete volume for files whose name contains a particular string or has a specific file type and/or creator.

Dialog box:



- Volume  
Select the volume for the search.
- Partial Name  
Enter part or all of the name. Leave blank to ignore this term in the search.
- Type  
Enter the file type. Enter \*\*\*\* to ignore the file type.
- Creator  
Enter the file creator. Enter \*\*\*\* to ignore the file creator.

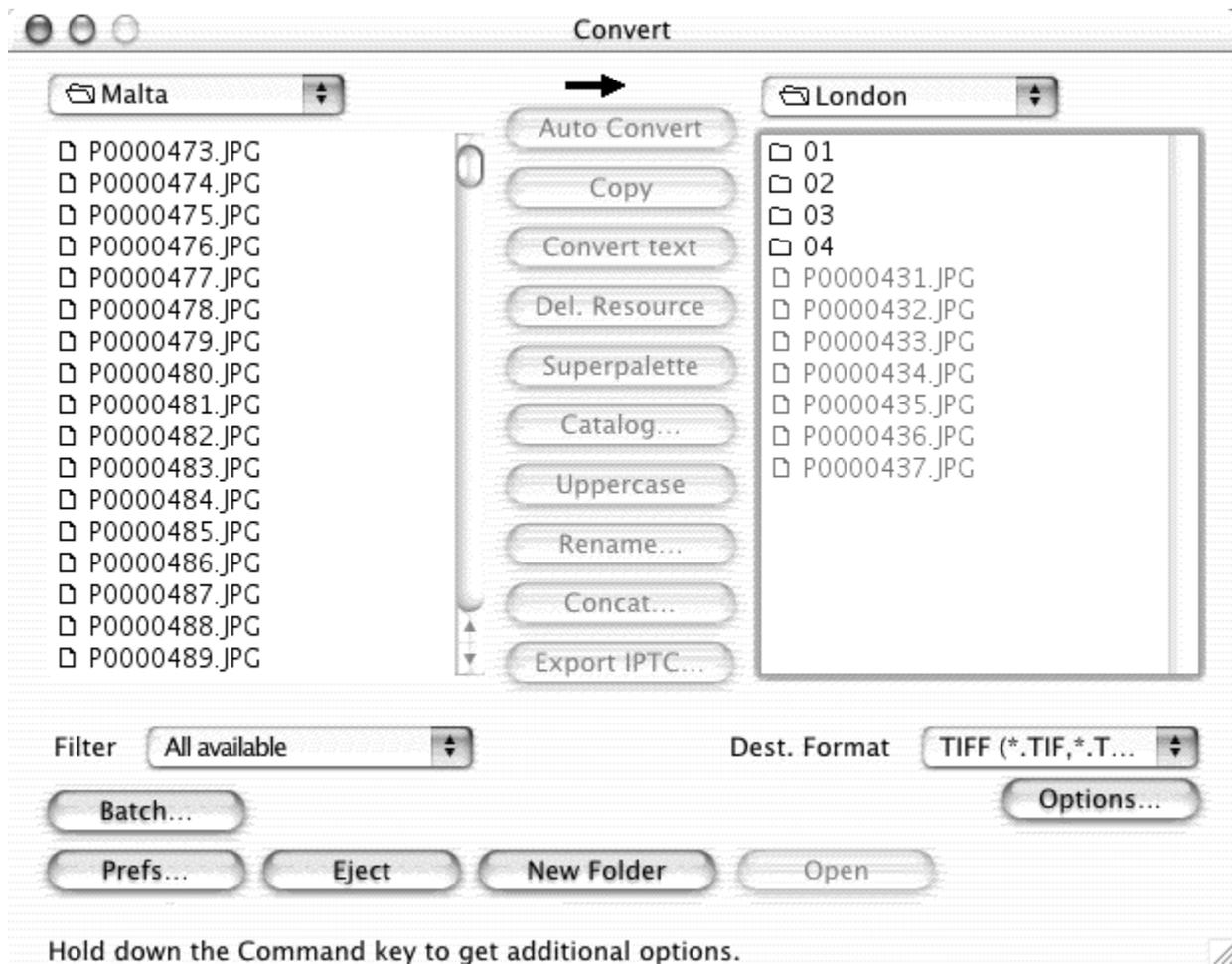
Click on OK to view all files that match.

### 3.3.17 Continue Slide Show

NOTE: This option operates without notification. Invoke it by holding Shift when opening the File menu and selecting Slide Show. It will continuously display the last slideshow.

### 3.3.18 Convert...

Use this to convert or copy more files, just like the standard file dialog. The source files appear on the left and the destination folders appear on the right.



- Left hand list  
Select the source files.
- Filter popup menu  
Use to filter the source files.
- Right hand list  
Select the destination folder. Convert cannot save to the desktop folder.
- Format  
Select the destination format.

- Options...  
Additional options for some formats.
- Convert  
Converts all selected files/folders in the source list to the destination list.
- Copy  
Copies all selected files/folders in the source list to the destination list.
- Convert Text  
Converts by text all selected files/folders in the source list to the destination list.
- Icon/Preview  
Generates a preview for all selected files in the source list.
- Superpalette  
Calculates the best matching 256 colors for all selected files and creates a color table file. Use this file during „Batch“ for color reduction (see below).
- Lowercase  
Renames all selected filenames to lowercase text.
- Rename  
Renames all selected files following to the settings of the next dialog.
- Concat  
Concats the source files to one large file. You define the number of columns and rows.
- Insert IPTC  
Inserts IPTC information from a text file into the selected files.
- Batch...  
Sets batch functions for the conversion process. This feature is only available in the registered version. The batch button is marked when there are any batch actions set.
- Arrow  
Reverses the conversion path (left-to-right, or right-to-left).
- Resizing  
You can resize the window using the grow box in the bottom right corner of the dialog.
- Explanations for the other buttons follow in the following sections.

Hint:

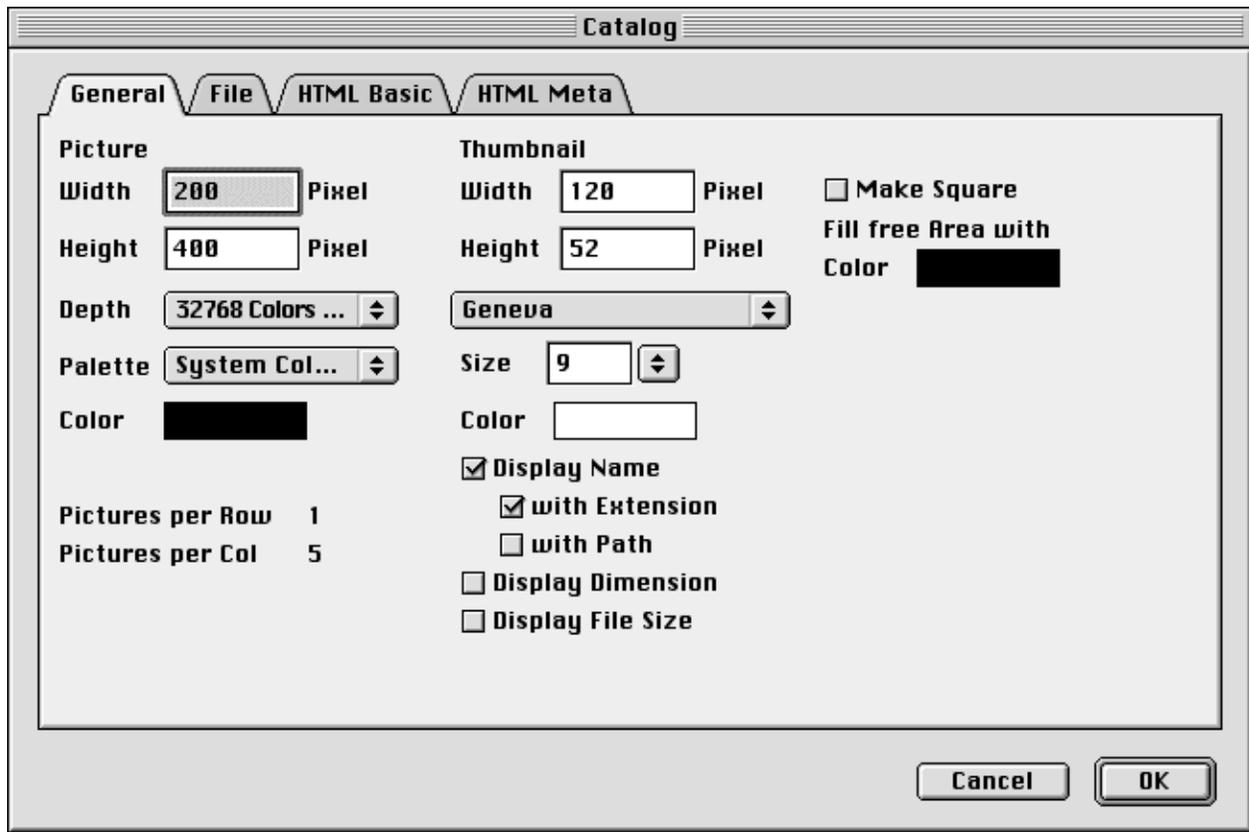
If you convert a GEM-Metafile, WPG or CGM into a PICT, the PICT contains the original vector information.

### 3.3.18.1 Catalog

Creates pictures with previews of the selected files. Catalogs can be created in either PICT format or in HTML format. HTML format catalogs can be directly uploaded to a web server. The pages contain the links to the images and first/previous/next/last links to the other pages.

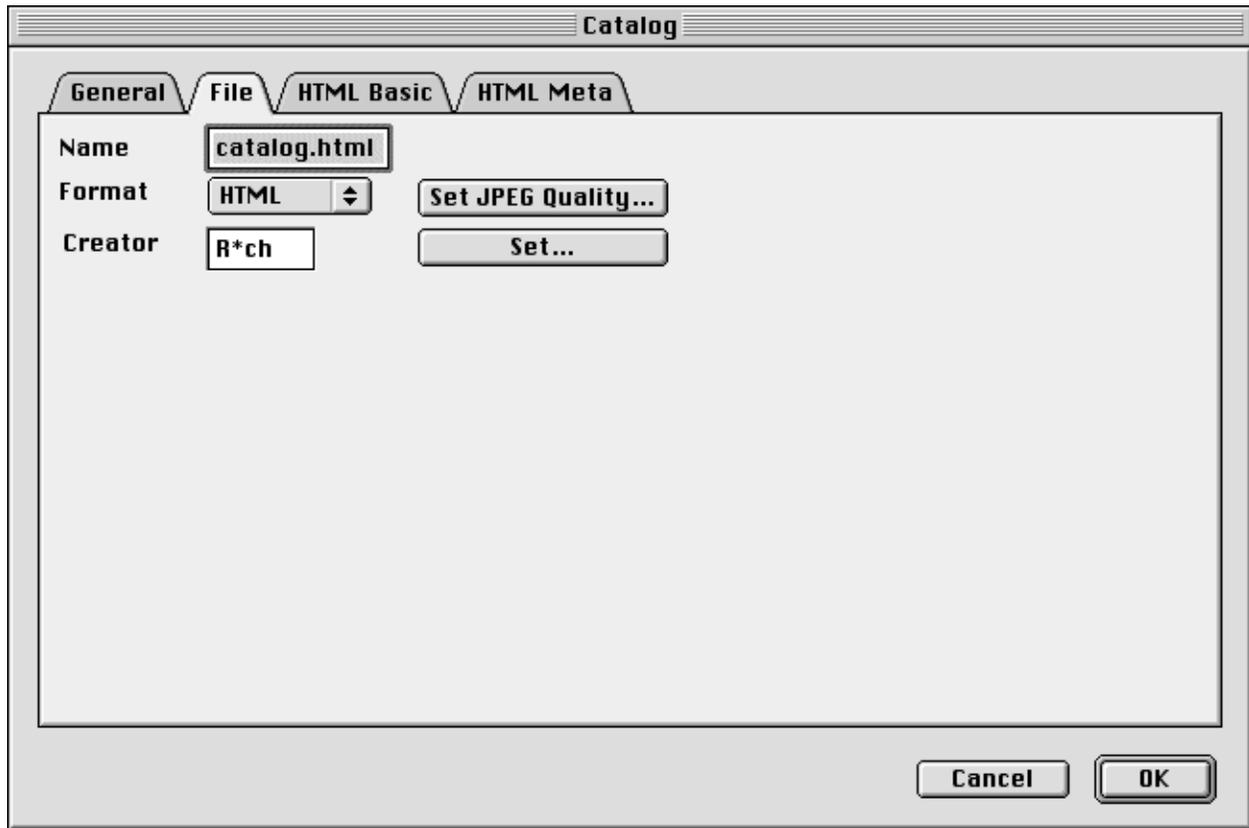
Catalog settings are defined in the four tabs of the dialog.

#### **General**



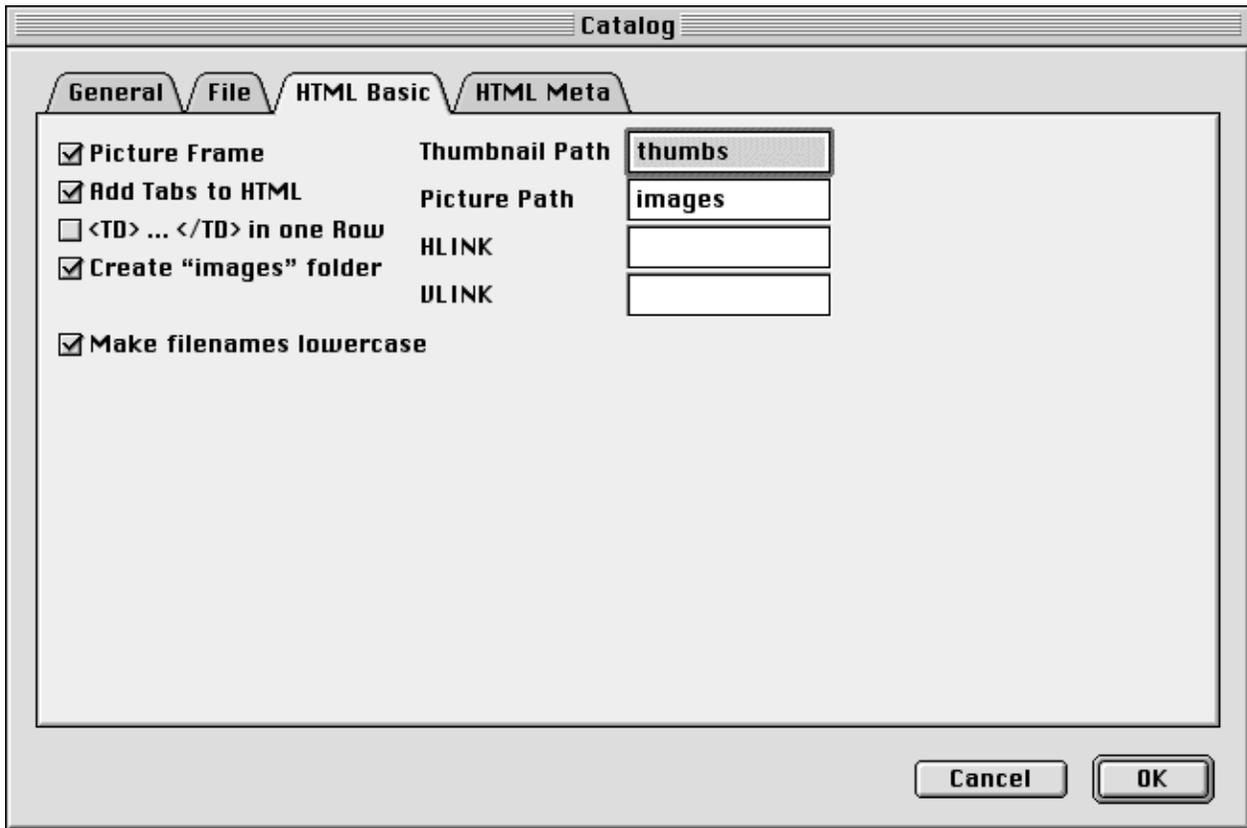
- **Picture details**  
You define the total size of the picture or web page.
- **Thumbnail details**  
You define the thumbnail size and the display of the additional details like name and file size.
- **Picture count**  
GraphicConverter calculates depending on the settings the number of thumbnails in each row and column.

## File



- **Name**  
Filename of the catalog.
- **Format**  
File format of the catalog. HTML and PICT are available. Click on JPEG Quality to set the quality of the thumbnails in HTML catalogs.
- **Creator**  
File creator of the catalog file. The Finder uses the assigned application for opening if you double click on such a file. You can click on Set to choose an application.

## HTML Basic



- **Picture frame**  
Check this if the thumbnails should be displayed with a border. GraphicConverter will add the HTML command border=0 if you uncheck this option.
- **Add tabs to HTML**  
Check this if you want the HTML code to be more readable.
- **<TD>..</TD> in one row**  
Check this if you want the HTML code to be more compact.
- **Create "images" folder**  
Check this if GraphicConverter should create subfolders for the picture files.
- **Thumbnail path**  
Relative path to the thumbnail folder.
- **Picture path**  
Relative path to the picture folder.
- **HLINK**  
Enter the color for HLINKs in HTML notation if you do not want to use the default color.
- **VLINK**  
Enter the color for VLINKs in HTML notation if you do not want to use the default color.
- **Make filenames lowercase**  
Check this option to avoid problems with some web servers.

## HTML Meta

The screenshot shows a dialog box titled "Catalog" with four tabs: "General", "File", "HTML Basic", and "HTML Meta". The "HTML Meta" tab is selected. Inside the dialog, there is a checkbox labeled "Allow Search Site to build an Index" which is currently unchecked. Below this checkbox are four text input fields:

- Author:** contains the text "authors name".
- Description:** contains the text "description text".
- Language:** contains the text "en".
- Keywords:** contains the text "keywords for search engines".

At the bottom right of the dialog, there are two buttons: "Cancel" and "OK".

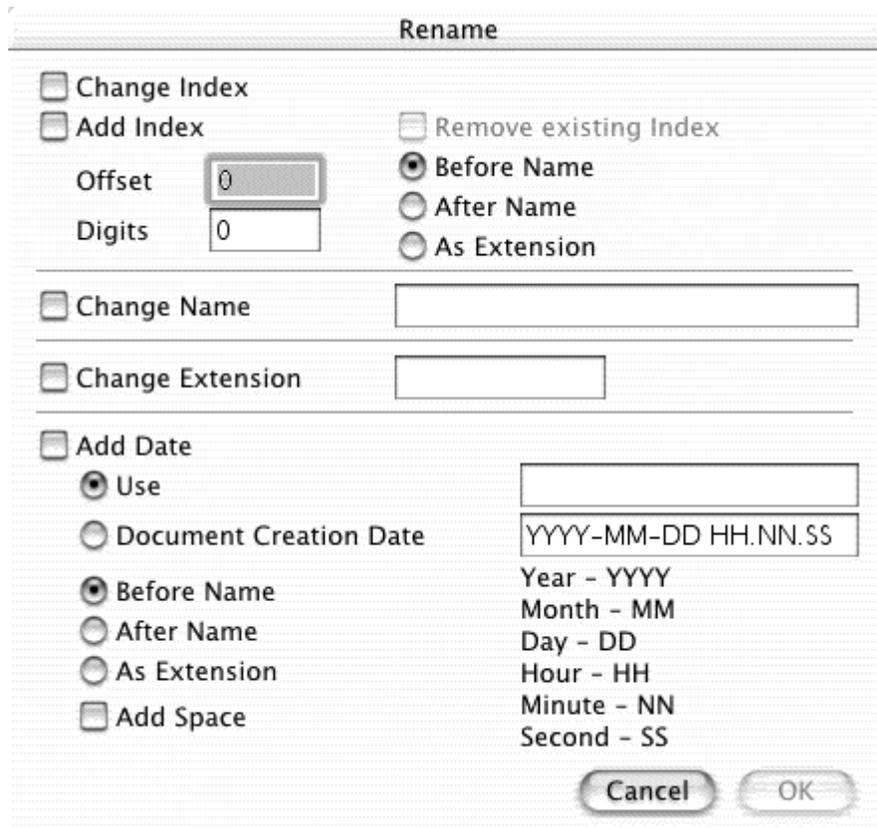
- **Allow search site to build an index**  
Check this if you want to make you catalog available for search engines.
- **Author**  
Enter the author name.
- **Description**  
Enter the description for the complete catalog.
- **Language**  
Enter the language of your description and keywords (en=English, de=German, fr=French).
- **Keywords**  
Enter the keywords separated by a space for the complete catalog.

### 3.3.18.2 Rename

Dialog window for renaming selected files.

Use to change the creation date, index, etc.

GraphicConverter will apply all checked entry on each selected filename in your list.



Examples:

Add index with offset 100, digits 4 and before name will do the following:

a.tiff -> 0100a.tiff

b.tiff -> 0101b.tiff

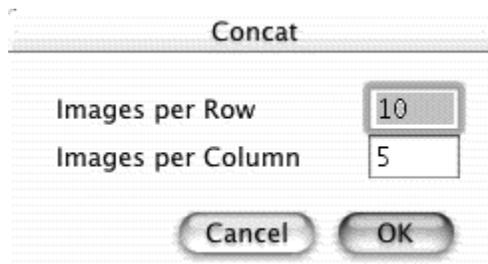
c.tiff -> 0102c.tiff

Change Name and Change Extension will change this parts of the name.

Add Date will insert the file date into the name or extension following to your settings.

### 3.3.18.3 Concat

Use this function to concatenate a group of small images to one large image. You can set the number of vertical and horizontal tiles in the dialog that appears upon clicking on the Concat button. The result is one file with multiple images in it.



Click on OK and all source images will be concatenated and saved in the selected file format.

#### 3.3.18.4 Insert IPTC

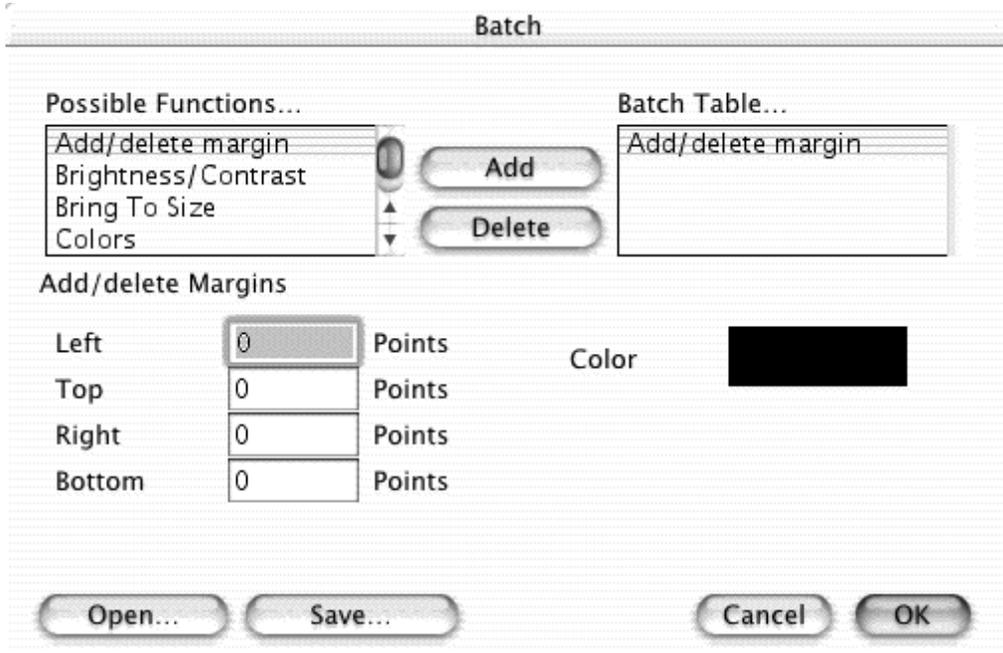
Use to set the IPTC information in JPEGs from a text file. The text file may be exported from a database. The text file and the JPEGs must be in the same folder. Select the text file and click on Insert IPTC.

The format of the text file must be:

- File name (without path)<tab>
- Caption<tab>
- Caption Writer<tab>
- Headline<tab>
- Special Instructions<tab>
- By Line<tab>
- By Line Titel<tab>
- Credit<tab>
- Source<tab>
- Object Name<tab>
- Date Created<tab> Attention: format yyyy.mm.dd (year.month.day)
- City<tab>
- State<tab>
- Country<tab>
- Reference<tab>
- Category<tab>
- Sub Category<tab> Separate multiple words with spaces
- Urgency<tab> Attention: number
- Keywords<tab> Separate multiple words with spaces
- Copyright<return>

### 3.3.18.5 Batch

Use to apply functions to all documents selected to be converted.  
Displays the following dialog:

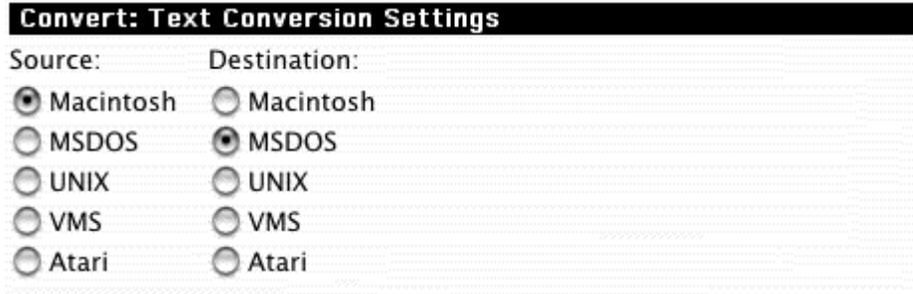


Options in the dialog:

1. Right hand list  
Displays the available functions. Select an entry and click on Add.
2. Left hand list  
Displays the selected batch functions for this batch. The functions will be executed in this order. Click on any entry for editing. Click on Delete to remove an entry.

### 3.3.18.6 Prefs of Convert More

#### Convert Text



- **Convert Text**  
Select the source and destination format for the text conversion. GraphicConverter will convert the line end characters and the special characters such as ä, ö, ü, ß.

#### Icon/Preview



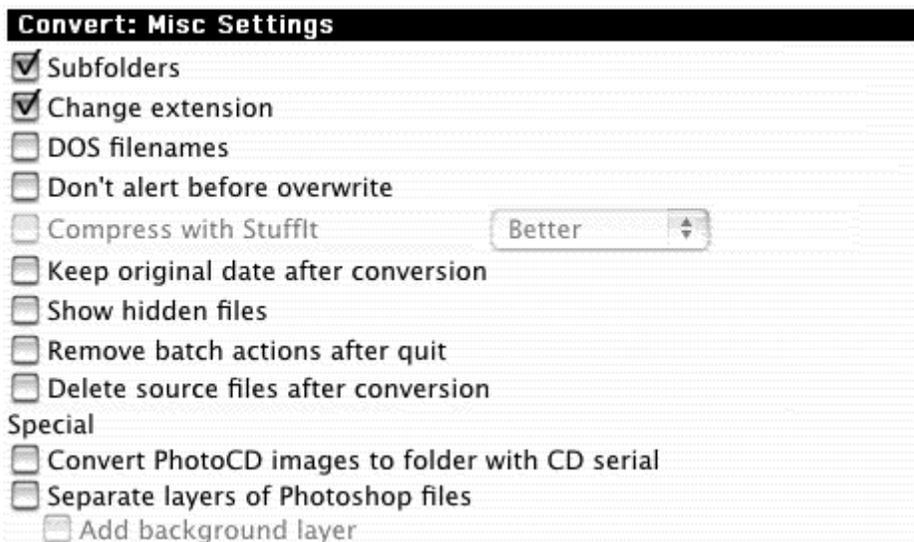
- **Icon/Preview**  
Creates icons and previews only when they not exist.

#### Errors



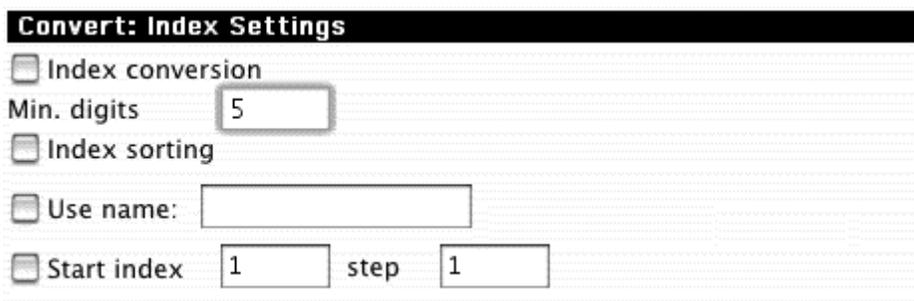
- **Error**  
Shows an alert after each error or writes an error log file (GraphicConverter protocol) to the desktop.

## Misc



- **Subfolders**  
Allows conversion of all files of selected folders including those in subfolders.
- **Change Extension**  
Allows you to add the extension of the new format to the file name (i.e. „.TIFF“).
- **DOS File names**  
Use to shorten the file names to “8.3” (eight characters plus 3 extension characters).
- **Don't alter before overwrite**  
You either see or don't see a warning dialog before overwriting.
- **Compress with Stuffit**  
Allows compression of files with StuffIt (if the engine is available).
- **Show hidden Files**  
Shows any hidden files in the file list of Convert.
- **Remove batch actions after quit**  
Clears the Batch Table after quitting the application.

## Index



- **Index Conversion**  
Changes the index (if available) of a file to the minimum number of entered digits. The File „Test.1.PIC“ will be converted to „Test.00001.PIC“.
- **Index Sorting**  
Sorts the files in the „Convert more“ dialog by the index (i.e. „1, 2, 3, 4, 5, 6, 7, 8, 9, 10...“ and not as normal „1, 10, 2, 3...“). This is useful for conversion of single images to QuickTime movies.
- **Use Name**  
Renames every file with the new name.
- **Start Index**  
Adds an index to every file starting with the start index.

### 3.3.19 Page Setup

Sets the format and quality of printing.

### 3.3.20 Print

GraphicConverter prints the contents of the active window. If you print a picture, GraphicConverter adds some fields to the standard print dialog.

These fields appear in the LaserWriter print dialog if you select GraphicConverter in the popup menu. The extra fields may also appear in the main print dialog of other printer drivers.

- **Area**  
Prints the complete picture or only the visible part.
- **Size**  
Change the print size with these options.
- **Print Display Information**  
Prints the picture size, name, depth etc., at the top of the page.
- **Behavior**  
You indicate what to do if the file exceeds the page boundaries.

- Position  
Sets the position of the image on the page. You can use this option if you print little images on high quality paper, this reducing paper costs
- Margins  
Sets the printing margins.
- Smart Trim  
Trims the image before printing.
- Smart print orientation  
Rotates the image depending on the orientation.

### 3.3.21 Print Catalog

Selecting “Print Catalog” will produce a printed copy of ALL the pictures in the selected folder. The catalog displays every picture with its name and size. Additionally, the full path is shown at the top of the page, and the page number at the bottom. Set the margins and page offset with the menu selection ‘Preferences’.

1. Choose the folder.
2. The print dialog box will be displayed for you to select the print options.

Font: Geneva

Size of Header: 12

Size of Text: 9

Print Title

Customized Title:  (leave empty to print path)

Print Page Numbers Offset: 0

Print Picture Name

with Dimension  with Size  with Date

Print Object Description

Arrange Pictures depending on Resolution  
Resolution of pictures: 300 ppi

Arrange Pictures with fixed Number  
Horizontal Pictures: 2  
Vertical Pictures: 3

Arrange Pictures with fixed Size  
Horizontal Width: 2,50 cm  
Vertical Width: 2,00 cm

Reduce Resolution to Printer Resolution

Include subfolders

Margins: Left: 2,50 cm, Top: 2,00 cm, Right: 2,00 cm, Bottom: 2,00 cm

Buttons: Use printers minimum, OK

Mode: Arrange pictures depending on resolution:

The number of photos per row and the number of rows will be selected by the program, taking into account the size of the picture.

By selecting the resolution in the dialog box that is part of the printer driver, the user can select how many pictures appear per page. The LOWER the resolution, the larger the pictures will be. Selecting 600 dpi will produce about 30 or so pictures per page, each quite small. Selecting 100 dpi will produce about 6 pictures per page, each about 3 x 2.5 inches if the pictures are from a 960x720 digital camera and saved in jpeg format. Printed on a 600 dpi printer the above settings give quite good resolution. If one of the pictures should be larger, say 2250x2250, it will appear by itself on one of the pages. Each picture will have printed below it whatever name is used to identify it in the folder. The path to the folder will be printed at the top of each numbered page.

Mode: Arrange pictures with fixed size:

You set the number of pictures per row and column.

Using the "Print Catalog" is a good, quick way to produce an album of pictures.

All pictures are arranged neatly on the page, and each is identified so you can find it in your files. There is also room for additional comments.

### **3.3.22 Print Folder**

This command prints the documents of a complete folder on separate pages. Please refer to the settings for each document to the standard print command.

### **3.3.23 Quit**

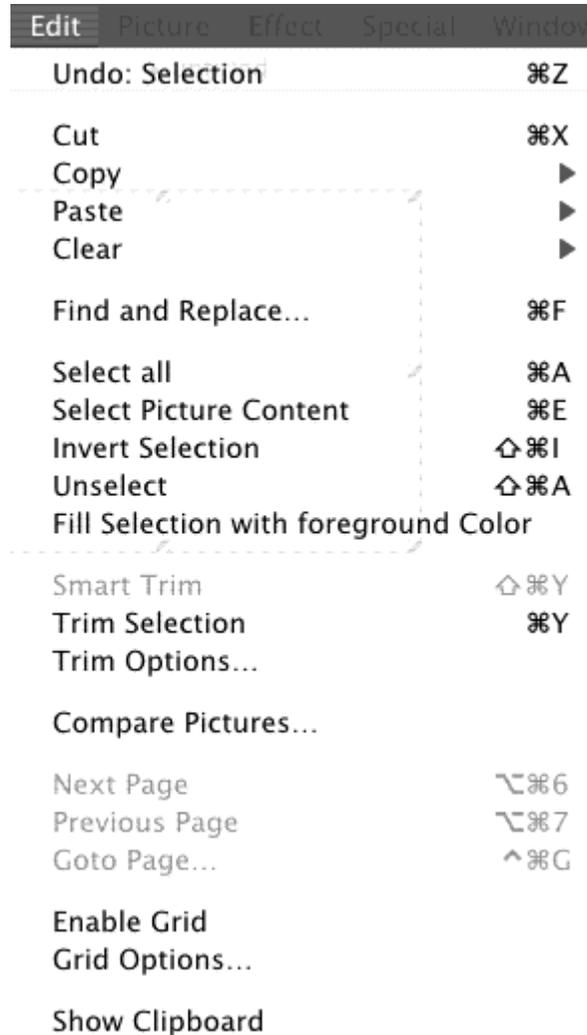
Exits GraphicConverter.

GraphicConverter saves your Preferences changes automatically.

This item is with MacOS X under the GraphicConverter menu.

### 3.4 Edit Menu

This menu provides functions for editing pictures and transferring them into other applications.



#### 3.4.1 Undo

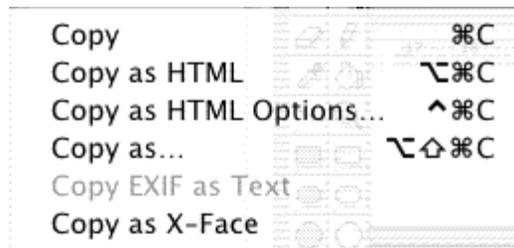
Undoes the last action in the active window. If undo is enabled, it will appear highlighted in the menu.

#### 3.4.2 Cut

Copies the contents of the selection in the active window to the clipboard and deletes the contents from the active window.

#### 3.4.3 Copy

The copy menu contains a submenu with all copy functions. You can simply release the mouse on this menu item if you want to do a normal copy call.



### 3.4.3.1 Copy

Copies the contents of the selection in the active window to the clipboard.

### 3.4.3.2 Copy as HTML

Press the control key when pulling down the Edit menu to see this item. This displays a dialog to specify the settings for “Copy as HTML”.

The IMG tag will be built according to the settings in this dialog.

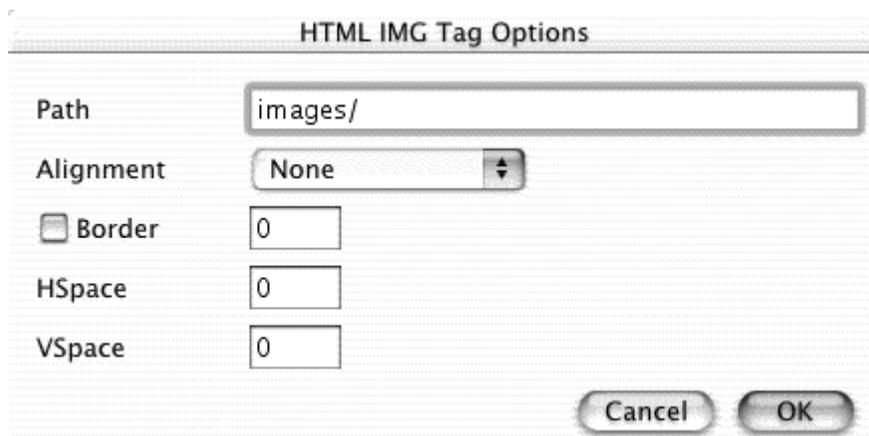
Example:

```
<IMG SRC="images/sample.gif" WIDTH=393 HEIGHT=234>
```

### 3.4.3.3 Copy as HTML Options

Press the control key to get this option.

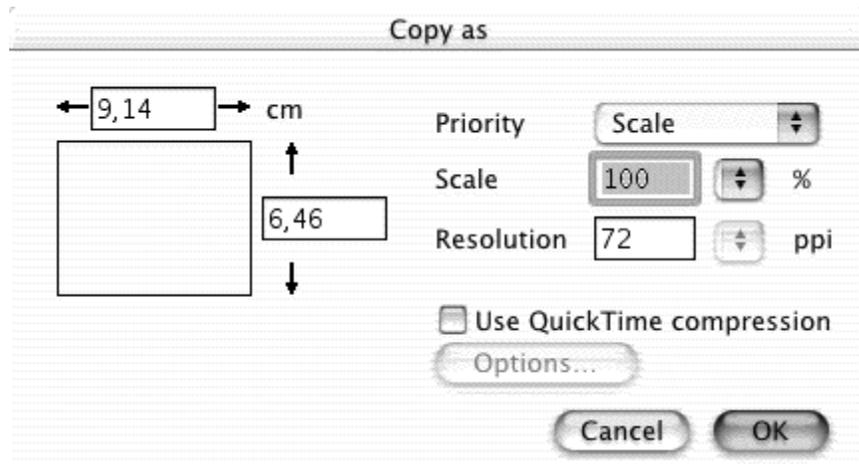
This brings up a dialog to specify the settings for „Copy as HTML“.



The IMG tag will be build depending on the settings in this dialog.

### 3.4.3.4 Copy as

Allows you to specify the copy options for the selection.



You can set the size, scale or resolution in the dialog.

Note:

This function is useful for copying the selection with the correct size and the original resolution (you lose no data or resolution).

#### 3.4.3.5 Copy EXIF as TEXT

Places the EXIF information (if available) as text in the clipboard

#### 3.4.3.6 Copy as X-Face

Places the current image in the X-Face format in the clipboard

### 3.4.4 Paste

The paste menu contains a submenu with all paste functions. You can simply release the mouse on this menu item if you want to do a normal paste call.



#### 3.4.4.1 Paste

If a PICT is on the clipboard, then the program inserts it in the active window. If you press the option key before pulling down the Edit menu, Paste changes to "Paste at Location...". You will then see a dialog to enter the coordinates for the clipping.

#### 3.4.4.2 Paste at Position

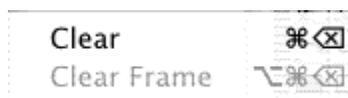
Displays a dialog to define the position for pasting.

#### 3.4.4.3 Paste Frame

Paste the content of the clipboard as a new frame in an animation.

### 3.4.5 Clear

The clear menu contains a submenu with all clear functions. You can simply release the mouse on this menu item if you want to do a normal clear call.



#### 3.4.5.1 Clear

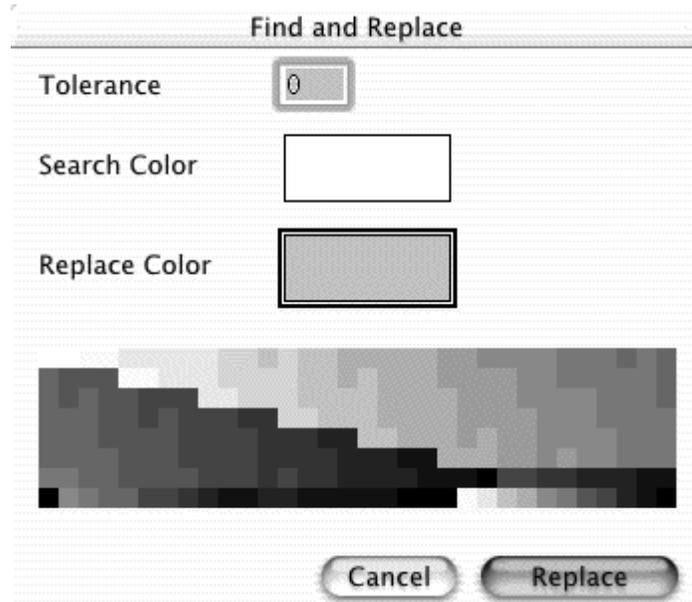
Deletes the contents of the selection in the active window.

#### 3.4.5.2 Clear Frame

Deletes the current frame of an animation.

#### 3.4.6 Find and Replace

Use this function to replace one color of an image with another color. You can define a tolerance. This is used to replace similar search colors, too.



Allows selection of the source and destination color with the color picker or by clicking in the image.

#### 3.4.7 Select all

Selects the entire contents of the active window.

#### 3.4.8 Select Picture Content

Selects only the contents of a picture and not the solid colored borders.

#### 3.4.9 Invert Selection

Inverts the selection. This is useful if you select an object with the magic pen and want to remove the background image.

#### 3.4.10 Unselect

Unselects the selection. You can use the escape key as a shortcut.

#### 3.4.11 Fill Selection with Foreground Color

Fills the selection with the foreground color.

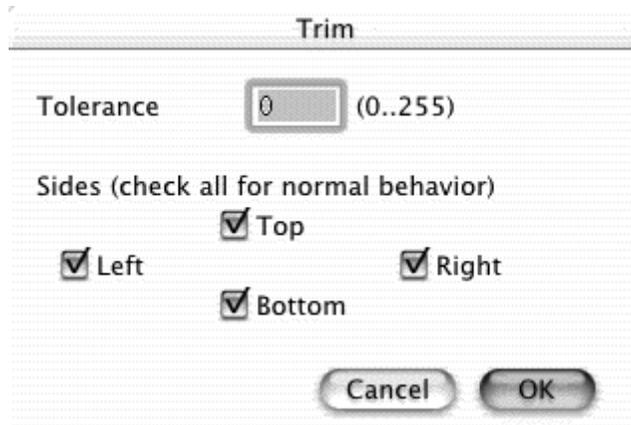
#### 3.4.12 Trim

Cuts away the non-selected parts of a picture and leaves the selection as the result.

*Note:* This saves memory.

### 3.4.13 Trim Options

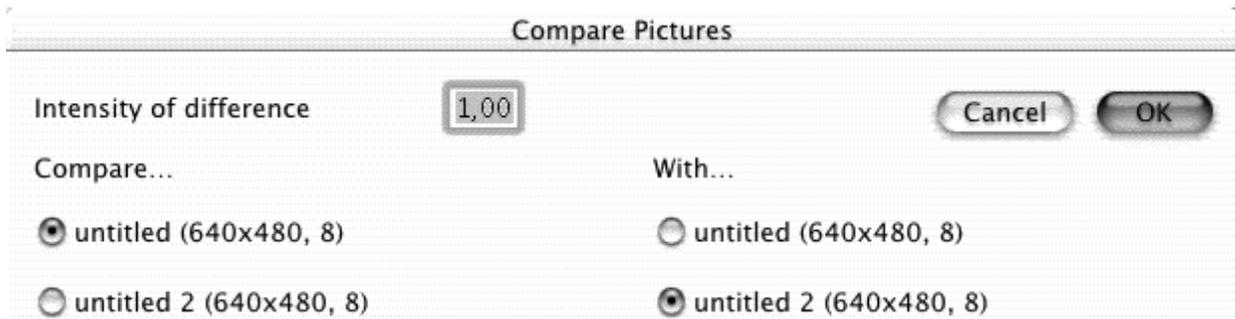
Defines the trim options.



- **Tolerance**  
Defines how tolerant the trim function should be, compared to the background color.
- **Sides**  
Limits the trim operation to specific sides of the graphic. This may be useful when the height or width of a graphic should remain the same.

### 3.4.14 Compare

Compares pictures. This is especially useful to find the differences between the original and the JPEG compressed file. The function creates a new window with the differences.



- **Intensity**  
Use this factor to scale the value of the difference. This is helpful to make small differences more visible.
- **Compare**  
Check the first file.
- **With**  
Check the second file (the width, height and bit depth must be the same as the first file).

### 3.4.15 Next Page

This will display the next page of a multipage document.

### 3.4.16 Previous Page

This will display the previous page of a multipage document.

### 3.4.17 Goto Page

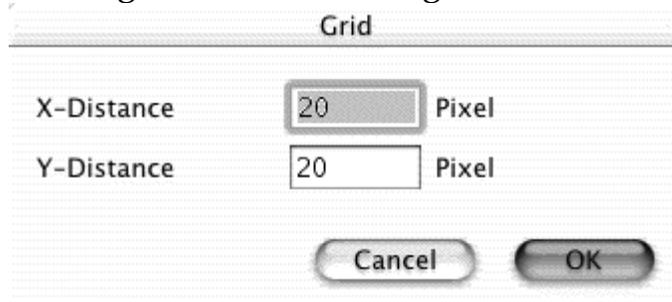
This will display a dialog to move to a page of a multipage document.

### 3.4.18 Enable/Disable Grid

You enable or disable the grid.

### 3.4.19 Grid

You get a dialog to define a grid. You can set the grid dimensions for the x- and y-axis.



The grid is used by the drawing functions.

### 3.4.20 Clipboard

Shows the contents of the clipboard.

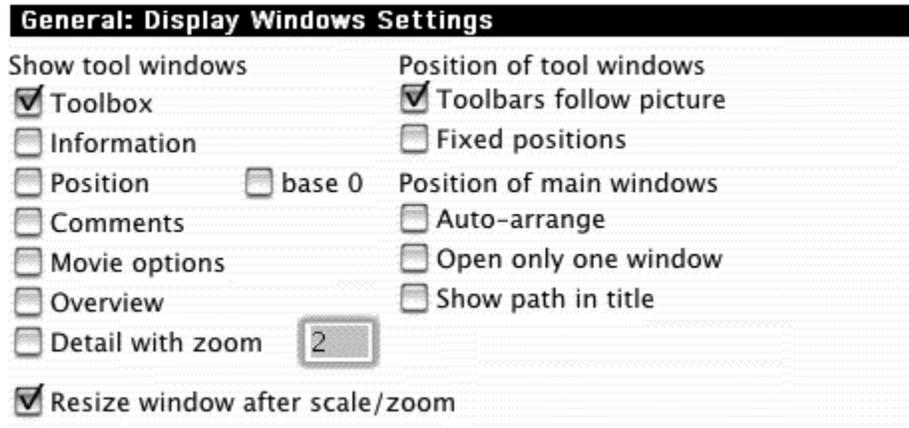
### 3.4.21 Preferences

This dialog contains settings and options for all parts of GraphicConverter. The left tabs display the category. Depending on the selected tab, additional tabs will appear at the top of the dialog window.

This item is in the GraphicConverter menu under MacOS X or later.

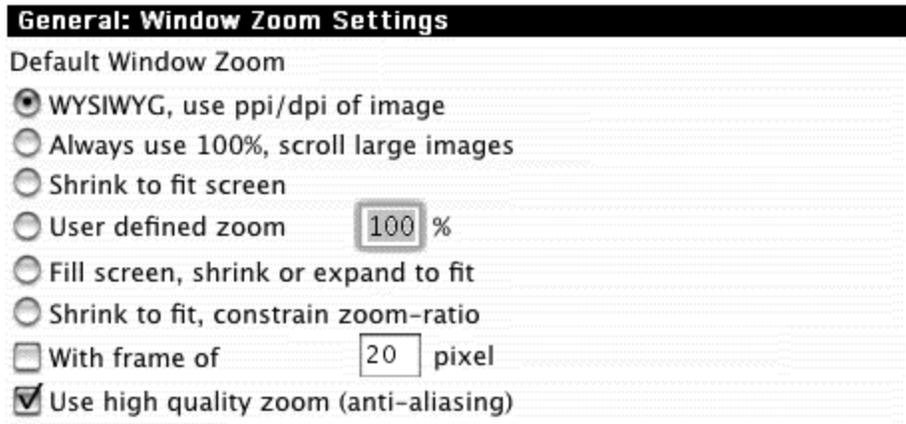
### 3.4.21.1 General

#### Display Windows Settings



- **Toolbox**  
The toolbox is displayed automatically upon opening or creating a picture.
- **Information**  
Displays the information window upon opening or creating a picture.
- **Position**  
Upon opening or creating a picture, this will display a small window at the top right of the main window. This window displays the mouse position in the main window.
- **Comments**  
Upon opening or creating a picture, this will display a small window at the bottom right of the main window. This window displays the comments of the pictures (if there are comments in the file).
- **Movie Options**  
Displays a small window with the movie options.
- **Overview**  
Displays a small window with the content of the picture as a thumbnail.
- **Detail**  
Displays a small window with the region under the cursor enlarged. You set the default scaling in the edit field.
- **Toolbars follow picture**  
Automatically repositions all tool windows after a move or resizing of the image window.
- **Fixed positions**  
Opens the tool window at the same position where it was last left.
- **Auto-arrange**  
Arranges all windows on opening as set in the „Arrange...“ menu command.
- **Open only one window**  
Check this to show only one window. GraphicConverter will automatically close all open windows when you open a new file.
- **Show path in title**  
Displays the complete path of the opened image in the title of the window.

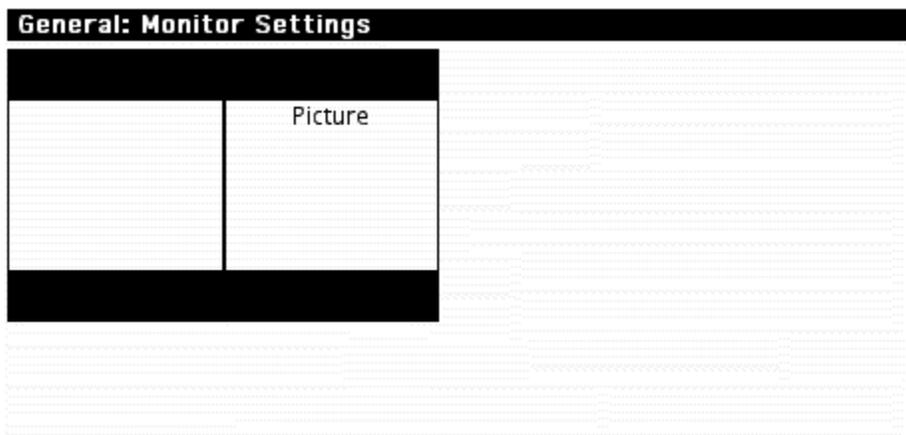
## Display Windows Settings



- **WYSIWYG**  
GraphicConverter opens every file in WYSIWYG resolution.
- **Everytime 100%**  
Every window will be opened at 100%. This is true even if the resolution of the picture is different from that of the screen.
- **Fit to Screen**  
Rescales every image to the full area of the screen.
- **User defined**  
Allows you to set the default scaling.
- **Maximum Size**  
Will open the picture at the maximum size.
- **Anti-Aliasing**  
Allows the Mac to dither pictures even if they're not the original size. It produces a better view, but slows down the computer.

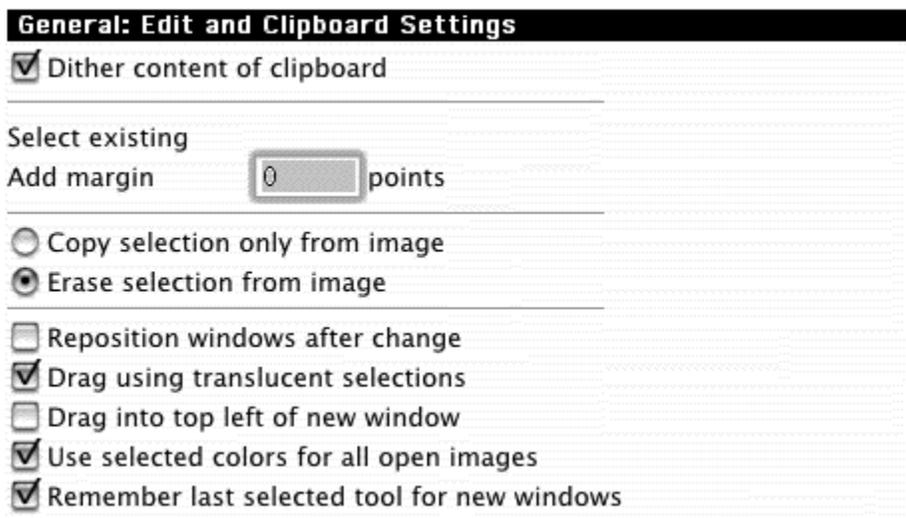
## Monitor

This option is available only on a Mac which has two or more connected monitors.



- **Picture**  
Simple set the default monitor for the windows by drag and drop of the picture.

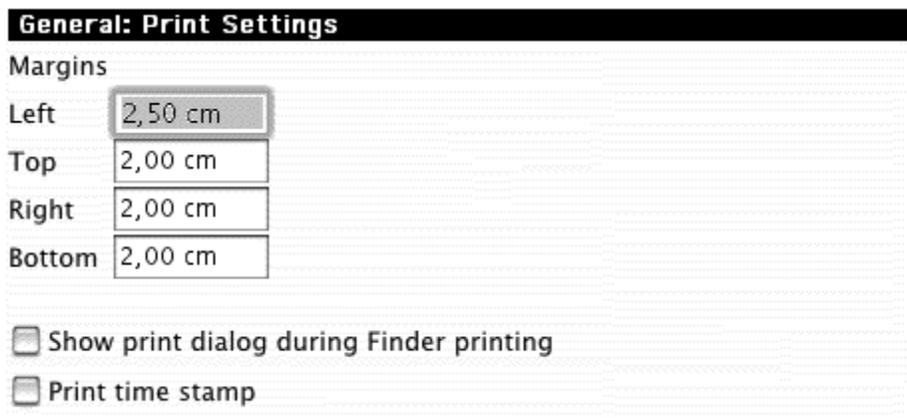
## Edit



- **Dither**  
Set if GraphicConverter should dither the clipboard.
- **Select existing**  
Set an additional margin for selections.
- **Selection**  
Set the method for handling the selection.
- **Reposition Windows after Change**
- **Drag selection translucent**  
Uncheck this option if you have a slow Power PC.
- **Use selected Colors for all open Images**  
You set the current foreground and background color for all images.

## Print

GraphicConverter uses these options for printing pictures and catalogs.



- **Margins**  
Sets the margins of the page.
- **Print Time Stamp**  
Prints the current date on the background (works only on Postscript printers).
- **Show print dialog during Finder printing**  
Check this option to display a print dialog from the Finder for every print command.

## Memory



- **Undo available**  
Undo slows down the application somewhat. But it gives you the option to undo most functions.

## Plug-ins

### General: Plug-ins Settings

MacOS 8.5 to MacOS 9.2.1:

The plug-ins are in the GraphicConverter subfolder in the Application Support folder in the System folder.

MacOS X:

The general plug-ins are under

Library/Application Support/GraphicConverter

The user plug-ins are under

~/Library/Application Support/GraphicConverter

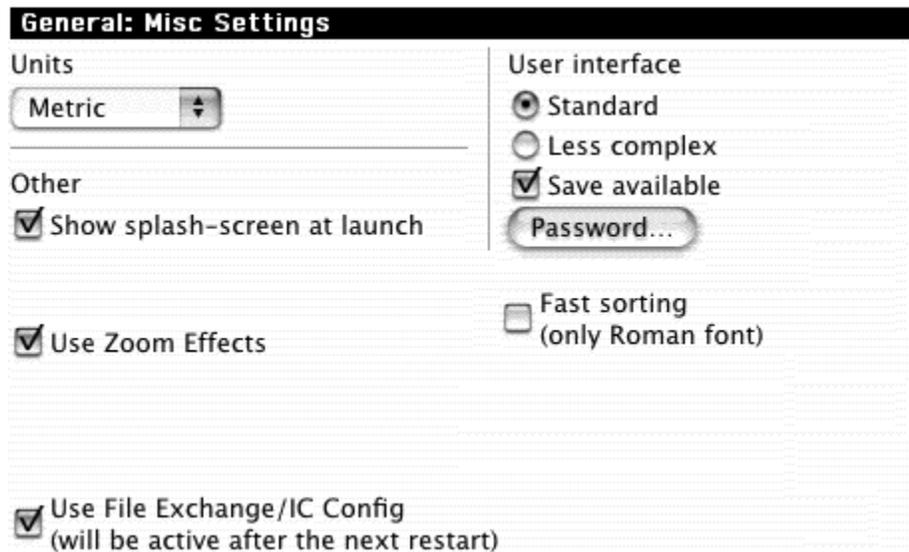
Acquire plug-ins settings

- Support "Acquire again"
- Close TWAIN Source after end of scan
- Support old Plug-ins (requires more memory)
- Ask TWAIN driver for color table
- Invert 1 bit TWAIN images

GraphicConverter versions 1.7.9 or later allow the use of Plug-ins. The user can program special import and export filters. Version 2.3 or later can use PhotoShop filter plug-ins. The plug-in developer kit is available online at <http://www.lemkesoft.de> and <http://www.lemkesoft.com>.

- Set Folder  
You define the folder that contains the plug-ins.
- Support Acquire again  
Check or uncheck this options if acquire does not work correctly.
- Close TWAIN Source  
Check or uncheck this options if acquire does not work correctly.
- Support old Plug-ins  
Check this option if a plug-in does not work.
- Ask TWAIN driver for color table  
Check this option if you scanner driver returns a color table for 8 bit images

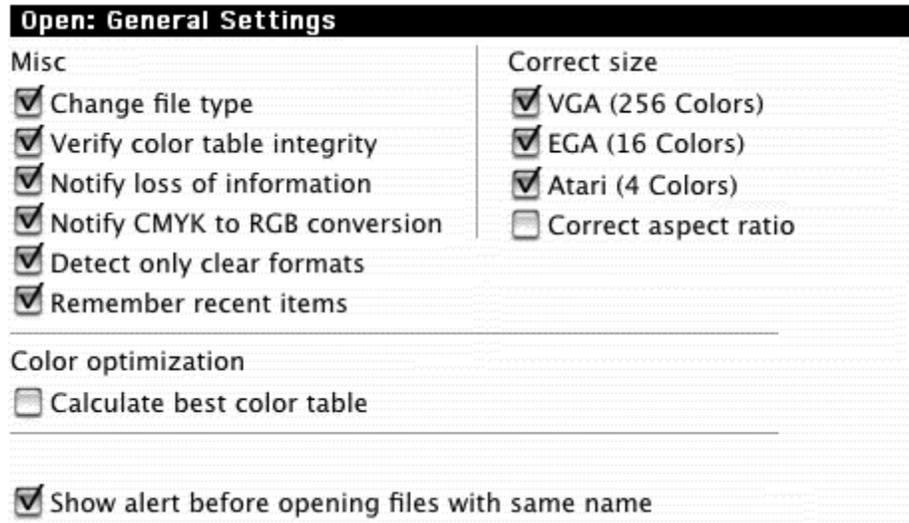
## General



- **Dimension**  
Sets the dimension to centimeters or inches for margin values.
- **Show Startup Dialog**  
Unchecking this disables the startup dialog. This is only available in the registered version.
- **User Interface**  
You get a simpler user interface without an edit function when you select Less Complex.
- **Fast Sorting**  
Check this box for faster sorting. It will improve the speed for large file lists by a factor of 5 to 10. NOTE: This option is only useful for roman fonts because the fast sorting routine do not work with Japanese, Arabic etc.
- **Use Navigation Services**  
You enable or disable the use of the new Navigation Services under MacOS 8.5 or later.
- **Use Zoom Effects**  
Enables the nice zoom effects during opening and closing windows. Available with MacOS 8.5 or later.
- **Configure PC Exchange/File Exchange**  
Use this to configure PC Exchange/File Exchange. The Finder will then automatically start GraphicConverter to view PC graphics (when they are selected or double-clicked).

### 3.4.21.2 Open

#### General



#### Correct Size

If one of the following three choices is selected, GraphicConverter resizes the picture:

Format	Source Pixels	Destination Pixels
VGA (256 Colors)	320x200	320x240
EGA (16 Colors)	640x350	640x480
Atari (4 Colors)	640x200	640x400

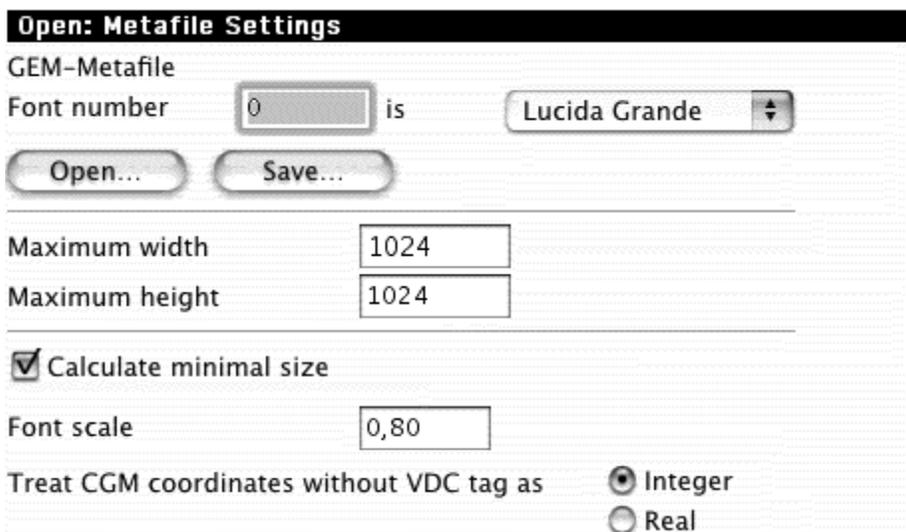
- **Change file type**  
GraphicConverter automatically sets the file type of a picture to its own upon loading a file.
- **Verify color table integrity**  
The color table of IBM-based pictures is often in the wrong order. You can get problems with these PICTs while printing or performing other operations. If you check this box you can fix those problems forever.
- **Notify loss of information**  
GraphicConverter notifies you if you open an image with vector data.
- **Correct aspect ratio**  
Check this option to automatically rescale files with different horizontal and vertical resolutions. This may be useful for conversion of fax files to a format that does not support differential resolutions (like GIF).
- **Calculate best color table**  
GraphicConverter will calculate an optimized color table for 32 and 16 bit pictures even if you display them in 8 bit.
- **Show alert before opening files with same name**  
Displays an alert dialog before opening a window whose name already exists.

#### PICT



- **Big Color Test**  
Select the big color test if GraphicConverter opens a vector PICT without all colors.
- **Scale Vectors**  
Whenever a PICT is opened, a dialog will appear to allow a change to the size and resolution.

## Metafile



- **GEM-Metafile**  
Sets the relationship between GEM and Mac-fonts.
- **Size of Metafile**  
Sets the maximum size of Metafiles.
- **Calculate Minimal Size**  
Calculates only the part of the image which contains information. The file information will be ignored. This saves memory.
- **Font Scale**  
Allows correction of the size of fonts with this factor.
- **Treat CGM**  
Switch this option if the imported CGM file looks not correct.

## HPGL

Open: HPGL Settings			
Pen	[mm]	Color	
1	0,25		
2	0,35		
3	0,50		
4	0,70		
5	1,00		
6	1,20		
7	1,20		
8	1,20		

Resolution	Unit	0,250	mm
Pixmap	102		ppi
Font	Geneva 		
Scaling factor	1,00		

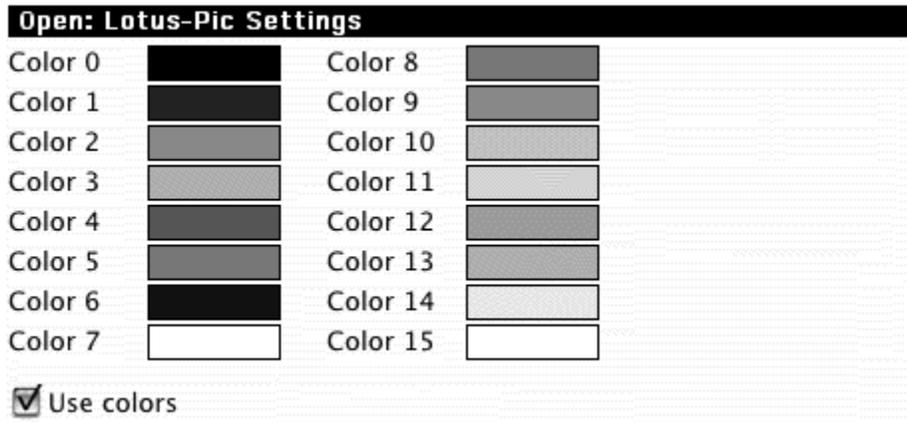
Default rotation	
<input checked="" type="radio"/> 0°	<input type="radio"/> 180°
<input type="radio"/> 90°	<input type="radio"/> 270°
HPGL/2 scaling	
<input type="checkbox"/> Use IP and SC	
P1x	0
P1y	0
P2x	9640
P2y	7120

- **Width**  
Allows you to set the default width in mm.
- **Color**  
Sets the default color.
- **Resolution of a unit**  
Sets the length of a unit in the HPGL file. This is normally 0.025 millimeters, but may be changed here to reduce memory usage in large drawings.
- **Resolution of the pixmap**  
Sets the resolution of the new pixmap. This is to provide scaling.
- **Font**  
Sets the font for HPGL labels. You can change the font size with the scaling factor if desired.
- **Recognize IP and SC**  
Enables scaling with the SC/IP command.
- **Coordinates**  
Enter the default paper size in plot coordinates.
- **Default Rotation**  
Select the default rotation (required for buggy HPGL files).

### Note

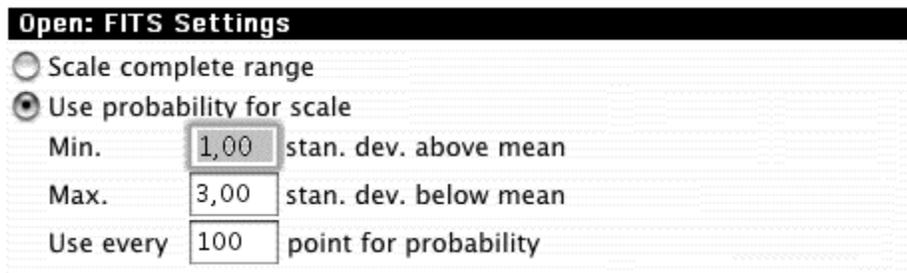
HP-GL/2 documents can change the pen width and color.

## Lotus-PIC



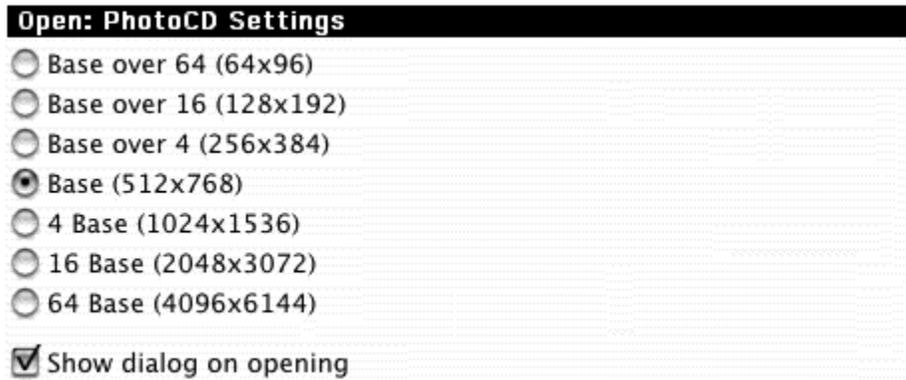
- Lotus-PIC  
Defines the 16 colors of a Lotus-PIC file if GraphicConverter is to import the file in color.

## FITS



- FITS  
FITS files use a range from 8 to 64 bit for the grays. Mac's can only handle 8 bits of gray (256 grays). Use this to set how to map the grays. This probability scheme often gives better results.

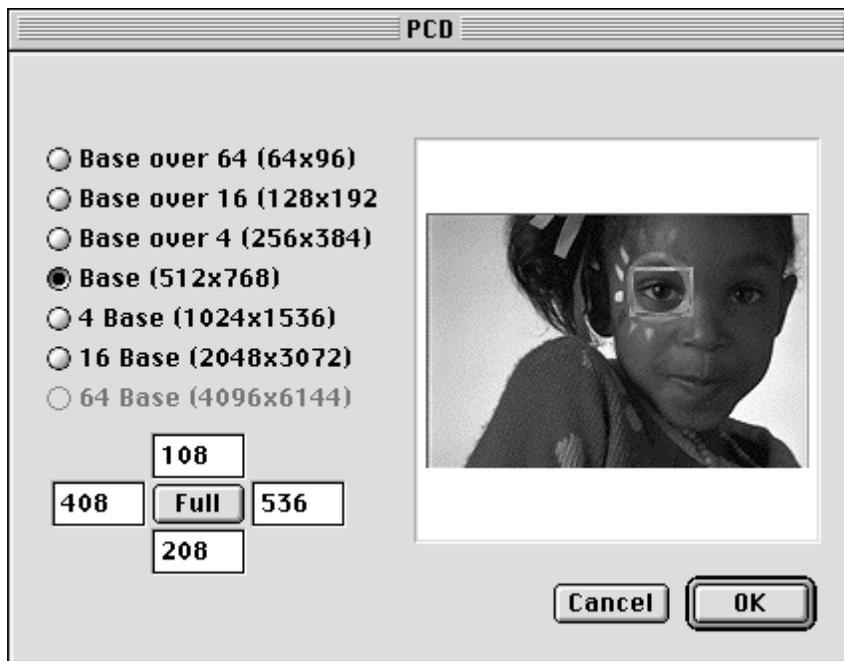
## PCD



- PCD

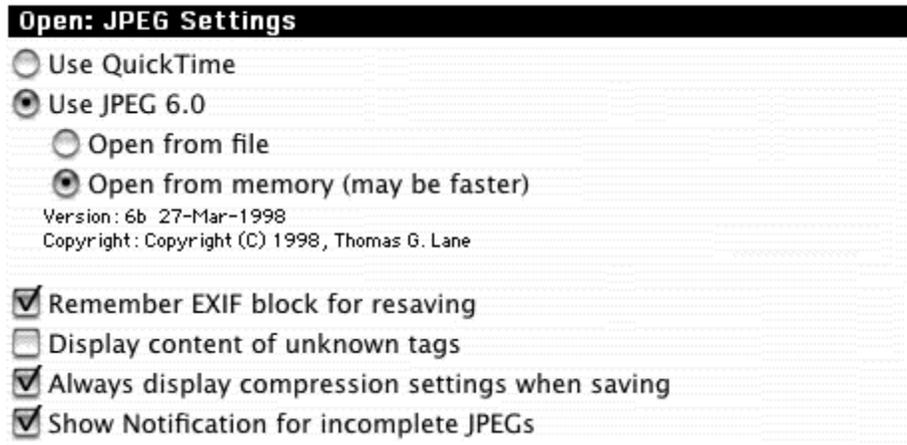
Defines the standard open size. Check the „Show Dialog“ option to get a dialog on every opening.

Using this dialog, you can open either a selection of, or a complete PCD. The dimension may be set manually, or you may chose standard preset sizes.



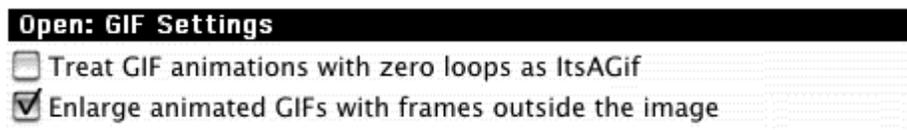
Note: Open the PCD files directly from the folder PHOTO\_CD:IMAGES on your photo cd and not from the emulated folders!

## JPEG



- JPEG  
Defines which library GraphicConverter uses for opening JPEGs. However, QuickTime can't decompress every JPEG, though it is faster than JPEG 6.0. GraphicConverter will use JPEG 6.0 Libs automatically when QuickTime fails in decompression.  
Note: the QuickTime library may crash your system with corrupt JPEGs. JPEG 6.0 is the recommended default.
- Remember EXIF block for resaving  
Check this to save the original EXIF information of a JPEG from a digital camera back to the JPEG.
- Display content of unknown tags  
Use this to get additional informations in the comment window.

## GIF



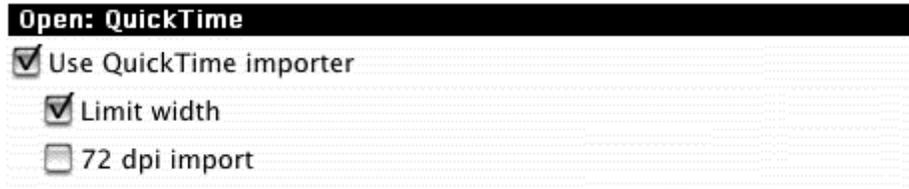
- GIF  
The application **ItsAGif** creates gif animations to display gifs with more than 256 colors. Sometime GraphicConverter can decide if a file is an **ItsAGif** file or a normal GIF animation. Check this option when you have any problems with the detection.
- Enlarge animated GIFs  
Check this option for enlarging GIF animations that are saved with a wrong maximum frame.

## WMF



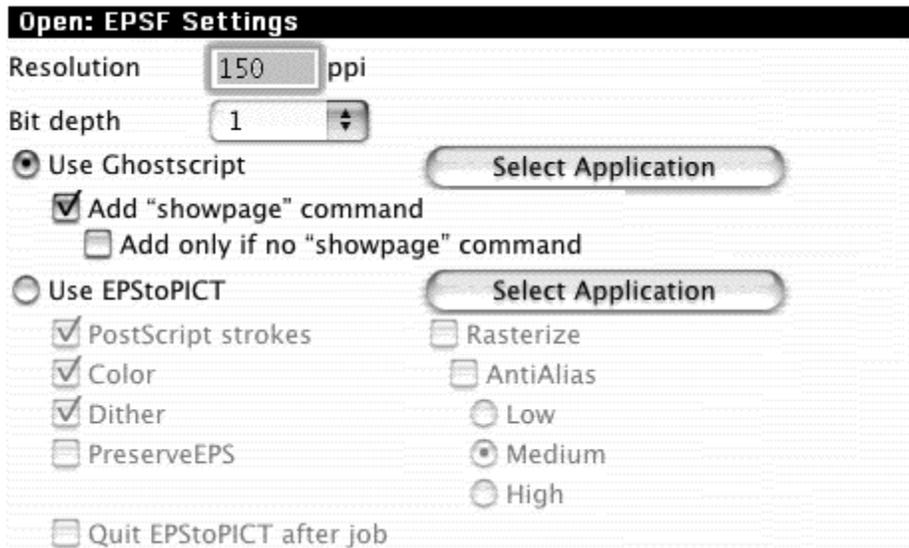
- Ignore  
Check this option if the WMF import is not correct.

## QuickTime



- Use QuickTime graphic importer  
QuickTime allows the import of some still graphic file formats. GraphicConverter will use this option by default. But the QuickTime importer may crash your system with some corrupt files. Uncheck this option when you detect a problem.

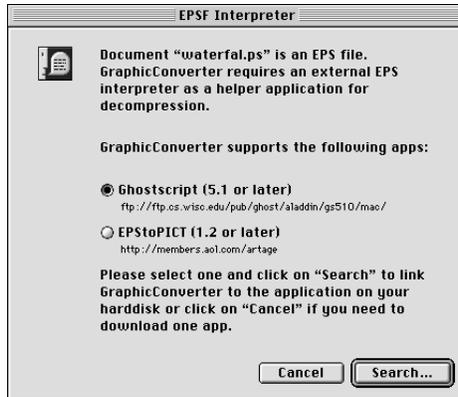
## EPSF



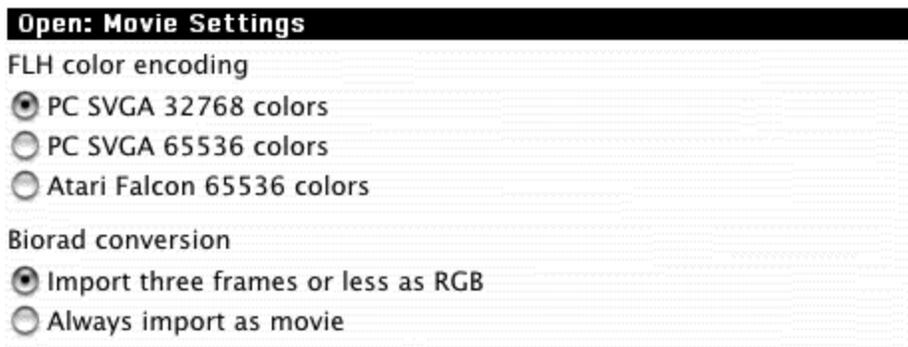
GraphicConverter can only open EPSF files by using a helper application. Supported applications are Ghostscript (freeware; <ftp://ftp.cs.wisc.edu/pub/ghost/aladdin/>) and EPStoPICT (shareware; <http://www.artage.com> ).

- Resolution  
Sets the import resolution of the EPSF file. A high resolution may require a lot of memory.
- Bit depth  
Sets the bit depth of the image.
- Application  
Specifies which application should be used.
- EPStoPICT settings  
You will find a description of these options in the manual of EPStoPICT.

The first time you open an EPSF file, you will be asked for the location of the interpreter with the following dialog box. Simply click Search and select the application. The EPSF file will then be opened.

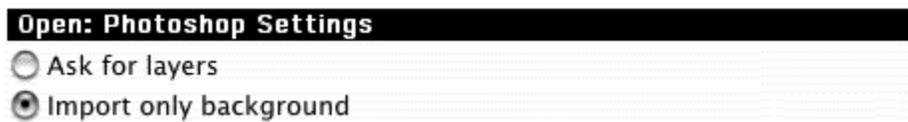


## Movie



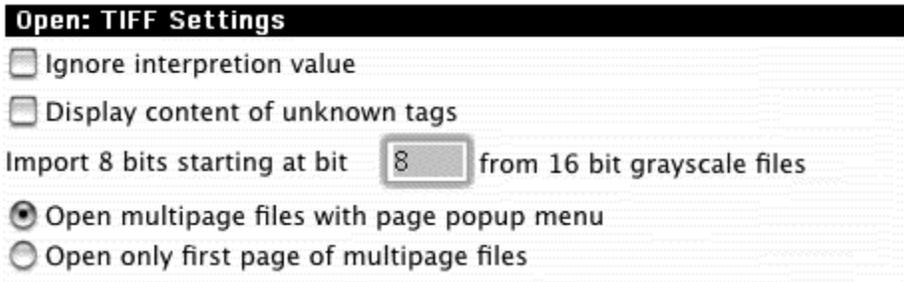
- **FLH Color Encoding**  
The color information in FLH files may be stored in three kinds. There is no way to detect which kind. Select the correct kind for your files here.

## PSD (Photoshop/Photo Deluxe)



- **Ask for layers**  
Select this option to get a dialog before opening a Photoshop image. You can select the layers for importing. You have to check this option for importing Photo Deluxe images correctly.
- **Import only background**  
Imports only the background layer of a Photoshop image.

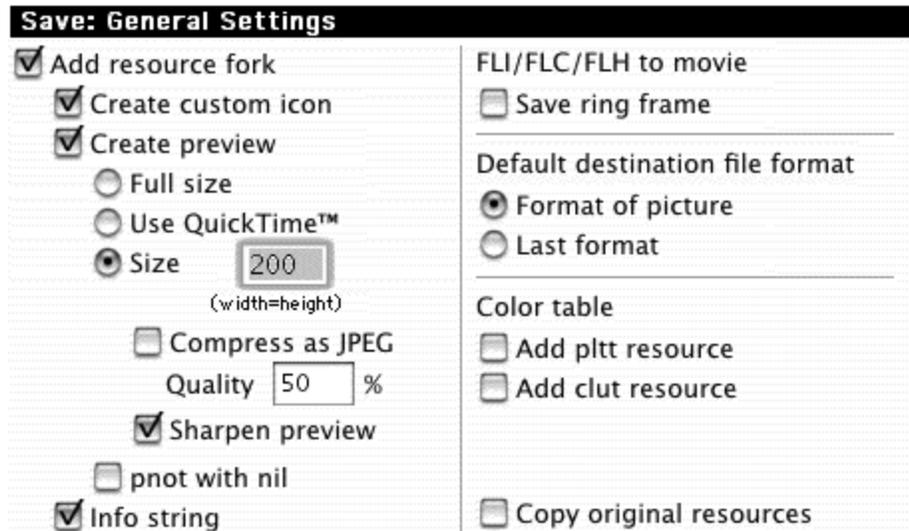
## TIFF



- **Ignore interpretation value**  
Check this option if your TIFF files are inverted. This happens if the TIFFs writer set this value incorrectly.
- **Display content of unknown tags**  
Displays unknown tags in the comment window. This is useful for debugging a TIFF image.

### 3.4.21.3 Save

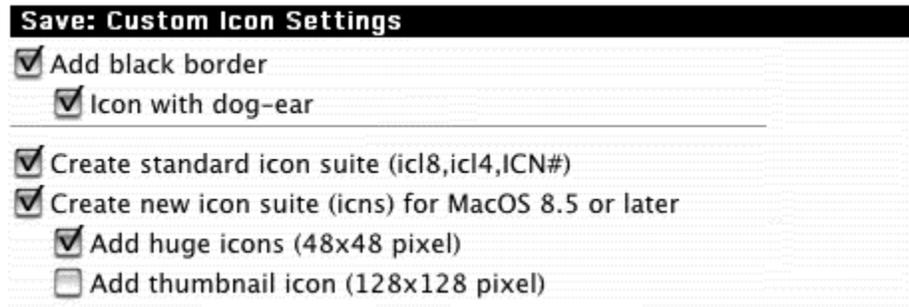
#### General



- **Add Resource fork**  
Use to enable or disable the resource fork. NOTE: Macintosh files can have a resource fork. This part of the file contains additional information like preview, color table, description etc. This part may enlarge the file significantly, and it is not required for web page use.
- **Create Custom Icon**  
GraphicConverter automatically builds a file icon with a small thumbnail of your picture.
- **Create Preview**  
GraphicConverter automatically creates a small preview in 16 bits (max. size 80 x 80 points, if you use QuickTime) of your picture. This is compatible with Quicktime previews.  
You can compress the previews with the JPEG mechanism. This will create a smaller preview. But the display of the preview (for example in the browser) is much slower than a uncompressed preview.
- **Sharpen preview**  
Check this to enhance the preview quality a lot of.
- **pnot with nil**  
Set this if a nil pointer should added to the preview info resource. Some applications are incompatible with this.
- **Info string**  
Set this if GraphicConverter should write the name „GraphicConverter“ as the source application to the file.
- **FLI to Movie**  
Check this box if you save FLIs or FLCs as a QuickTime movie in which you want the first frame to shown again after the last.

- **Dest. File Format**  
Sets the default file format.
- **Color Table**  
Adds a pltt or clut resource with the color table of the image to the file.

## Custom Icons

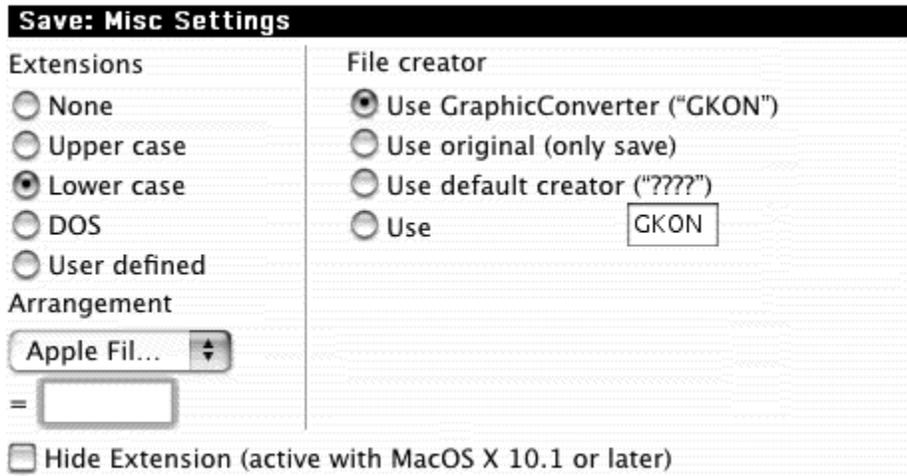


- **Add black Border**  
Check this to save the custom icon with the default black frame/border.
- **Icon with Dog-Ear**  
The customized file icon will have a dog-ear if this box is checked.
- **Create standard icon suite**  
Creates the standard custom icons that are required for display under MacOS 7.0 or latter.
- **Create new icon suite**  
Creates the new icon suite with 32 bit icons for MacOS 8.5 or later.
- **Add huge icons**  
Creates also large 64x64 pixel icons.

Note:

Custom icons make the files larger!

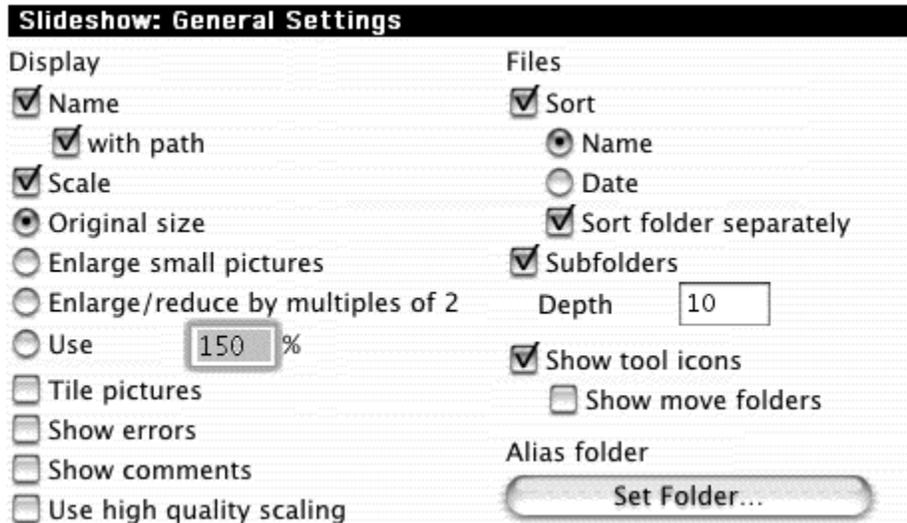
## Settings



- **Extension**  
GraphicConverter automatically adds a format extension, i.e., PICT to your picture name if you use Save as. Additionally you can set the form of the extension.
- **Width while Saving**  
Clip PICTs to the original width with this option.
- **Path**  
Enter the source path of the image as the default path. NOTE: not compatible with Directory Assistance II.
- **File Type**  
Enter the creator of the file when saving.

### 3.4.21.4 Slide Show

#### General



- **Display Name**  
Displays the name of the current picture in the top left corner of the screen.
- **With Path**  
Displays the path in addition to the name.
- **Blow up small Pictures**  
Resizes small pictures to the full screen size.
- **Display Errors**  
Errors occurring in the slide show will be displayed.
- **Info on second monitor**  
Displays information about a picture on a second monitor.
- **Display Comments**  
Displays the file comments under the image in the slide show.
- **Effects**  
Select the effect for the slideshow image display.
- **Sort**  
Sorts a slide show alphabetically by name or date. NOTE: very slow for big folders.
- **Subfolder**  
The slide show will display pictures found in any subfolder of the selected folder (up to the depth defined here).
- **Alias**  
Sets the destination folder for alias files that you create during the slide show.
- **Show tool icons**  
Displays a small toolbox during the Slide Show. Used to navigate within a slide presentation.

## Misc

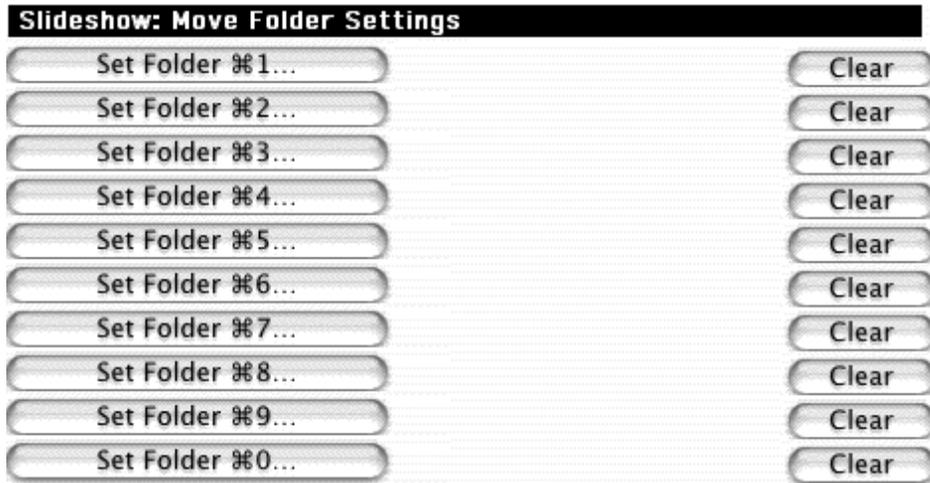
The screenshot shows a dialog box titled "Slideshow: Misc Settings". It contains several configuration options:

- Font:** A dropdown menu set to "Lucida Grande".
- Size:** A numeric input field set to "12" with up/down arrows.
- Color:** A color selection box.
- Background color:** A solid black color swatch.
- Change picture:** Three radio buttons: "After delay" (selected), "After mouse click", and "Loop slideshow".
- After delay:** A numeric input field set to "5,0" with a unit "s".
- Ignore extensions (separated by a space):** A text box containing the string: "TXT HTM HTML EXE DLL P C PAS CC ASM COM SYS LST DOC XLS PST OST INI PPT INF SIT ZIP TAR MIM GZIP ARJ".

- **Endless**  
Automatically loops back to the first picture following the last.
- **Minimal Showtime**  
Sets the minimal time the picture appears.
- **Font**  
Selects the font for the picture title.
- **Color**  
Selects the background color.
- **Change Picture**  
The Slide Show changes the picture after the set display time or after a mouse click or arrow keystroke.
- **Ignore**  
Defines the file extensions that will be ignored.

## Move Folder

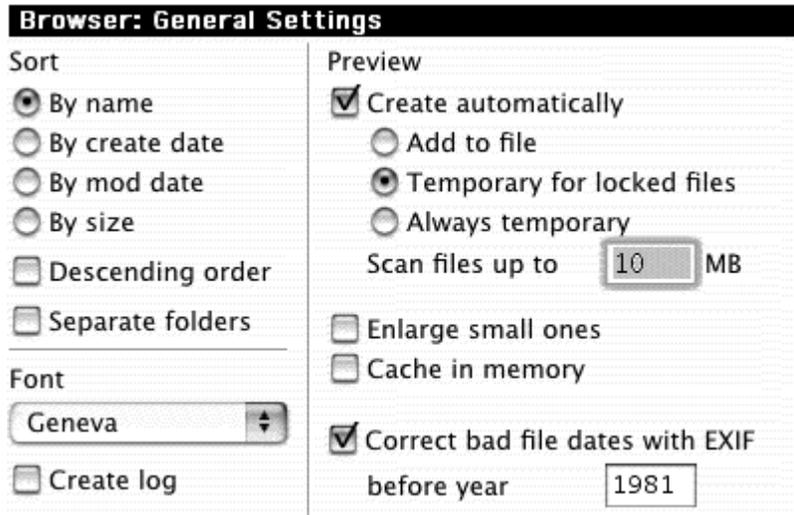
The Slide Show has an option to move a file to a defined folder (i.e. for sorting) by touching command-1 to 0.



- Folder  
Click on the „Set Folder ..“ button to define a folder with a file dialog.

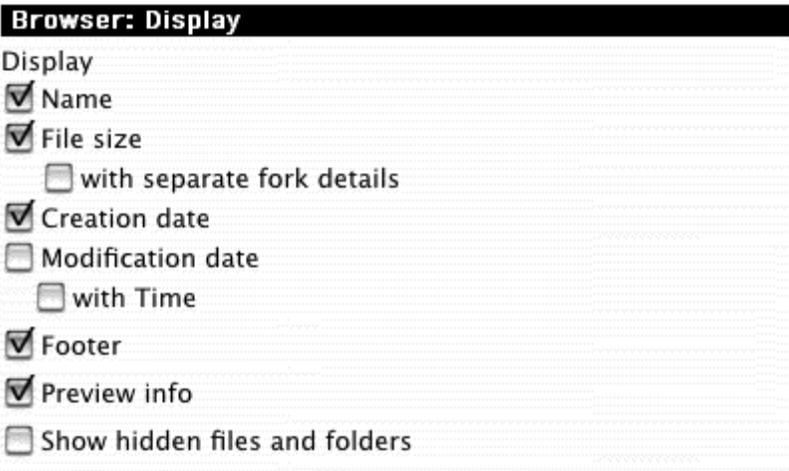
### 3.4.21.5 Browser

#### General



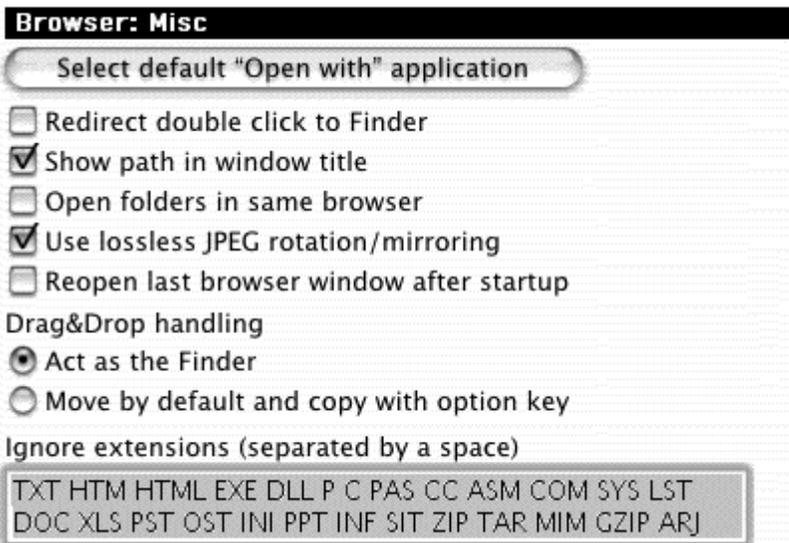
- **Sort**  
Selects the default sorting criteria.
- **Descending order**  
Sets the default sorting direction to “Top Down”
- **Separate Folder**  
Displays the folders first and then the files.
- **Create Preview automatically**  
Creates a preview automatically for every file which has none.
- **Enlarge small ones**  
Displays small previews enlarged.
- **Create log**  
Creates a log file on the desktop with messages generated during Browser operations.

#### Display



You define with details should be displayed in the browser.

## Misc



- **Select default “Open with” application**  
Lets you set the default application for opening files from the browser with another application with the shortcut Shift + Command + O.
- **Redirect double click to Finder**  
Check this option if the Finder should open the files in the browser with the application that created the files.
- **Show path in window title**  
Check this to see the complete folder path in the title of the window.
- **Open folders in same browser**  
Check this option to open a folder (after a double click on a folder in the browser) in the same browser.

- **Use lossless JPEG rotation**  
Check this to rotate JPEGs losslessly. This is a bit slower than lossy rotation. You can speed up the rotation by assigning 20MB or more to GraphicConverter.
- **Drag&Drop handling**  
Select the Drag&Drop behavior.
- **Ignore**  
Indicate the file extensions to be ignored. This speeds up the display of the graphics files.

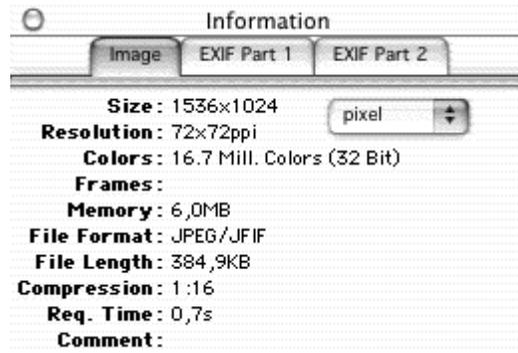
### 3.5 Picture Menu

The **Picture** menu allows you to adjust the contents of a picture.



#### 3.5.1 Information

A small window giving details about the picture appears in the lower left corner of the screen.



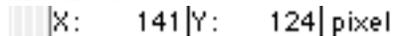
The IMAGE tab of this dialog displays information about the file, such as size, resolution, format, etc. The other 2 tabs display the additional EXIF (digital camera details) if available.

### 3.5.2 Toolbox

Displays a new window with drawing tools. See also 'Toolbox' in Chapter 4.

### 3.5.3 Position

Displays a new small window at the top right of the picture window. It displays the cursor position within the picture area.

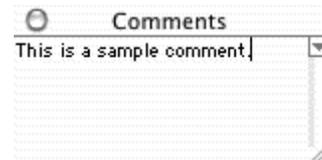


This window will show the width and height of selections during opening a selection. Also, it will display the color under the mouse if you use the color picker tool.

You can set the origin (base point) of the coordinates very easy. Simple click in the coordinate window and click than on the new base point in your window.

### 3.5.4 Comments

The contents of the comment window will be saved to the resource fork of the graphic file as a "TEXT" resource when the option "Add Resource Fork" is checked in the General Settings of the Save preferences.



Click in the arrow symbol to select another font for the comment window.

### 3.5.5 Overview

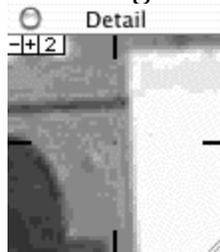
Displays a new, small window at the top right of the picture window. It displays the complete image in miniature and within it a rectangle showing the currently visible region.



You can drag this rectangle to view any part of the picture.

### 3.5.6 Detail

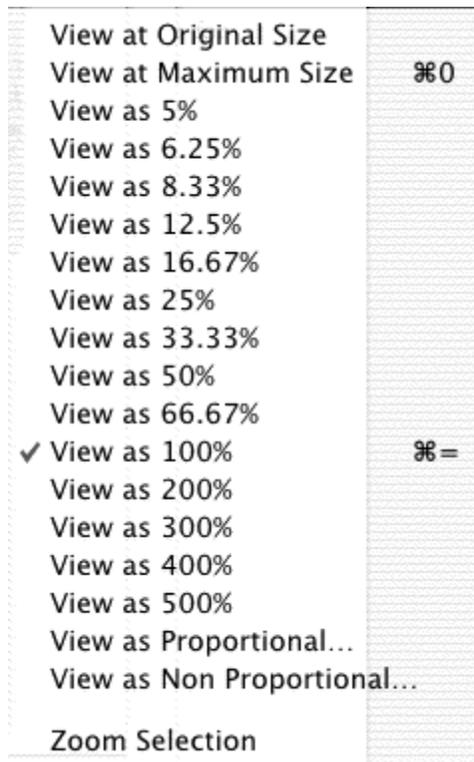
Displays a new, small window at the bottom right of the picture window. It displays a magnified area around the cursor. You can set the zoom factor by clicking on the + and - buttons inside this window. The current zoom factor is displayed next to the symbols. This window can be very helpful when editing fine items.



### 3.5.7 Movie Options

Displays a new small window with the movie options. You can edit the options for every frame of a GIF animation with this window.

### 3.5.8 Zoom



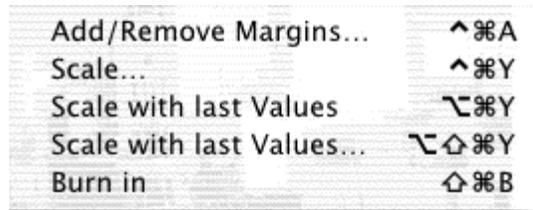
### 3.5.8.1 Size

If you choose a percentage value, the window is resized accordingly. Alternatively, if you choose the “View as Proportional / Non Proportional” items a dialog is displayed to set the percentage or the size respectively. The submenus contain functions for physical resizing of the picture.

### 3.5.8.2 Zoom Selection

Zooms the selection so that the selection fits the actual window size.

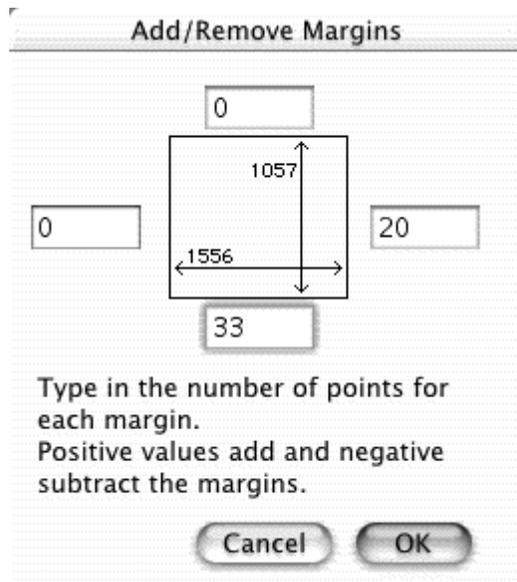
### 3.5.9 Size



#### 3.5.9.1 Add/Remove Margins

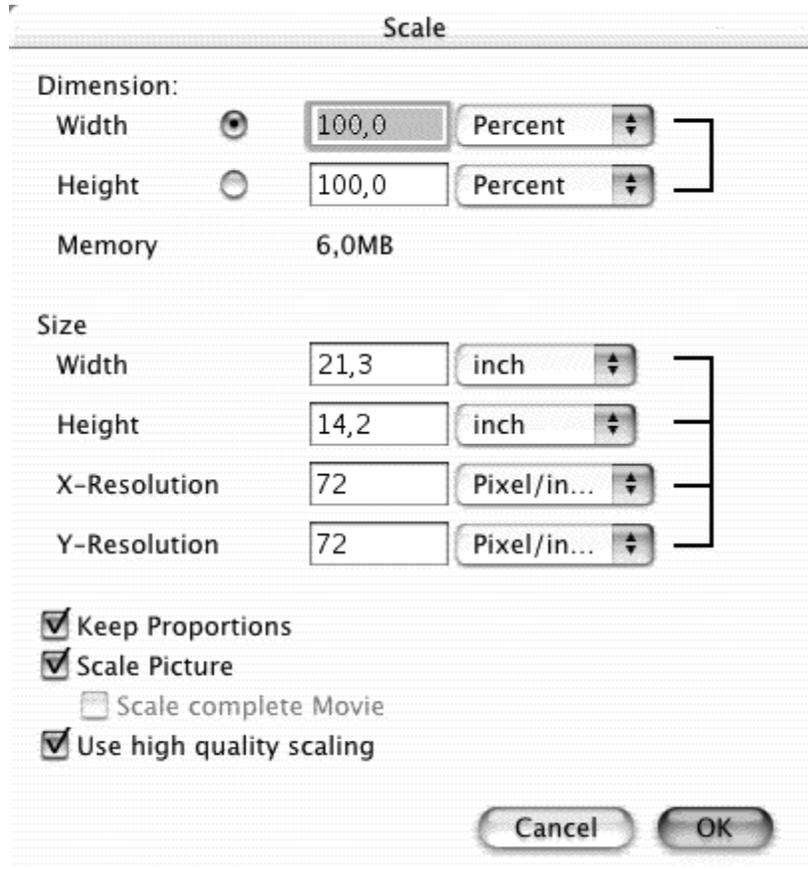
Displays a dialog to add margins to or subtract margins from the picture. Type negative numbers to subtract margins. The resulting pixel size of the image is displayed in the center of the dialog.

The additional margins are added with the current background color.



### 3.5.9.2 Scale

Displays a dialog to scale the picture. You can scale with a factor or size. Proportional scaling is also available.



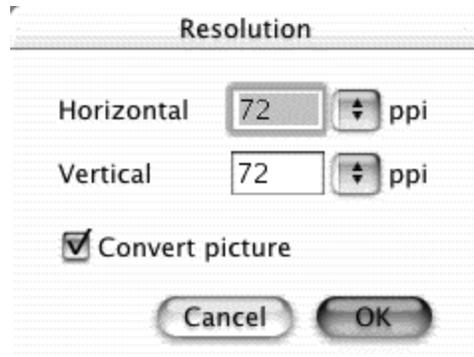
### 3.5.9.3 Burn in

Copies the picture in the changed size into a new bitmap.

*Note:* Undo is not possible!

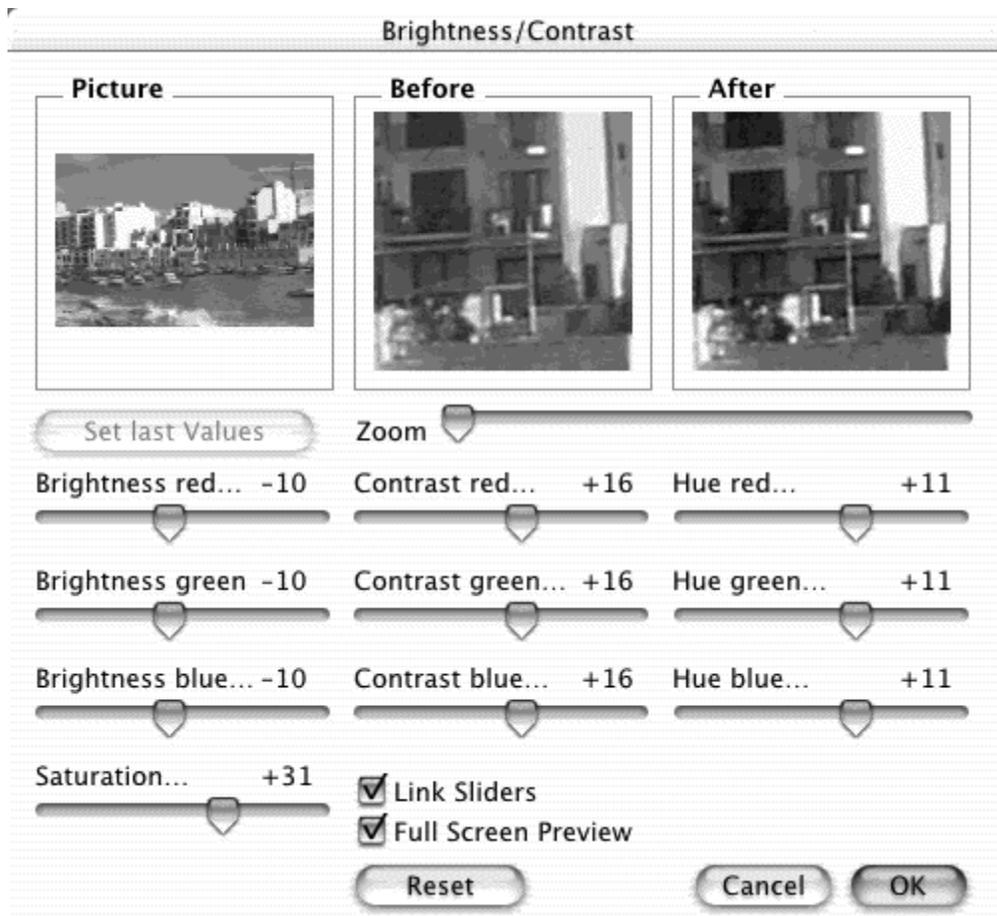
### 3.5.10 Resolution

Use this function to change the real or virtual resolution of the image. Check the “Convert picture” option to change the actual number of pixels.



### 3.5.11 Brightness/Contrast

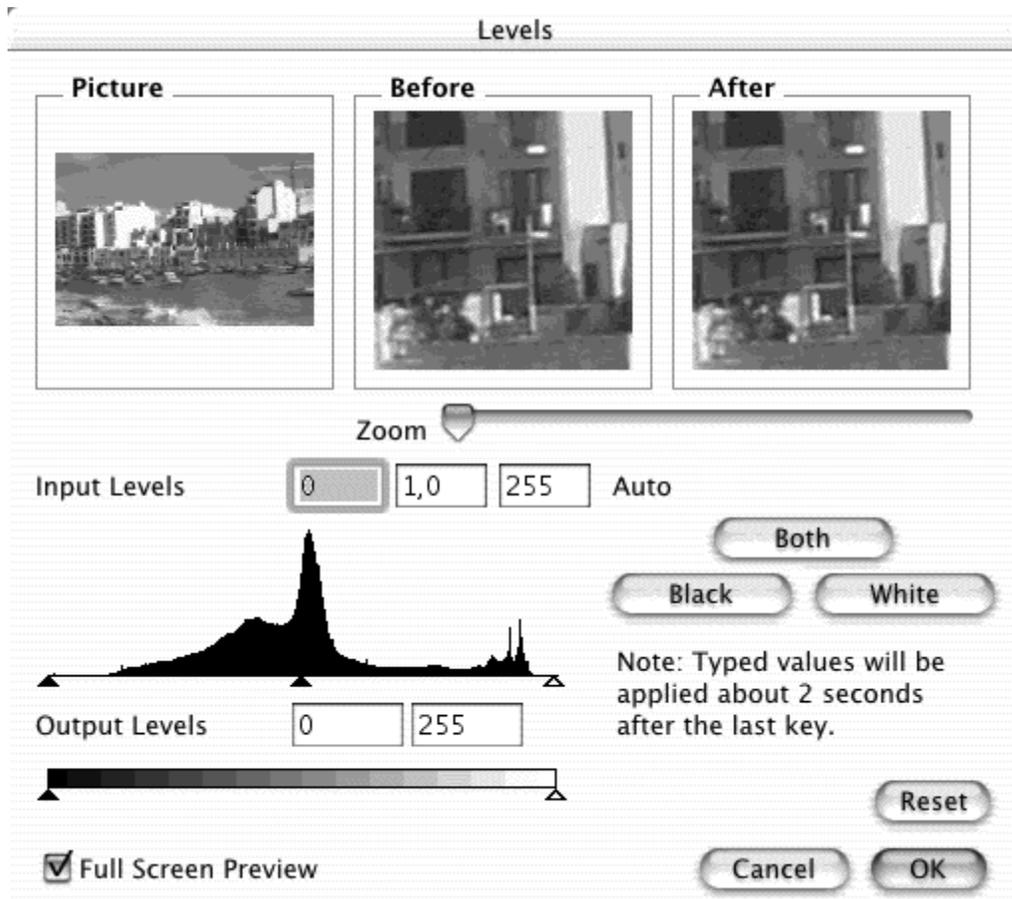
Use this function to change the brightness, contrast, hue and/or saturation of an image. There will be fewer options for grayscale images.



The Picture window shows the complete picture. The inset preview rectangle may be repositioned to change the region displayed in the “Before” and “After” windows. The “Before” window shows the original picture and the “After” window the altered picture. Check “Full Screen Preview” to see the change on the image window itself. But this may slow down the change a lot of.

### 3.5.12 Levels

Use this function to change the levels of the image.



The Picture window shows the complete picture. The inset preview rectangle may be repositioned to change the region displayed in the “Before” and “After” windows. The “Before” window shows the original picture and the “After” window the altered picture. Check “Full Screen Preview” to see the change on the image window itself. But this may slow down the change a lot of.

### 3.5.13 Mode

You can change the mode of the image with this submenu.

### 3.5.14 Colors

This submenu contains all functions for editing the color table and changing the color depth of the image.



#### 3.5.14.1 Grayscale

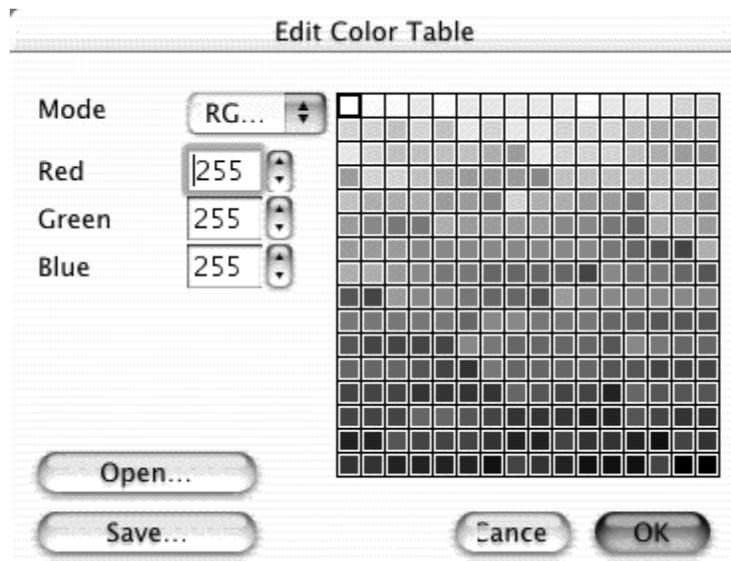
Changes the color table to a grayscale color table. If the picture is true color (16 or 32 bit), an additional sub-menu is enabled, allowing the selection of the number of values in the grayscale (4, 16, 256).

#### 3.5.14.2 Dither

Enables or disables dithering for grayscale conversion.

#### 3.5.14.3 Edit Color Table

Displays a dialog for editing the individual colors of the color table.



Clicking the plus or minus buttons next to the numbers increments or decrements the value. Note: The colors of pictures range from a depth of 1 to 8 bits.

#### 3.5.14.4 Sort Color Table

Sorts the color table.

#### 3.5.14.5 Apple-like Color Table

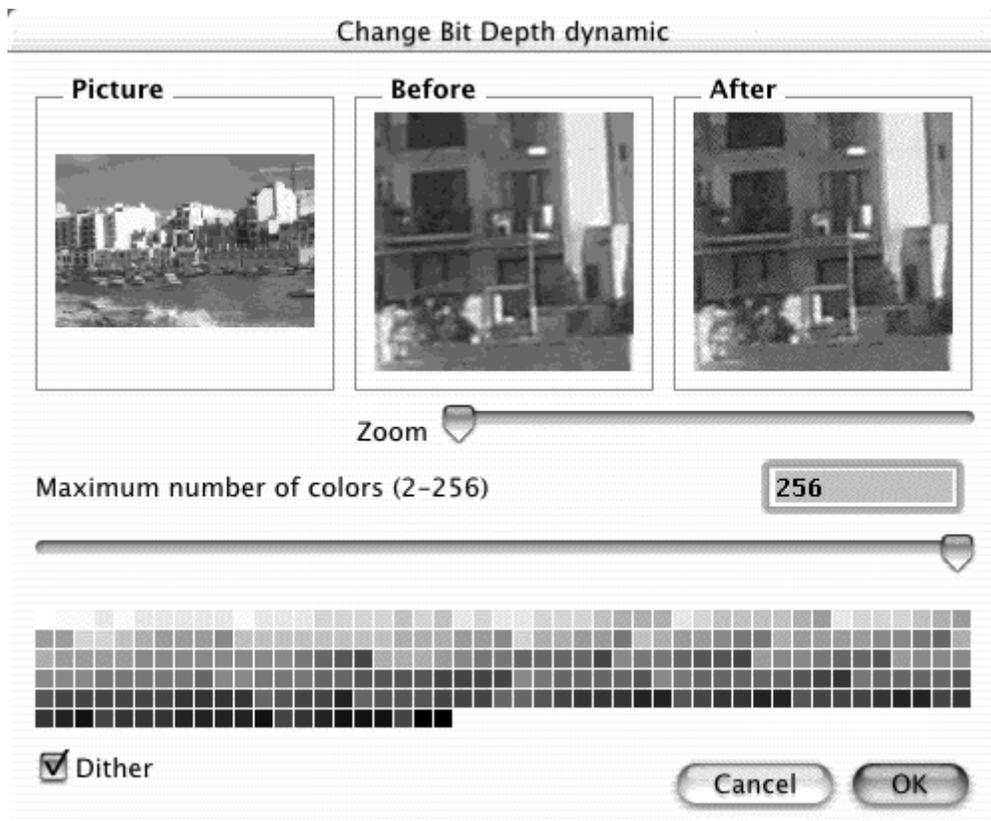
Sorts the color table to conform with Apple conventions (index 0 being white and the highest index being black).

#### 3.5.14.6 Minimize Color Table

Reduces the picture depth if not all colors are in use.

#### 3.5.14.7 Change Depth Dynamically

Use this function to reduce the number of colors dynamically between 2 and 256 colors. This may be useful for optimizing images for the WWW usage.



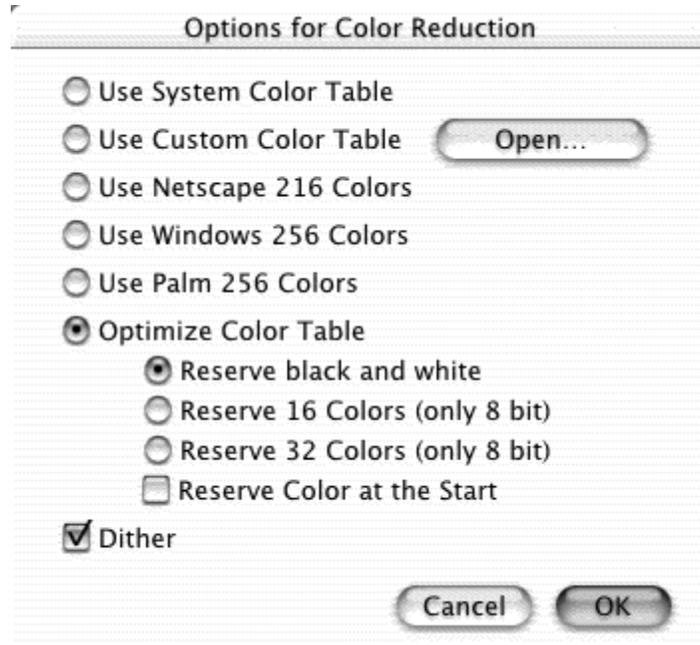
This is useful for preparing GIFs for the internet, as the GIF format allows 2, 4, 8, 16, 32, 64, 128 and 256 colors. Choosing fewer colors reduces the file size dramatically at the expense of quality.

#### 3.5.14.8 Change Depth

Changes the color depth of the picture. When reducing the color depth, use the Median Cut algorithm to calculate the best palette and color dither for best results.

### 3.5.14.9 Options For Color Reduction

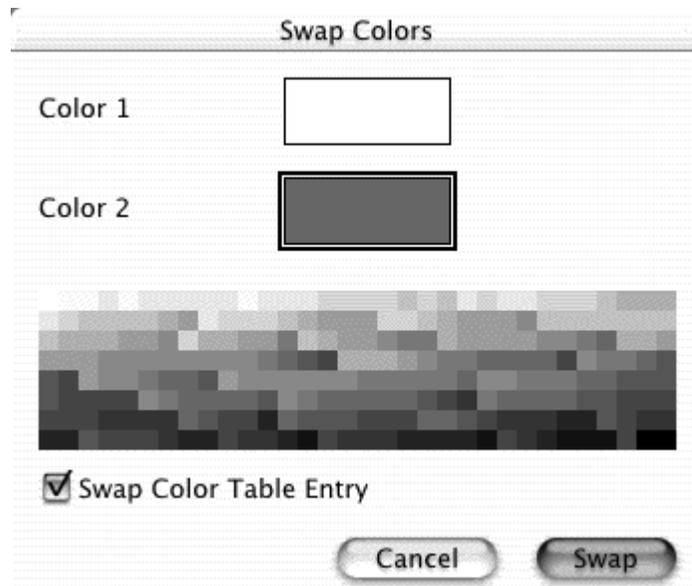
You define the color table for the reduction of images to 256 or less colors with this dialog.



- Allows choice between the system color tables and optimized color tables.

### 3.5.14.10 Swap Colors

You can swap two colors of an image with this option. This is very useful if you want to save your image in a special file format. The KISS CEL format defines the color 0 as transparent. So, you can swap the transparent color with the color 0 if you want to save an image in this format.



### 3.5.15 Invert

Inverts the data of either the picture or the selection, in the active window.

### 3.5.16 Rotate

	90° clockwise	⌘1
	90° counterclockwise	⌘2
	180°	⌘3
	Other Value with Line	⌘4
	Other Value...	⌘5

#### 3.5.16.1 Fixed Degrees 90 left, 180, 90 right

Rotates the picture or selection with the selected value.

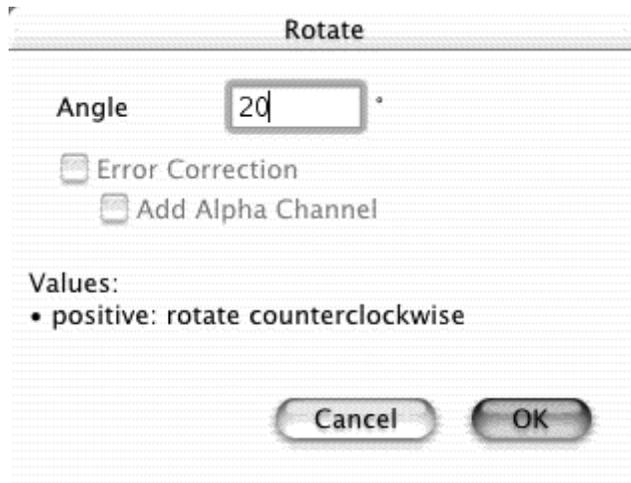
#### 3.5.16.2 Other Value with Line

You can rotate the image with a helper line. This is very useful for photographs. Simply select the function. Click in the image and draw a line on a horizontal or vertical border. The sample image shows the results before and after the rotation.



#### 3.5.16.3 Other Value

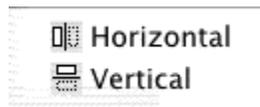
Rotates the image with the entered value.



- Error Correction  
Smooths edges during rotation. (Only 32 bit images)
- Add Alpha Channel  
Adds an alpha channel. (Only 32 bit images)

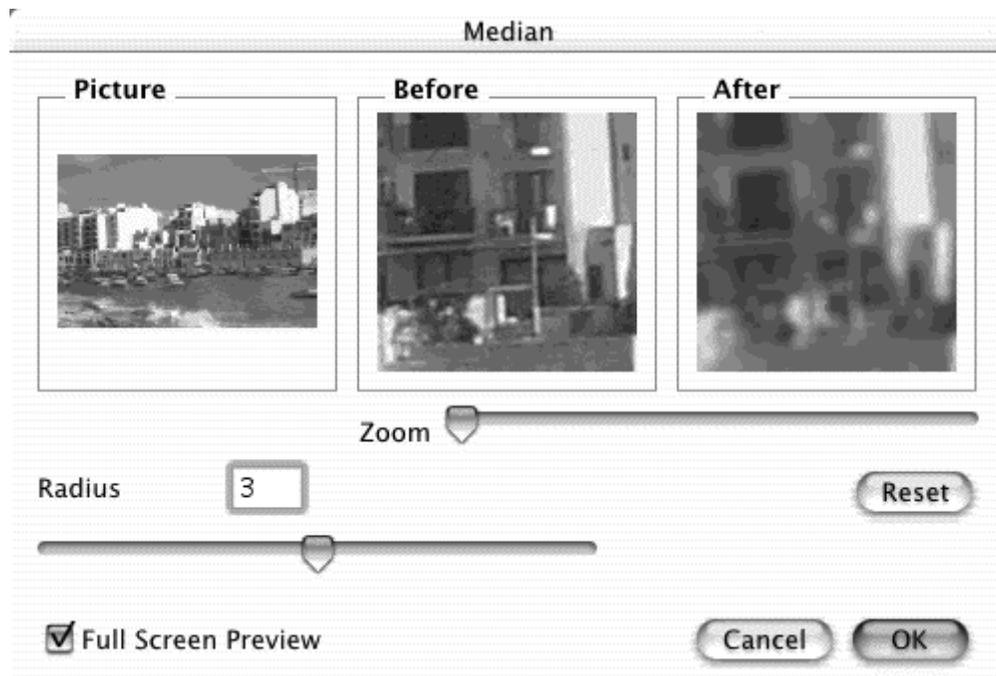
### 3.5.17 Mirror

Flips the picture (horizontally or vertically).



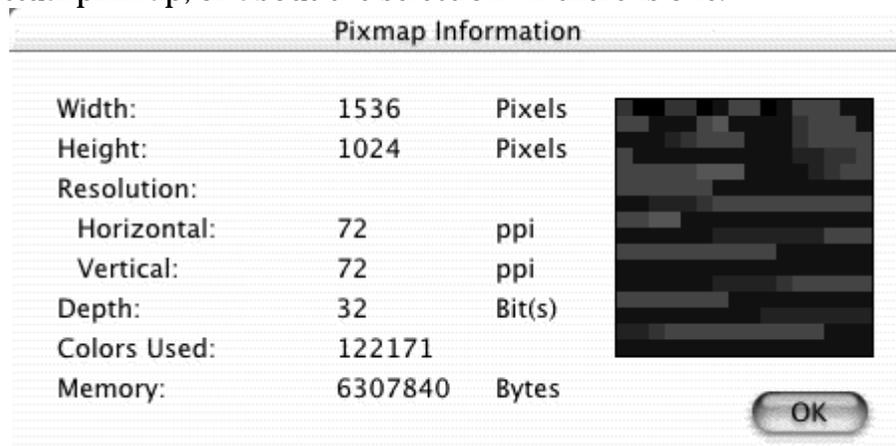
### 3.5.18 Median

Opens a dialog for the application of a median filter to the image. The Picture window shows the complete picture. The inset preview rectangle may be repositioned to change the region displayed in the Before and After windows. The Before window shows the original picture and the After window the altered picture.



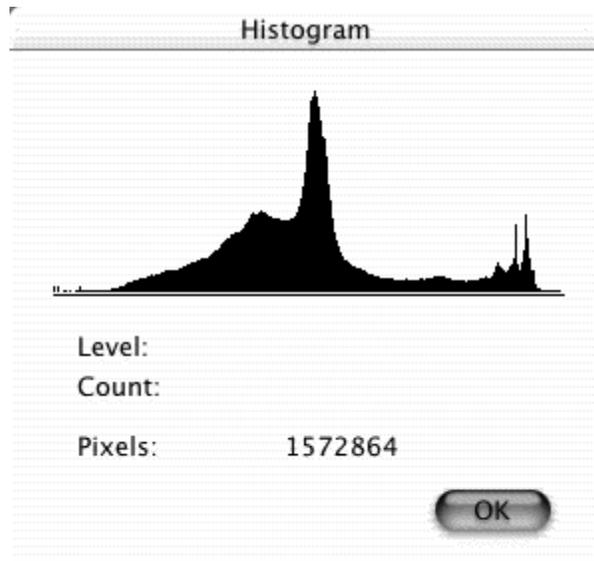
### 3.5.19 Pixmap Information

Displays a dialog with information about the width, height, depth, colors, resolution and size of the actual pixmap, or about the selection - if there is one.



### 3.5.20 Histogram

Displays a dialog with the intensity histogram of the picture.



### **3.5.21 Full Screen**

Displays the picture in front of a black background.

### **3.5.22 Play**

Plays a 'film' in front of a black background - if one is in the active window.

### **3.5.23 Put Picture on Desktop**

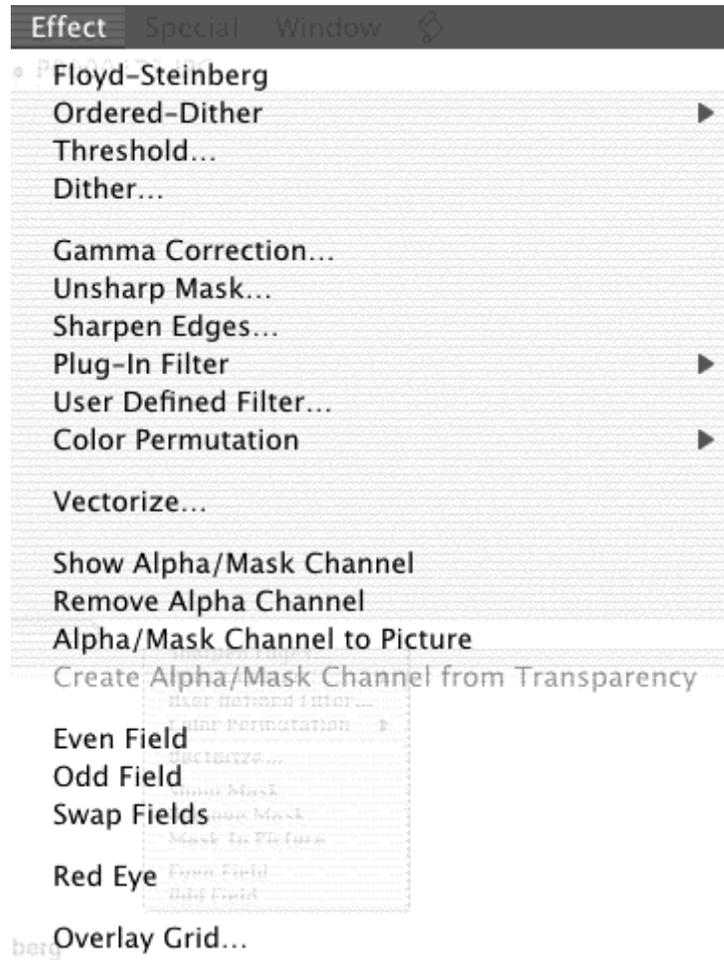
Sets the image as the desktop picture of the main monitor screen. This function works with MacOS 8.5 or later.

### **3.5.24 Put picture to Décor**

This item is only active if Décor is installed. Décor is a system extension that can put a picture on the desktop (similar to the Desktop Pictures in OS8).

### 3.6 Effect Menu

The Effect Menu contains special functions for working with color pictures.



#### 3.6.1 Floyd-Steinberg

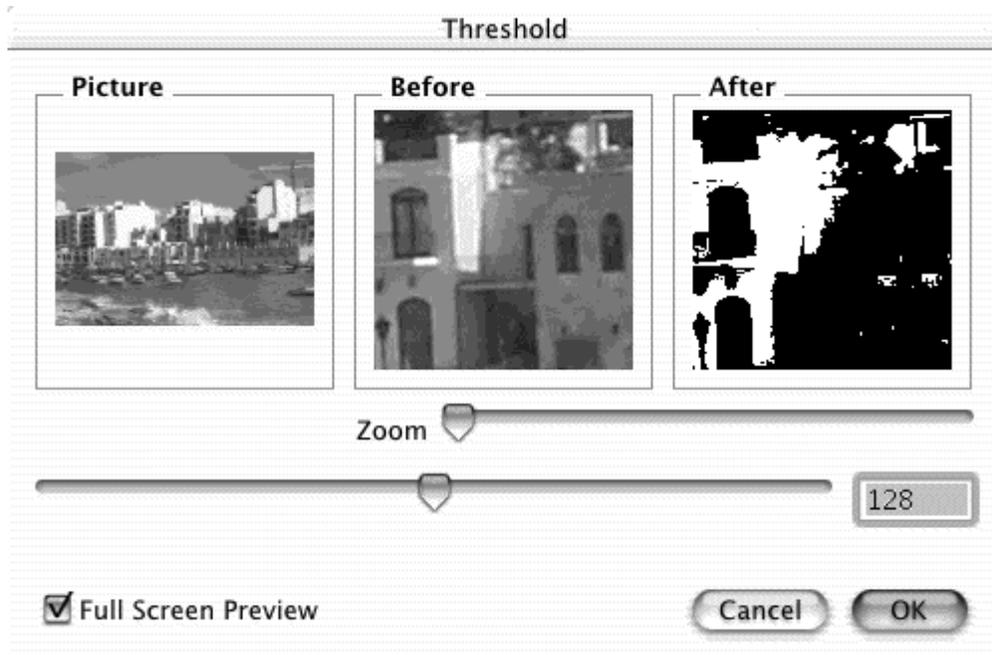
Converts the picture using the Floyd-Steinberg algorithm into a black and white picture with the same size.

*Note:* This generates a new picture without changing the original.

#### 3.6.2 Ordered-Dither

Displays a sub-menu to select the matrix area (2x2, 4x4 or 6x6). GraphicConverter dithers the picture with the selected size. Note: This will generate a new picture without changing the original.

### 3.6.3 Threshold



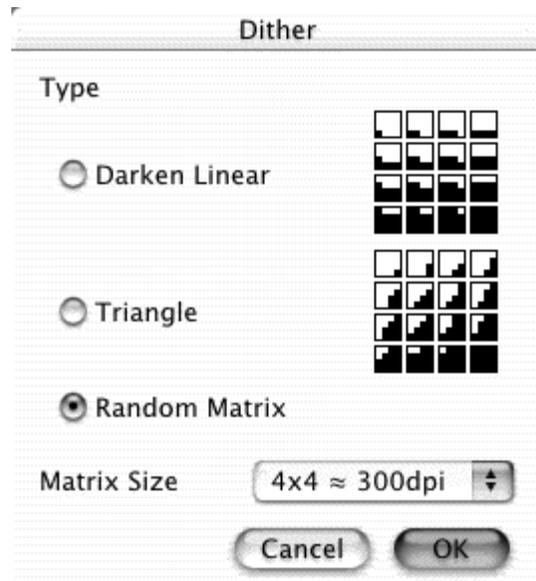
Converts the picture directly to a black & white picture. Every pixel value in the original that has a level lower than the threshold value will be made black in the destination picture.

Usage:

- Drag the preview rectangle with the mouse in the Picture window to define the preview region.
- Enter the threshold value or move the slider.
- The “After” field will be updated 3 seconds after the last numeric input or immediately when the slider is moved. The picture will then be converted to 32 bit (unless it is an 8 bit grayscale).

### 3.6.4 Dither

Options for dithering:



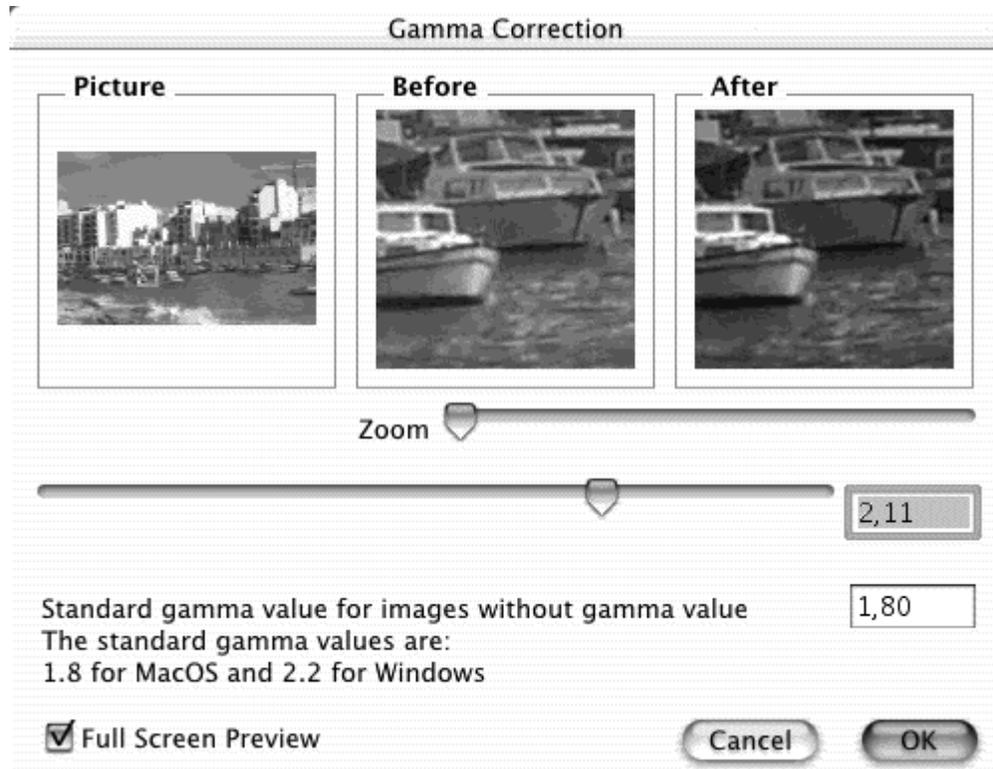
Allows a color picture to be printed on a black and white printer with a higher resolution than the monitor.

*Notes:*

- If printing a 72 dpi picture with a 300 dpi printer, use a 4x4 matrix for dither.
- Generates a new picture and doesn't change the original.

### 3.6.5 Gamma Correction

Options for setting the gamma correction value:



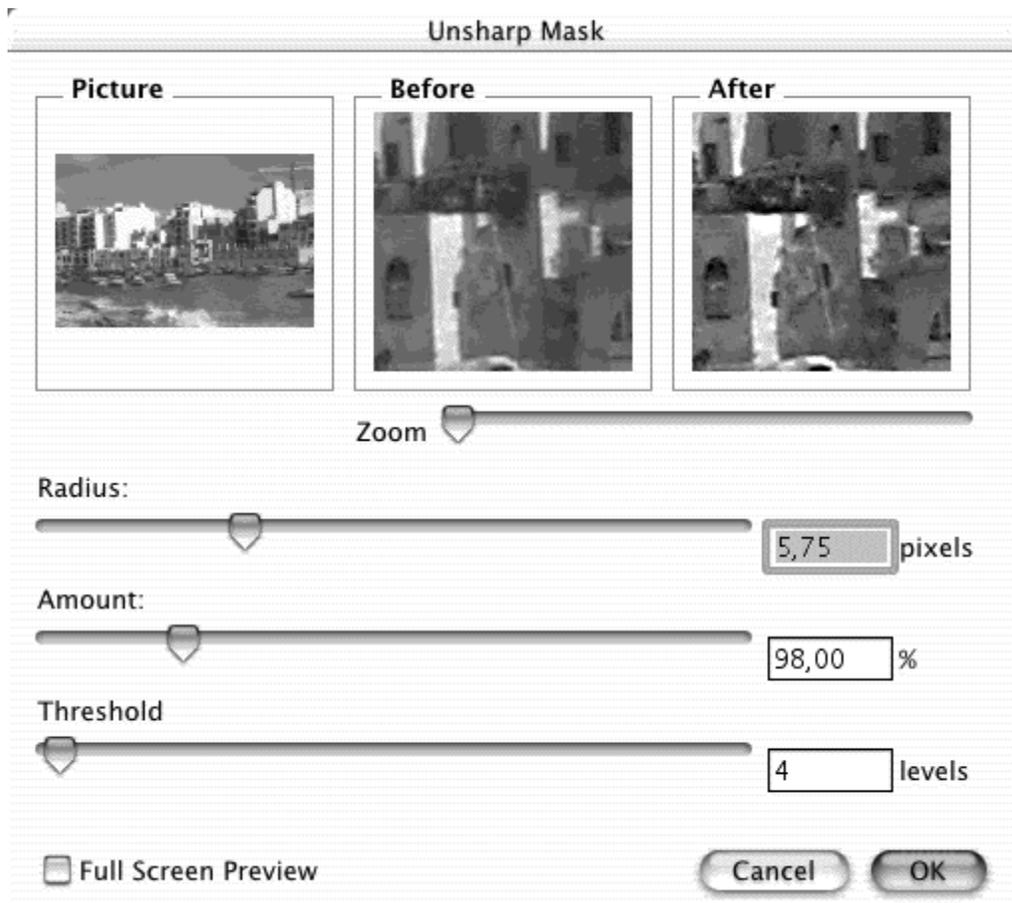
Corrects the gamma value of images from other systems or scanners.

Usage:

- Drag the preview rectangle with the mouse in the Picture window to define the preview region.
- Enter the gamma value or move the slider.
- The “After” field will be updated 3 seconds after the last numeric input or immediately when the slider is moved. The picture will then be converted to 32 bit (unless it is an 8 bit grayscale).

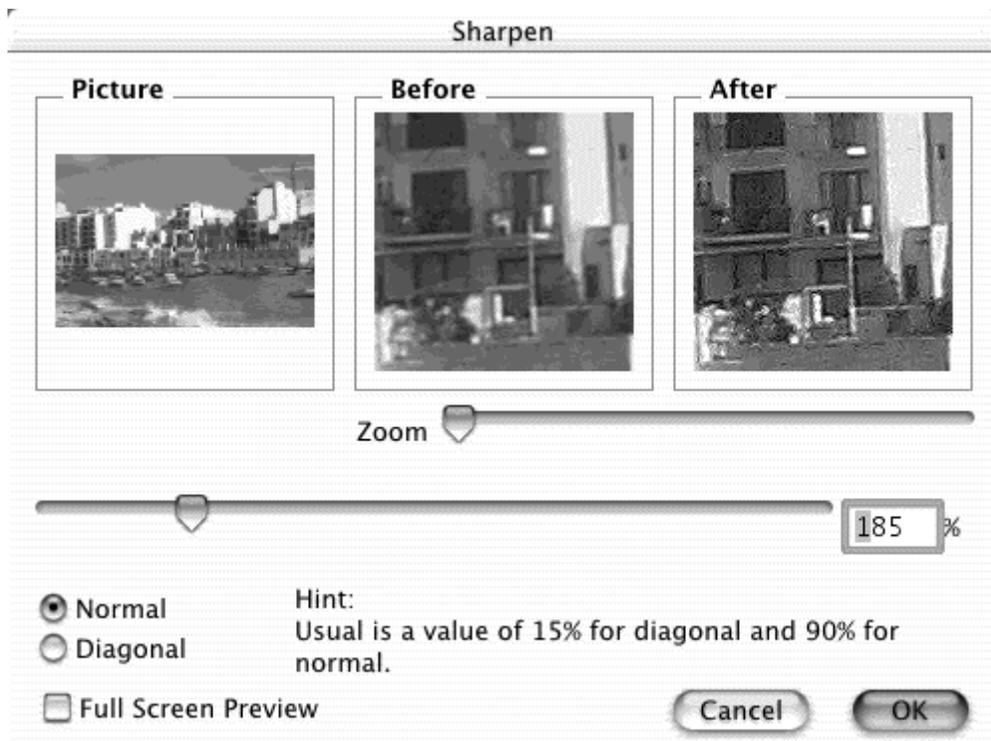
### 3.6.6 Unsharp Mask

Use this function to sharpen an image with as much as possible flexibility.



### 3.6.7 Sharpen Edges

Options for setting the percentage values for edge enhancement.



**Usage:**

- In the picture field, move the preview rectangle with the mouse to define the preview region.
- Enter the percent value or move the slider.
- The „After“ field will be updated 3 seconds after the last input or immediately when the slider is moved. The picture will be converted to 32 bit (unless it is an 8 bit grayscale picture).

**3.6.8 Plug-In Filter**

Gets a list of plug-in filters.

Additional filters may be added by adding text files to the plug-in folder (defined in the preferences).

The file format is very simple. The content of a simple mean (5x5) filter is:

```

1 1 1 1 1
1 1 1 1 1
1 1 1 1 1
1 1 1 1 1
1 1 1 1 1

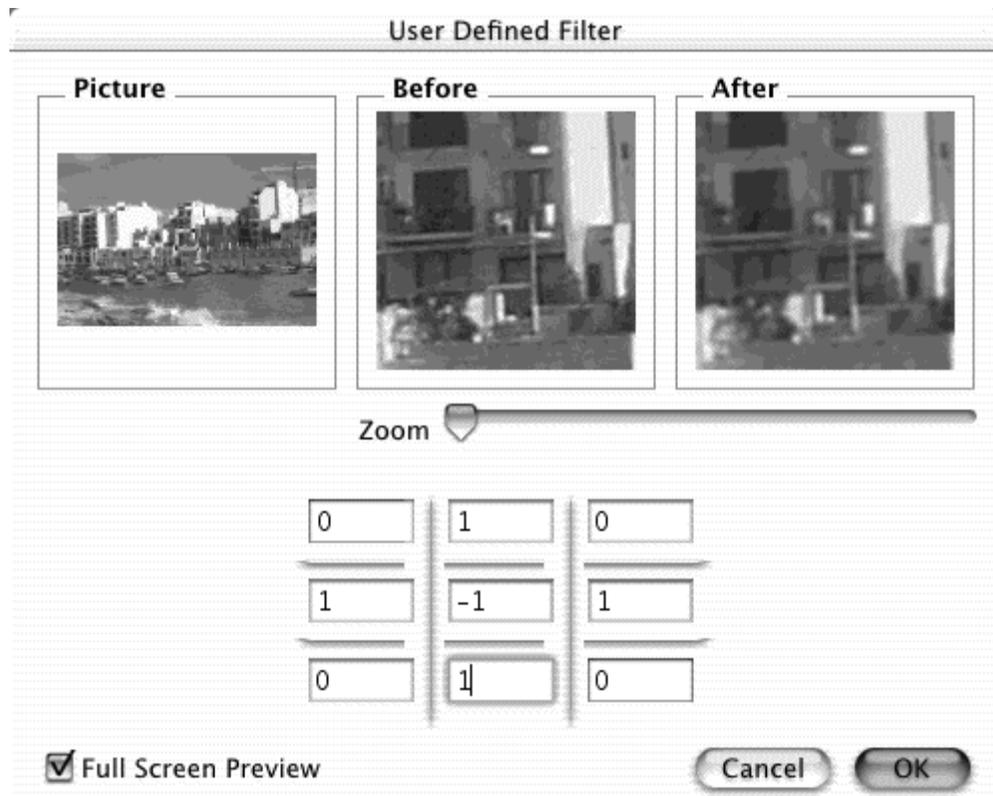
```

The dimension of such filters may be up to 100x100.

Recommendation: first convert the picture to 32 bit.

### 3.6.9 User Defined Filter

Displays a dialog to define your own 3x3 filter matrix.



Usage:

- Drag the preview rectangle with the mouse in the Picture window to define the preview region.
- Enter the values in the matrix.
- The "After" field will be updated 3 seconds after the last numeric input. The picture will be converted to 32 bit (unless it is an 8 bit grayscale).

### 3.6.10 Color Permutation

Analogous to the transposition in music (which changes the key of a composition according to certain rules without essentially changing the piece of music itself), chromatic involution changes the colors of a picture according to certain rules without essentially changing the harmony of colors of the picture itself. In the same way as the transposing of keys leaves the intervals between the keys unchanged, chromatic involution does not change the "contrast intervals" between the colors.

#### 3.6.10.1 Chromatic involution

In analogy to the transposition in music (which changes the keys of a piece of music according to certain rules without essential changing the piece of music itself), chromatic involution changes the colors of a painting according to certain rules without essentially changing the harmony of colors of the painting itself. In the same way as the

transposing of keys leaves the intervals between the keys unchanged, chromatic involution does not change the "contrast intervals" between the colors.

The contrast intervals in colors refer to

- Differences in the brightness of colors
  - 51. Differences in angle on the circle of colors
  - 52. Differences in the saturation of colors.

For more details refer to: <http://math1.uibk.ac.at/~liedl/>

Chromatic involution is of particular interest for artists, scientists of art, and perception psychologists.

#### 3.6.10.2 Color rotation by 15 degrees clockwise

With this color permutation, all the colors of a painting are shifted "clockwise" by 15 degrees on the circle of colors. By repeated application of this order one can produce further rotations.

#### 3.6.10.3 Centric involution

Centric involution is the same as color rotation by 180 degrees. The Hue of colors is transformed into its complementary Hue, but S and V are maintained. Centric involution does therefore not mean inverting (=color negative).

#### 3.6.10.4 Cold-warm involution

The cold-warm involution is very similar to the chromatic involution. However, originating from yellow-violet, the involution axis is slightly twisted in clockwise direction. Warm colors turn into cold colors and cold colors turn into warm colors. Yellow-green and lilac colors remain unchanged.

#### 3.6.10.5 Isothermal involution

Isothermal involution turns warm into warm colors and cold colors into cold colors again. Orange-red and turquoise colors remain unchanged. Yellow-green colors are, however, exchanged for lilac colors.

#### Involution around the red-green axis

In case of involution around the red-green axis, yellow and violet are exchanged for each other, whereas red and turquoise colors remain unchanged.

### 3.6.11 Vectorize

Converts the picture in the active window into vectors. First you see a standard file dialog to set the new filename. Next, you can switch between HPGL and PICT output. After that the program starts vectorizing.

### 3.6.12 Show/Hide Alpha Channel

Shows or hides the alpha channel of 32 bit images.

### 3.6.13 Add/Remove Alpha Channel

Adds or removes an alpha channel. This works only with 32 bit images.

### 3.6.14 Alpha Channel to Picture

Copies the alpha channel into the picture. This **deletes** the content of the picture!

### 3.6.15 Even Field

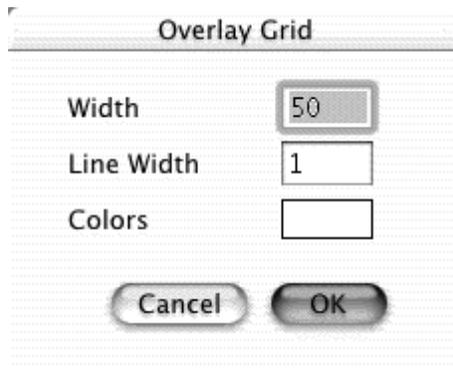
Eliminates all odd lines for uninterlacing.

### 3.6.16 Odd Field

Eliminates all even lines for uninterlacing.

### 3.6.17 Overlay Grid

Use this function to insert a visible grid into the image. The grid will be drawn with the selected line width and color.

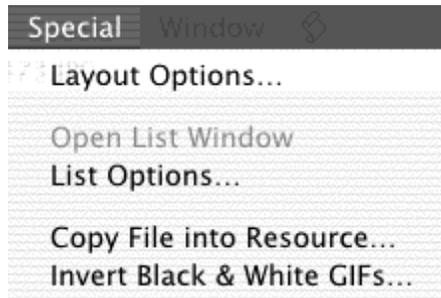


The image shows a dialog box titled "Overlay Grid". It contains three input fields: "Width" with the value "50", "Line Width" with the value "1", and "Colors" which is an empty text box. At the bottom of the dialog are two buttons: "Cancel" and "OK".

Overlay Grid	
Width	50
Line Width	1
Colors	
Cancel OK	

### 3.7 Special Menu

The **Special** menu contains additional functions.



#### 3.7.1 Layout Options

Displays a dialog for changing the parameters of the layout, which is described in detail in Chapter 6:

- Typeface: choose the font name, size, and style
- Show Picture Name: checking this tells GraphicConverter to display the name of a picture, right below the picture itself, using the selected font attributes.
- either display the picture or just a placeholder

#### 3.7.2 Open List Window

If you close a list-window, you can reopen it with this function.

#### 3.7.3 List Option

Displays a dialog for changing the parameters of the list:

- font, size and style
- margins

#### 3.7.4 Copy File into Resource

Copies the data fork of a file into the resource fork of another file:

1. Select the source file.
2. Select the destination file.
3. Select the new resource type.

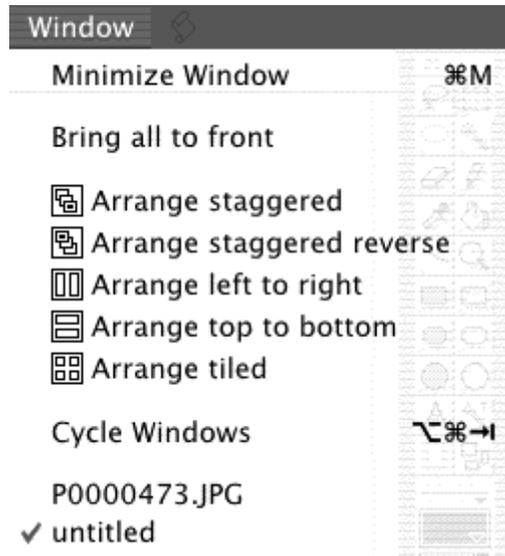
#### 3.7.5 Invert Black & White GIFs

Inverts all Black & White GIFs of a folder.

*Note:* This function is included because B/W-GIFs from an PC are often inverted.

### 3.8 Window Menu

The **Window** Menu allows you to arrange and select windows.



#### 3.8.1 Minimize Window

Minimized the frontmost window.

#### 3.8.2 Bring all to front

Activates all windows from the dock to the desktop.

#### 3.8.3 Arrange

Arranges all windows as depicted in the icon.

#### 3.8.4 Cycle Windows

Cycles through all open windows.

#### 3.8.5 Window Names

Brings the window with the selected name to the top.

### 3.9 Script Menu

The script menu displays all scripts from the script folder (only available in the PowerPC version). You can press the option key to edit the selected script.



You open the script folder by selecting “Open Script Folder...”.

## 4 Editing Tools

This chapter provides a brief description of the tools for editing a picture.

Many of the tools in the Toolbox may be modified by settings in a supplementary dialog box. Tools with this functionality are indicated with a small, red triangle in the tool button. If the tool is already selected, a single click on it will display the dialog. For unselected tools, double-click the button.)

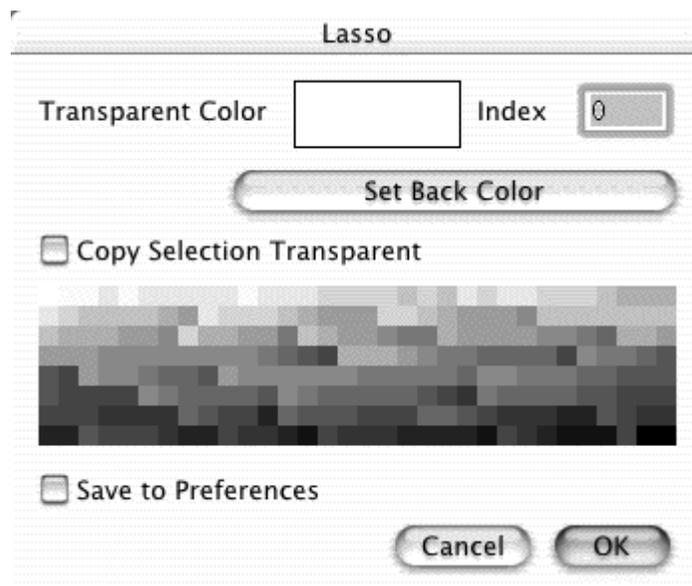
Toolbox

### 4.1 Lasso Selection



Use this tool to select and move a non-rectangular selection. Double click on the symbol to get a dialog.

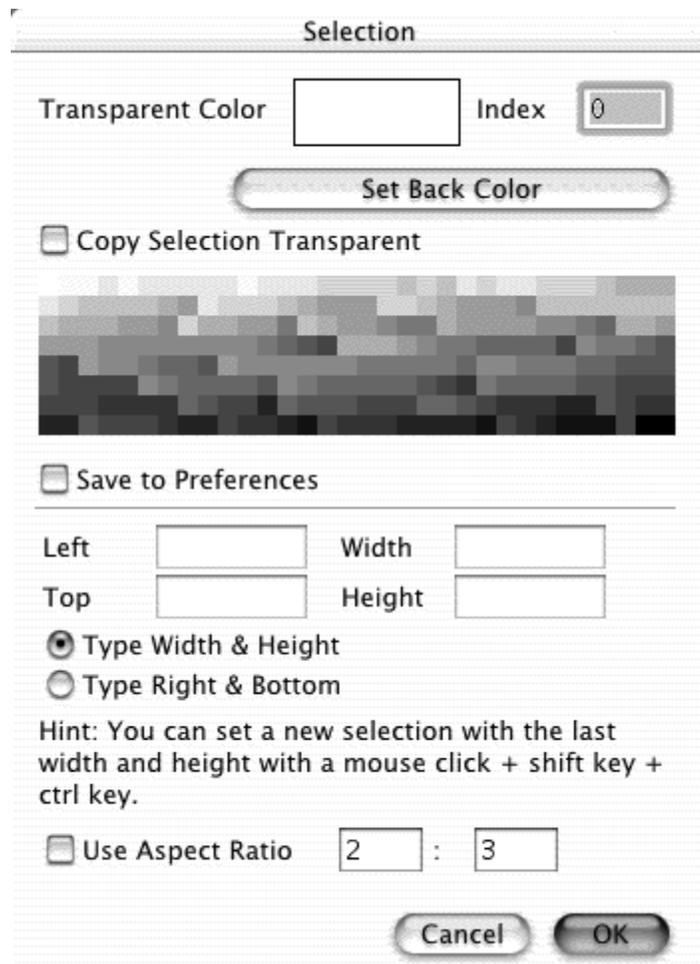
You can define the transparent color for copying by entering an index, selecting the color in the color table, clicking in the picture or clicking on Set Back Color button. Save To Preferences uses these settings for any future selection.



### 4.2 Select



Use this tool to select or move a rectangular selection. Double click on the symbol to get a dialog.



Special keys and function:

- Command-option-shift-click-drag in the selection  
Moves only the frame without the content. You can use this function to define an area with a fixed size.
- Command-click-drag on the handles (a small “+” symbol will be displayed next to the cursor)  
Scales the selection.
- Escape key  
Deselects the selection.

You can define the transparent color for copying by entering an index, selecting the color in the color table or clicking in the picture or by clicking on Set Back Color.

Save To Preferences uses these settings for any future selection.

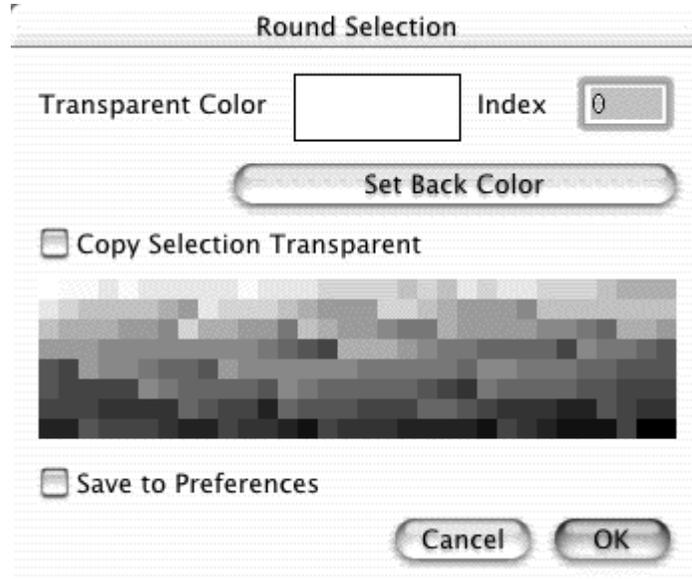
Also, you can enter or change the size of the selection.

### 4.3 Round Selection



Use this tool to select and move a round selection. Double click on the symbol to get a dialog.

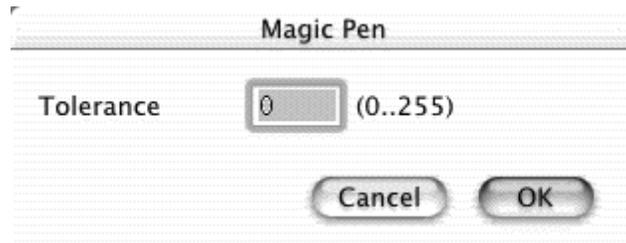
You can define the transparent color for copying by entering an index, selecting the color in the color table, clicking in the picture or clicking on Set Back Color button. Save To Preferences uses these settings for any future selection.



#### 4.4 Magic Pen



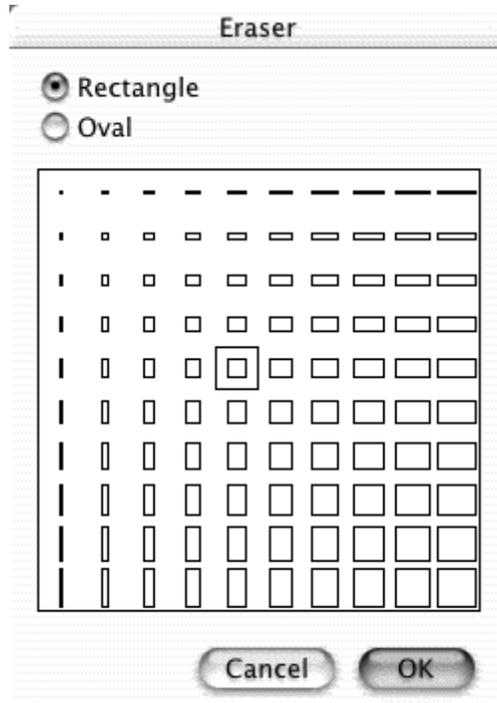
Simply click in an object to select everything that has the same color. You can define a tolerance for the selection with a double-click on the tool.



#### 4.5 Eraser



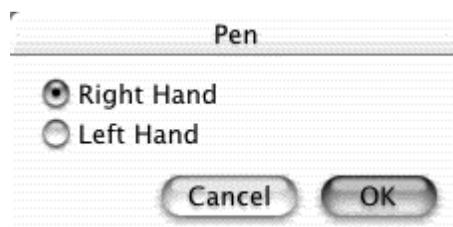
Use this tool to erase using the current background color. Double click on the symbol to get a dialog for selecting the eraser size and form.



#### 4.6 Pencil



Use this tool to draw using the current foreground color and pen size. Double click on the symbol to get a dialog.



You can select the kind of the cursor with the dialog.

#### 4.7 Eye dropper



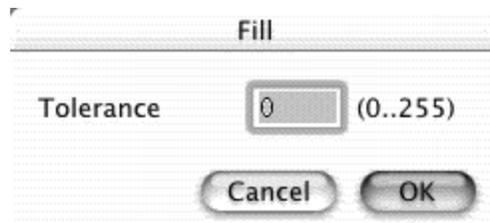
Click on a pixel to change the foreground color in the toolbox to that of the selected pixel. You can also hold the mouse button down as you move the eye dropper around, releasing it when the correct color is detected. If the position window is active (Picture>Show Position) the RGB color values and the closest HTML color code will be displayed in it.

X: 36	Y: 44	
R: 0	G: 0	B: 0
HTML: #000000		

#### 4.8 Fill



Use this tool to fill an enclosed region with the foreground color and pattern.



The dialog defines the range of colors that will be substituted for the fill. A low value will restrict the range and higher values will expand it.

#### 4.9 Line



Use this tool to draw a line with the foreground color and pen size.

Note: Pressing the shift key constrains drawing to vertical or horizontal lines.

#### 4.10 Zoom



Use this tool to zoom in or out the picture.

Note: Click to zoom in. Hold the option key and click to zoom out.

#### 4.11 Filled Rectangle



Use this tool to draw a rectangle filled with the foreground color, pen size and pattern.

Note: Holding the shift key draws a square.

#### 4.12 Rectangle



Use this tool to draw an empty rectangle whose border is the foreground color, pen size and pattern.

Note: Holding the shift key draws a square.

#### 4.13 Filled Rounded Rectangle



Use this tool to draw a rounded rectangle filled with the foreground color, pen size and pattern.

Note: Holding the shift key draws a symmetrical rounded rectangle.

#### 4.14 Rounded Rectangle



Use this tool to draw an empty rounded rectangle whose border is the foreground color, pen size and pattern.

Note: Holding the shift key draws a symmetrical round rectangle.

#### 4.15 Filled Ellipse



Use this tool to draw an ellipse filled with the foreground color, pen size and pattern.

Note: Holding the shift key draws a circle.

#### 4.16 Ellipse



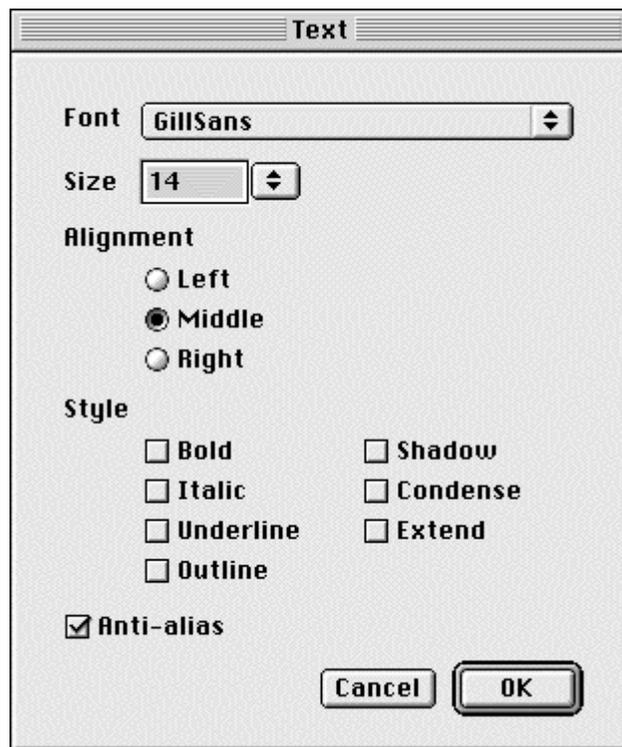
Use this tool to draw an empty ellipse whose border is the foreground color, pen size and pattern.

Note: Holding the shift key draws a circle.

#### 4.17 Text



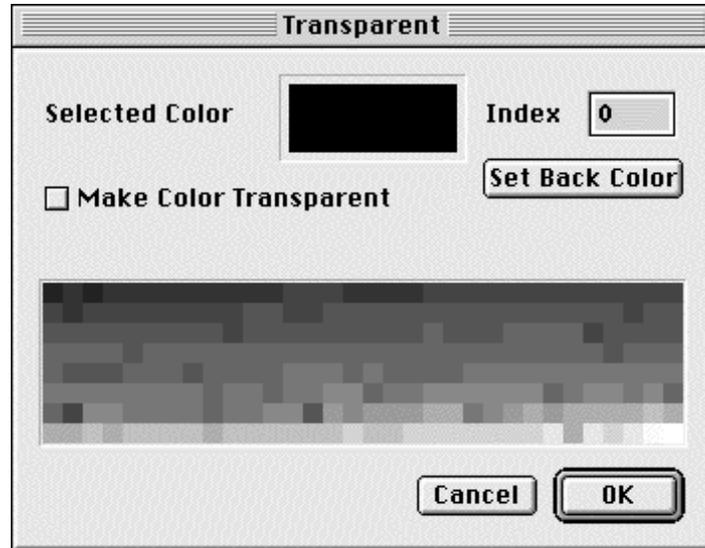
Use this tool to place text on the picture. Display the dialog to define all settings for inserting text.



#### 4.18 Transparent



Use this tool to define or undefine the transparent color by clicking on the required color in the image.



You can define the transparent color for copying by entering an index, selecting the color in the color table, clicking in the picture or clicking on Set Back Color.

#### 4.19 Movie tool



Use this tool to resize the frames of a GIF animation.

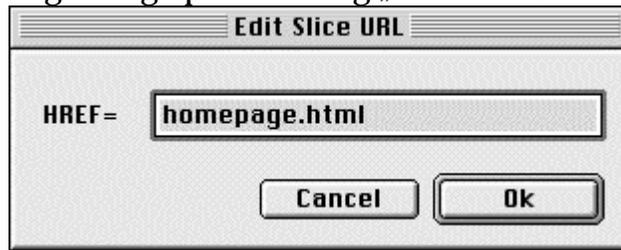
#### 4.20 Slice tool



Use this tool to define slices in an image. Slices are used as clickable hyperlink areas in an image for the Web. GraphicConverter will create an HTML page with a table defining these areas, HREFs and the required segmented images. Control-click inside a slice to edit the URL or delete the slice with the contextual menu.

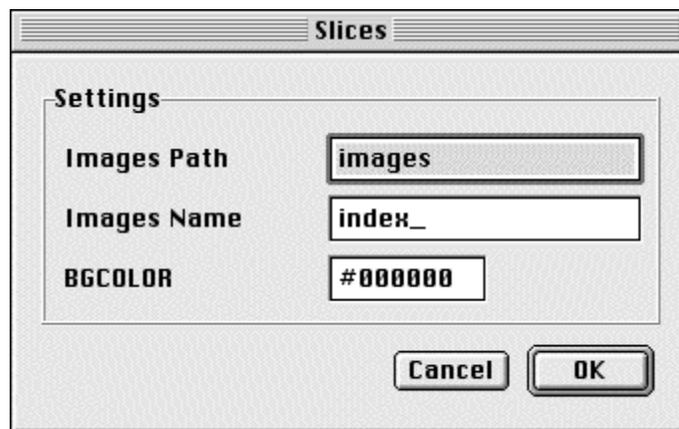


You will see the following dialog upon selecting „Edit Slice URL“.



GraphicConverter saves the slice information in the resource fork of a file. So, you have to enable the saving of the resource forks in the prefs part save.

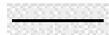
You can define the location, names and background color for a slice in the options under save as.



The above sample settings would create the following files if you saved the slice with named it index.html:

```
index.html
images/index_0.jpg
images/index_1.jpg
etc.
```

#### 4.21 Pen Size



Displays a popup menu to select a pen size between one and ten points.

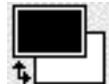
#### 4.22 Pattern



Displays a popup menu to select the pattern for filling.

You can tear off the menu and move it.

#### 4.23 Foreground and Background Color



Displays a popup menu to select the foreground or background color.

You can tear off the menu and move it.

Note: If you have a black and white picture, the colors toggle between black and white.

#### 4.24 Pen Mode

**Copy** Displays a popup menu to select the transfer mode from the following:  
Copy, Or, Xor, Bic, Not Copy, Not Or, Not Xor and Not Bic

#### Changing the Selection

To change the size of a rectangular selection use the resizing boxes handles around the frame.

## 5 Keywords

GraphicConverter supports specific keywords which you can type in the Comment window. The text following to the keyword will be mapped to special fields in some file formats.

### Example comment:

OWNER: Thorsten Lemke  
 COPYRIGHT: 1998  
 DESCRIPTION: This is a sample comment

The following table explains which GraphicConverter keyword is mapped to which tag in the formats that support such information.

GraphicConverter Keyword	TIFF	VPB	GIF	JPEG	TGA
TITLE	Na	Title	as one complete comment	as one complete comment	as one complete comment
OWNER	Artist (315)	Owner			
CATEGORY	Na	Category			
DATE	Date (306)	Date			
TIME	Na	Time			
DESCRIPTION	Description (270)	Description			
COPYRIGHT	Copyright (0x8298)	na			
HOST	Host (316)	na			
SCANNER	Scanner (272)	na			
SCANNERMAKER	Scanner Make (271)	na			
SOFTWARE	Software (305)	na			

Also, the content of the comment window will be saved to the resource fork of the graphic file as a 'TEXT' resource when the option „Add Resource Fork“ in the preferences part save is checked.

## **6 Layout**

Allows generation of simple layouts. This means that you can place several pictures of different sizes on a page.

### **Insertion**

If you click in a layout window while pressing the control key, you will get a popup menu for selecting one of the open pictures.

### **Moving**

You can move a picture by dragging it.

### **Change Size**

If you select a picture, you can change its size using the resizing handles.

## **7 List**

The list window gives you an overview of the pictures or 'STR#' resources.

Change Page

Click in the '+' or '-' button to change the page.

Borders

The black frame shows the printable size. The red border shows the selected frame.

## 8 Movies

### Supported Movie Formats

GraphicConverter can play the following movie formats:

- \*.PICS - Animated PICTs
- \*.ANI - Animated NeoChrome
- \*.FLI - Autodesk Animator
- \*.FLC - Autodesk Animator Pro
- \*.DL - DL-Animations
- \*.GIF - Animated GIFs
- \*.PIC - BioRad animations

### Play a Movie

If you load a movie, GraphicConverter displays a play button in the bottom left corner of the window.



Click this button to play the movie in the window.



Click on the stop button to stop a movie.

If you select 'Play' from the 'Picture' menu, GraphicConverter plays the movie in front of a black background.

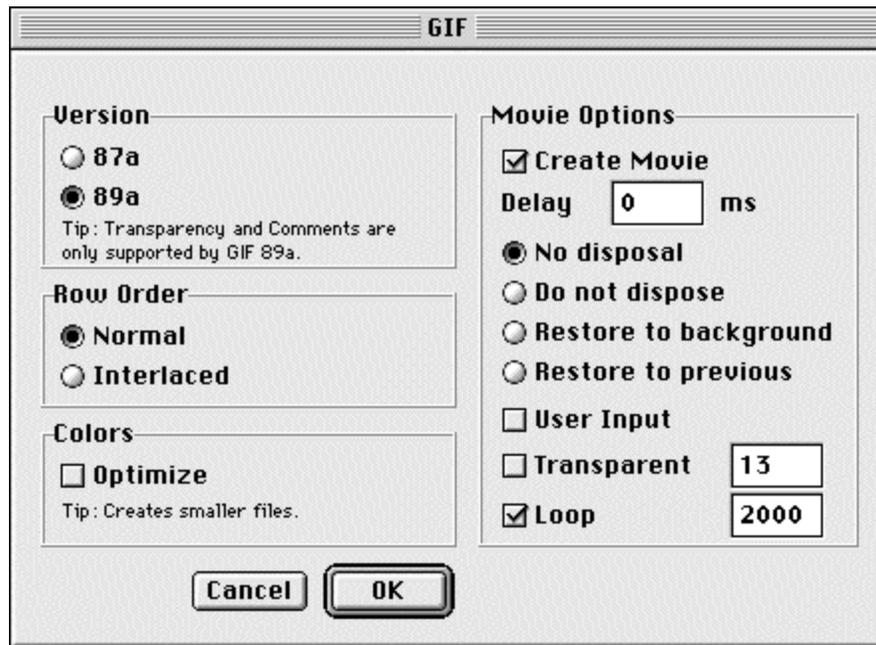
### Create a GIF Animation

You can easily create GIF animations with GraphicConverter. All available GIF settings can be used. There are two methods to create an animation.

## Create a GIF Animation with Convert More

The simplest method is to use Convert More. Use it if all frames start at the top left of the animation.

Choose Convert More from the File menu. Select all source frames in the left hand list and select the destination folder in the right hand list. Choose GIF as the destination format and then click on Options.



Description of the Movie Options. (An explanation of the other GIF options is given in the section describing the Save As function).

- **Create Movie**  
Check this option to create a GIF animation. Uncheck this option to create single GIF files.
- **Delay**  
Defines the delay between the display of each frame.
- **No disposal**  
Each frame will be displayed above the last frame.
- **Do not dispose**  
Same as *No disposal*.
- **Restore to background**  
The background will be filled with the background color before the display of the new frame.
- **Restore to previous**  
The background will be restored to the frame before the last frame. The new frame will be displayed after this operation. This is not supported by all decoders. A decoder will use the mode "Restore to background" in this case.
- **User Input**  
The decoder will wait for a mouse or key click after the display of the new frame.

- **Transparent**  
Starting with version 89a, GIF supports transparent mode. You can set one color of the color table to transparent. You will see the background or last frame in the transparent regions. You can set the index of the transparent color for all frames with this option. For GIF animation, I recommend using the same color table for all frames to reduce the size of the file. (A 256 color table occupies 768 bytes.)
- **Loop**  
This option is supported by many internet browsers (Netscape >=2.0, Internet Explorer >= 3.0). The GIF animation will loop continuously.

#### Manually creating a GIF Animation

Open a GIF animation or a single graphic file. Select “Show Movie Options” from the Picture menu. GraphicConverter will display an alert if your file is not a movie. Click on Convert if this appears.



You can adjust the settings for the current frame with this toolbox.

- **Delay**  
Defines the delay between the display of each frame.
- **Global Color Table**  
The current frame uses the global color table. Every GIF animation has one global color table and optional local color tables. You should use only the global color table to limit the file size. Every additional local color table requires 786 bytes for 256 color frames. Also, some decoders can't display animation with local color tables correctly.
- **Local Color Table**  
The current frame uses a local color table. You can change colors without affecting other frames.
- **Insert Frame**  
Pastes a new frame from the clipboard into the movie.
- **Delete Frame**  
Deletes the current frame.
- **No disposal**  
Each frame will be displayed above the last frame.
- **Do not dispose**  
Same as *No disposal*.

- **Restore to background**  
The background will be filled with the background color before the display of the new frame.
  - **Restore to previous**  
The background will be restored to the frame before the last frame. The new frame will be displayed after this operation. This is not supported by all decoders. A decoder will use the mode *Restore to background* in this case.
  - **User Input**  
The decoder will wait for a mouse or key click after the display of the new frame.
  - **Transparent**  
Starting with version 89a, GIF supports transparent mode. You can set one color of the color table to transparent. You will see the background or last frame in the transparent regions. You can set the transparent color with the transparent tool from the toolbar.
  - **Loop**  
This option is supported by many internet browsers (Netscape  $\geq 2.0$ , Internet Explorer  $\geq 3.0$ ). The GIF animation will loop continuously.
- You can navigate between the frames with the controls at the bottom of the picture.



Controls for Navigation

#### Other Formats

Other formats like QuickTime can use only the delay value from the animation.

## 9 Supported file formats

Format	Import	Export	Comment
<b>.D</b>	●		<ul style="list-style-type: none"> <li>• 320x200 pixel at 1 bit</li> </ul>
<b>8BIM</b>	●		<ul style="list-style-type: none"> <li>• old Photoshop 2.0 format</li> <li>• supports 1, 8 and 24 bit per pixel</li> </ul>
<b>Acorn Sprite</b>	●		<ul style="list-style-type: none"> <li>• contains sprites from Acorn computers</li> </ul>
<b>AFP</b>	●		<ul style="list-style-type: none"> <li>• variant of the TIFF format for 1 bit images</li> </ul>
<b>ALIAS</b>	●		<ul style="list-style-type: none"> <li>• Alias Pix format</li> <li>• Supports 256 grays or 24 bit.</li> </ul>
<b>AMBER ARR</b>	●		<ul style="list-style-type: none"> <li>• Used by a microscope.</li> <li>• Supports 256 grays.</li> </ul>
<b>ANI</b>	●		<ul style="list-style-type: none"> <li>• Animations from the NeoChrome application</li> </ul>
<b>ANPA</b>	●		<ul style="list-style-type: none"> <li>• Format with IPTC details.</li> </ul>
<b>Apple Preferred</b>	●		<ul style="list-style-type: none"> <li>• Format des images Apple IIGs</li> </ul>
<b>ART</b>	●		<ul style="list-style-type: none"> <li>• Format of First Publisher</li> <li>• Supports 1 bit per pixel</li> </ul>
<b>ASCII</b>	●	●	<ul style="list-style-type: none"> <li>• Option for importing and exporting images as ASCII characters.</li> </ul>
<b>BioRad</b>	●		<ul style="list-style-type: none"> <li>• BioRad file format.</li> <li>• Support 256 grays</li> </ul>
<b>BLD</b>	●	●	<ul style="list-style-type: none"> <li>• Format of Mega Paint</li> </ul>
<b>BMP</b>	●	●	<ul style="list-style-type: none"> <li>• Standard Windows format.</li> <li>• Supports 1, 4, 8, 15 and 24 bit per pixel</li> </ul>
<b>BUF</b>	●		<ul style="list-style-type: none"> <li>• Supports 32 bit</li> </ul>
<b>BUM</b>	●	●	<ul style="list-style-type: none"> <li>• Variant of the BMP or PICT format</li> </ul>
<b>CAM</b>	●		<ul style="list-style-type: none"> <li>• Format of the Casio QV-10/100</li> <li>• Variant of the JPEG format</li> </ul>
<b>CALS</b>	●		<ul style="list-style-type: none"> <li>• CCITT 4 compressed black &amp; white images</li> </ul>

<b>Format</b>	<b>Import</b>	<b>Export</b>	<b>Comment</b>
<b>CEL</b>	●	●	<ul style="list-style-type: none"> <li>• CEL format</li> </ul>
<b>CGM</b>	●		<ul style="list-style-type: none"> <li>• International standardized file format for exchange of image with vector and bitmap content</li> </ul>
<b>System 7 clip</b>		●	<ul style="list-style-type: none"> <li>• Clipping if System 7 or later</li> </ul>
<b>CLP</b>	●		<ul style="list-style-type: none"> <li>• Clipboard format of Windows</li> </ul>
<b>CT</b>	●		<ul style="list-style-type: none"> <li>• Scitex color images</li> </ul>
<b>CVG</b>	●		<ul style="list-style-type: none"> <li>• Calamus vector format</li> </ul>
<b>DCX</b>	●		<ul style="list-style-type: none"> <li>• Contains multiple PCX files.</li> </ul>
<b>DESR VFF</b>	●		
<b>DICOM</b>	●		<ul style="list-style-type: none"> <li>• Medical format</li> </ul>
<b>DJ1000</b>	●		<ul style="list-style-type: none"> <li>• Camera format</li> </ul>
<b>DL</b>	●		<ul style="list-style-type: none"> <li>• Animation format with 320 x 200 pixel at 8 bit.</li> <li>• Contains normally x-rated content.</li> </ul>
<b>Doodle</b>	●		
<b>DPX</b>	●		
<b>Dr. Halo</b>	●		<ol style="list-style-type: none"> <li>1. Format of the Dr. Halo application</li> <li>2. Uses 256 colors.</li> </ol>
<b>ElectronicImage</b>	●	●	<ul style="list-style-type: none"> <li>• Electric Image format.</li> <li>• It may contain animations.</li> </ul>
<b>EPSF</b>	● (*)	●	<ul style="list-style-type: none"> <li>• Postscript format.</li> <li>• (*) GraphicConverter need a helper application for opening such a file.</li> </ul>
<b>ESM</b>	●		<ul style="list-style-type: none"> <li>• ESM format</li> </ul>
<b>FAX</b>	●		<ul style="list-style-type: none"> <li>• CCITT 3 encoded fax file</li> </ul>
<b>FaxSTF</b>	●		<ul style="list-style-type: none"> <li>• Format from the FaxSTF software</li> </ul>
<b>FireViewer PDB</b>	●	●	<ul style="list-style-type: none"> <li>• FireViewer Palm format</li> <li>• Supports black&amp;white, 4 and 16 grayscale and 256</li> </ul>

<b>Format</b>	<b>Import</b>	<b>Export</b>	<b>Comment</b>
			colors
<b>FITS</b>	●		<ul style="list-style-type: none"> <li>• Flexible Image Transport System format.</li> <li>• Normally used for science.</li> </ul>
<b>FLH/FLI/FLC</b>	●		<ul style="list-style-type: none"> <li>• Animation from the Autodesk Animator.</li> <li>• FLI supports 8 bits at 320 x 200 pixel.</li> <li>• FLC support 8 bits at 640 x 480 pixel.</li> <li>• FLH supports high color.</li> </ul>
<b>FPX</b>	● (*)		<ul style="list-style-type: none"> <li>• FlashPix file format.</li> <li>• (*) Requires QuickTime 4 or later.</li> </ul>
<b>FUJI</b>	●		
<b>GATAN</b>	●		<ul style="list-style-type: none"> <li>• Format of a microscope.</li> <li>• Supports 256 grays.</li> </ul>
<b>GEM</b>	●		<ul style="list-style-type: none"> <li>• Vector images (GEM-Metafile) from the GEM-Draw application.</li> </ul>
<b>GFX</b>	●		<ul style="list-style-type: none"> <li>• Format of Xgrabber</li> </ul>
<b>GIF</b>	●	●	<ul style="list-style-type: none"> <li>• Supports 1 to 8 bit per pixel.</li> <li>• Format was created by CompuServe Inc.</li> </ul>
<b>GRP</b>	●		<ul style="list-style-type: none"> <li>• Uses 1 or 4 bit per pixel.</li> </ul>
<b>HAM</b>	●		<ul style="list-style-type: none"> <li>• Format Interchange File Format (IFF)</li> </ul>
<b>HP-GL/2</b>	●	●	<ul style="list-style-type: none"> <li>• Vector images.</li> <li>• This format is normally used from plotters.</li> </ul>
<b>IBM – PIC</b>	●		<ul style="list-style-type: none"> <li>• Supports 16 bit per pixel.</li> </ul>
<b>IC ? – Imagic</b>	●		<ul style="list-style-type: none"> <li>• Format of the ATARI application Imagic.</li> <li>• Supports the three color modes of the ATARI.</li> </ul>
<b>ICO/ICN</b>	●	●	<ul style="list-style-type: none"> <li>• Format of the Windows file icons.</li> </ul>
<b>IFF/LBM</b>	●	●	<ul style="list-style-type: none"> <li>• Standard file format of the Amiga.</li> <li>• Supports all color depths.</li> </ul>
<b>Image -&gt; Finder</b>		●	<ul style="list-style-type: none"> <li>• Creates an image in a folder by creating custom file icons ; this is very usefull for cd-rom creation</li> </ul>
<b>ImageLab / PrintTechnic</b>	●		<ul style="list-style-type: none"> <li>• Images with 256 grays.</li> </ul>

<b>Format</b>	<b>Import</b>	<b>Export</b>	<b>Comment</b>
<b>IMG/XIMG</b>	●	●	<ul style="list-style-type: none"> <li>GEM-Draw file format. Supports 1 to 8 bit per pixel. The specifications of the 24 bit per pixel variant was never official released.</li> </ul>
<b>IMQ</b>	●		<ul style="list-style-type: none"> <li>Satellite image format.</li> </ul>
<b>IPLab</b>	●		
<b>ISS</b>	●		
<b>j6i</b>	●		<ul style="list-style-type: none"> <li>Variant of the JPEG format.</li> </ul>
<b>JBI</b>	●		<ul style="list-style-type: none"> <li>Variant of the TIFF format</li> </ul>
<b>JIF</b>	●	●	<ul style="list-style-type: none"> <li>New format based on TIFF.</li> <li>But it uses the zlib compression.</li> </ul>
<b>JPEG/JFIF</b>	●	●	<ul style="list-style-type: none"> <li>Supports 24 bits per pixel or 256 grays.</li> <li>Uses lossy compression.</li> <li>Additional EXIF information (from digital cameras) is supported.</li> </ul>
<b>KDC</b>	● (*)		<ul style="list-style-type: none"> <li>Format of the Kodak digital camera</li> <li>(*) Requires a PPC for opening</li> </ul>
<b>KISS CEL</b>	●	●	
<b>Koala</b>	●		<ul style="list-style-type: none"> <li>C64 format</li> </ul>
<b>KONTRON</b>	●		<ul style="list-style-type: none"> <li>Format of the Kontron microscope</li> <li>Contains images that use 256 grays.</li> </ul>
<b>LDF (Lura-Document)</b>	●		
<b>Lotus-PIC</b>	●		<ul style="list-style-type: none"> <li>Vector format of the Lotus spreadsheet application.</li> </ul>
<b>LWF (LuraWave)</b>	●	●	<ul style="list-style-type: none"> <li>LuraWave wavelet compression technology</li> </ul>
<b>MacPaint</b>	●	●	<ul style="list-style-type: none"> <li>Black and white image with 576 x 720 pixels</li> </ul>
<b>MAG</b>	●		<ul style="list-style-type: none"> <li>MAKIchan graphic format</li> </ul>
<b>MAYA-IFF</b>	●		<ul style="list-style-type: none"> <li>Variant of the IFF format.</li> </ul>
<b>MBM (Psion 5)</b>	●	●	<ul style="list-style-type: none"> <li>Images of the PSION serie 5</li> </ul>

<b>Format</b>	<b>Import</b>	<b>Export</b>	<b>Comment</b>
<b>Meteosat 5</b>	●		<ul style="list-style-type: none"> <li>Format of the meteosat satellite.</li> </ul>
<b>Moov</b>		●	<ul style="list-style-type: none"> <li>Animation QuickTime</li> </ul>
<b>MSP</b>	●		<ul style="list-style-type: none"> <li>1 bit images from Microsoft Paint (Windows 2.0).</li> </ul>
<b>MSX – MSX2 MSX+ - MSX2+</b>	●		
<b>NASA Raster Metafile</b>	●		<ul style="list-style-type: none"> <li>Format (with or without multiple frames) from the NASA missions.</li> </ul>
<b>NEO</b>	●		<ul style="list-style-type: none"> <li>Format of the ATARI application NeoChrome.</li> <li>Supports 320 x 200 pixel at 16 colors.</li> </ul>
<b>NGG/NCG</b>	●	●	<ul style="list-style-type: none"> <li>Format of Nokia mobile phones.</li> </ul>
<b>NIF</b>	●		
<b>NOL</b>	●	●	<ul style="list-style-type: none"> <li>Format of Nokia mobile phones.</li> </ul>
<b>ONCOR</b>	●		<ul style="list-style-type: none"> <li>Supports 256 grays.</li> </ul>
<b>P ? ? – Degas</b>	●		<ul style="list-style-type: none"> <li>Format of the ATARI application Degas</li> <li>320 x 200 pixel, 16 colors (*.PI1, *.PC1)</li> <li>640 x 200 pixel, 4 colors (*.PI2, *.PC2)</li> <li>640 x 400 pixel, 2 colors (*.PI3, *.PC3)</li> </ul>
<b>Palette</b>		●	<ul style="list-style-type: none"> <li>color table</li> </ul>
<b>PAC – STAD</b>	●		<ul style="list-style-type: none"> <li>Black &amp; white 640 x 400 pixel images of the ATARI application STAD.</li> </ul>
<b>PBM – PGM PPM</b>	●	●	<ul style="list-style-type: none"> <li>Standard UNIX file format for easy exchange of images.</li> <li>Support 1, 8 or 24 bit per pixel.</li> <li>The files can be encoded binary or ASCII</li> </ul>
<b>PCD</b>	●		<ul style="list-style-type: none"> <li>Kodak PhotoCD format</li> </ul>
<b>PCX</b>	●	●	<ul style="list-style-type: none"> <li>Format of PC-Paintbrush.</li> <li>Support 1, 4 and 8 bit per pixel. The new variant supports 24 bit per pixel, too.</li> </ul>
<b>PIC (32K)</b>	●		<ul style="list-style-type: none"> <li>Black &amp; white 640 x 400 pixel image of the ATARI..</li> </ul>

<b>Format</b>	<b>Import</b>	<b>Export</b>	<b>Comment</b>
<b>PIC</b>	●		<ul style="list-style-type: none"> <li>• B&amp;W ATARI image format (640x400 pixel)</li> </ul>
<b>PIC</b>	●		<ul style="list-style-type: none"> <li>• Format from PC Paint</li> </ul>
<b>PIC</b>	●	●	<ul style="list-style-type: none"> <li>• Format of the Psion.</li> <li>• Supports 1 or 2 bit per pixel.</li> </ul>
<b>PICS</b>	●	●	<ul style="list-style-type: none"> <li>• Animations PICT.</li> </ul>
<b>PICT</b>	●	●	<ul style="list-style-type: none"> <li>• standard MacOS file format</li> <li>• contains vector and/or bitmap images</li> </ul>
<b>PICT resource</b>	●	●	<ul style="list-style-type: none"> <li>• PICT that is written/read from the resource fork of a file</li> </ul>
<b>PDB</b>	●	●	<ul style="list-style-type: none"> <li>• Palm Pilot format. There exist a lot of variants. GraphicConverter supports TealPaint, FireViewer and ScreenShot Hack</li> </ul>
<b>PGC/PGF</b>	●		
<b>PM</b>	●		<ul style="list-style-type: none"> <li>• Format of the UNIX xv application.</li> </ul>
<b>PNG</b>	●	●	<ul style="list-style-type: none"> <li>• New internet file format.</li> <li>• It supports 1, 2, 4, 8 and 24 bits per pixel.</li> </ul>
<b>PORST</b>	●		<ul style="list-style-type: none"> <li>• Photo on disk format.</li> <li>• Variant of the JPEG format.</li> </ul>
<b>Ppat</b>	●	●	
<b>PSD</b>	●	●	<ul style="list-style-type: none"> <li>• Photoshop 3.x or later file format.</li> <li>• Supports 1, 8, 24 bit per pixel.</li> </ul>
<b>PSP</b>	●		<ul style="list-style-type: none"> <li>• PaintShop Pro format</li> </ul>
<b>QDV</b>	●		<ul style="list-style-type: none"> <li>• Giffer format</li> <li>• Supports 1, 4 and 8 bits per pixel.</li> </ul>
<b>QNT</b>	●		
<b>QTIF</b>	● (*)		<ul style="list-style-type: none"> <li>• QuickTime image format.</li> <li>• (*) Requires QuickTime 3 or later.</li> </ul>
<b>RAW</b>	●	●	<ul style="list-style-type: none"> <li>• You can use the raw filter to import raw data. You have to specify the width, height and color depth during opening or saving such a file.</li> </ul>

<b>Format</b>	<b>Import</b>	<b>Export</b>	<b>Comment</b>
<b>RIFF</b>	●		<ul style="list-style-type: none"> <li>• Contains color and black &amp; white images (format of the Painter software)</li> </ul>
<b>RLA</b>	●		
<b>RLE</b>	●		<ul style="list-style-type: none"> <li>• Images of the Utah Raster toolkit.</li> </ul>
<b>RTF</b>		●	<ul style="list-style-type: none"> <li>• Rich Text Format.</li> </ul>
<b>SCR</b>	●	●	<ul style="list-style-type: none"> <li>• Images of the capture tool of word for DOS. The format is identical with PCX.</li> </ul>
<b>ScreenShot Hack PDB</b>	●		<ul style="list-style-type: none"> <li>• Contains a Palm screenshot (160x160 pixel)</li> </ul>
<b>SCX</b>	●		<ul style="list-style-type: none"> <li>• Format of ColoRIX</li> <li>• Supports 8 bit per pixel</li> </ul>
<b>SFW</b>	●		<ul style="list-style-type: none"> <li>• Seattle Filmworks photo on disk format.</li> <li>• Variant of the JPEG format.</li> </ul>
<b>SGI</b>	●		<ul style="list-style-type: none"> <li>• Silicon Graphics Image format.</li> <li>• Supports 256 grays or 24 bit.</li> </ul>
<b>SHP</b>	●		<ul style="list-style-type: none"> <li>• Format of the image library of Lighting Press or Printmaster.</li> <li>• Support 1 bit per pixel.</li> </ul>
<b>Sinclair QL</b>	●		<ul style="list-style-type: none"> <li>• Format of the Sinclair QL</li> </ul>
<b>SIXEL</b>	●		<ul style="list-style-type: none"> <li>• Terminal format from the VAX world.</li> </ul>
<b>SKETCH</b>	●		<ul style="list-style-type: none"> <li>• Variant of the MBM format.</li> </ul>
<b>SNX</b>	●		<ul style="list-style-type: none"> <li>• A modification of the JPEG format</li> </ul>
<b>SOFTIMAGE</b>	●	●	<ul style="list-style-type: none"> <li>• Format of Softimage.</li> <li>• Supports 32 bits per pixel.</li> <li>• Used for video applications.</li> </ul>
<b>SPC</b>	●		<ul style="list-style-type: none"> <li>• Image of the Spectrum application.</li> <li>• Supports 320 x 200 pixel at 512 colors.</li> </ul>
<b>ST - X - SBIG</b>	●		<ul style="list-style-type: none"> <li>• Supports 256 grays.</li> </ul>
<b>StartupScreen</b>	●	●	<ul style="list-style-type: none"> <li>• This file can be placed in the system folder ; so, the MacOS will display the image during startup</li> </ul>
<b>SUN</b>	●		<ul style="list-style-type: none"> <li>• SUN Raster file format.</li> <li>• Supports 8 or 24 bit per pixel.</li> </ul>
<b>Super-Hi-Res 3200</b>	●		<ul style="list-style-type: none"> <li>• Images with 32000 colors of the Apple Iigs</li> </ul>

<b>Format</b>	<b>Import</b>	<b>Export</b>	<b>Comment</b>
<b>SWF</b>		●	<ul style="list-style-type: none"> <li>Flash</li> </ul>
<b>TCL</b>	●		<ul style="list-style-type: none"> <li>TCL format</li> </ul>
<b>TealPaint PDB</b>	●		<ul style="list-style-type: none"> <li>Palm TealPaint file format</li> <li>Supports black&amp;white and 256 colors (default Palm color table)</li> </ul>
<b>TGA</b>	●	●	<ul style="list-style-type: none"> <li>Format from Truevision Targa</li> <li>Support 1, 8, 15 and 24 bits per pixel.</li> </ul>
<b>TIFF</b>	●	●	<ul style="list-style-type: none"> <li>complex format for all color depths</li> <li>GraphicConverter can import and export the following compression kinds : uncompressed, packbits, lzw, ccitt3, ccitt4, fax3, fax4</li> </ul>
<b>TIM PSX</b>	●		
<b>TN ?</b>	●		<ul style="list-style-type: none"> <li>Format of the ATARI application TINY</li> </ul>
<b>TRS-80</b>	●	●	<ul style="list-style-type: none"> <li>Format of the TRS-80-</li> </ul>
<b>VBM</b>	●		
<b>VFF</b>	●		<ul style="list-style-type: none"> <li>Uses 4 bit per pixel</li> </ul>
<b>VGS-8</b>	●		<ul style="list-style-type: none"> <li>Used by a microscope.</li> <li>Supports 256 grays.</li> </ul>
<b>VITRONIC</b>	●		<ul style="list-style-type: none"> <li>Vitronic format.</li> <li>Supports 256 grays.</li> </ul>
<b>VOXEL</b>	●		<ul style="list-style-type: none"> <li>512 x 512 pixel at 256 grays format.</li> </ul>
<b>VPB</b>	●	●	<ul style="list-style-type: none"> <li>Format of the Quantel video system.</li> </ul>
<b>VPM</b>	●		
<b>WBMP</b>	●	●	<ul style="list-style-type: none"> <li>Format for the new WAP technology.</li> </ul>
<b>WMF</b>	●	●	<ul style="list-style-type: none"> <li>Windows – Meta File.</li> <li>Contains vector and bitmap images.</li> </ul>
<b>WPG</b>	●		<ul style="list-style-type: none"> <li>Graphic file format of Word Perfect.</li> <li>It can contain bitmap and vector images.</li> </ul>
<b>X11</b>	●		<ul style="list-style-type: none"> <li>Bitmap.</li> </ul>

<b>Format</b>	<b>Import</b>	<b>Export</b>	<b>Comment</b>
<b>XBM</b>	●	●	<ul style="list-style-type: none"> <li>• Black &amp; white format that is C encoded.</li> </ul>
<b>X-Face</b>	●	●	<ul style="list-style-type: none"> <li>• Supports 48 x 48 pixel at 1 bit.</li> <li>• Used for small photos in newsgroups.</li> </ul>
<b>XPM</b>	●	●	<ul style="list-style-type: none"> <li>• Bitmap ASCII.</li> </ul>
<b>XWD</b>	●	●	<ul style="list-style-type: none"> <li>• Dump of X - Windows.</li> </ul>

## 10 Shortcuts

### Always

Shortcut	Result
Control-click within a window	Displays the context menu
Option-click a window title	Displays a popup menu showing all open windows. Brings the selected window to the front.

### In Pictures

Shortcut	Result
Control-option-click on an image	Displays a popup menu to select the picture view size.
Control-click on an image	Displays a contextual menu to choose help or select all.
Option key in an image	Enables the eye dropper.
Command-option keys in an image	Moves the selection (opaque) within the window.
Shift-option keys in an image	Scrolls the image (only available if the window does not show the complete image)
Cursor keys	No selection - scrolls the contents of the active window Selection - Moves the selection. With shift held down changes the size of a rectangular selection
ESC	Cancels the selection.

### In Layouts

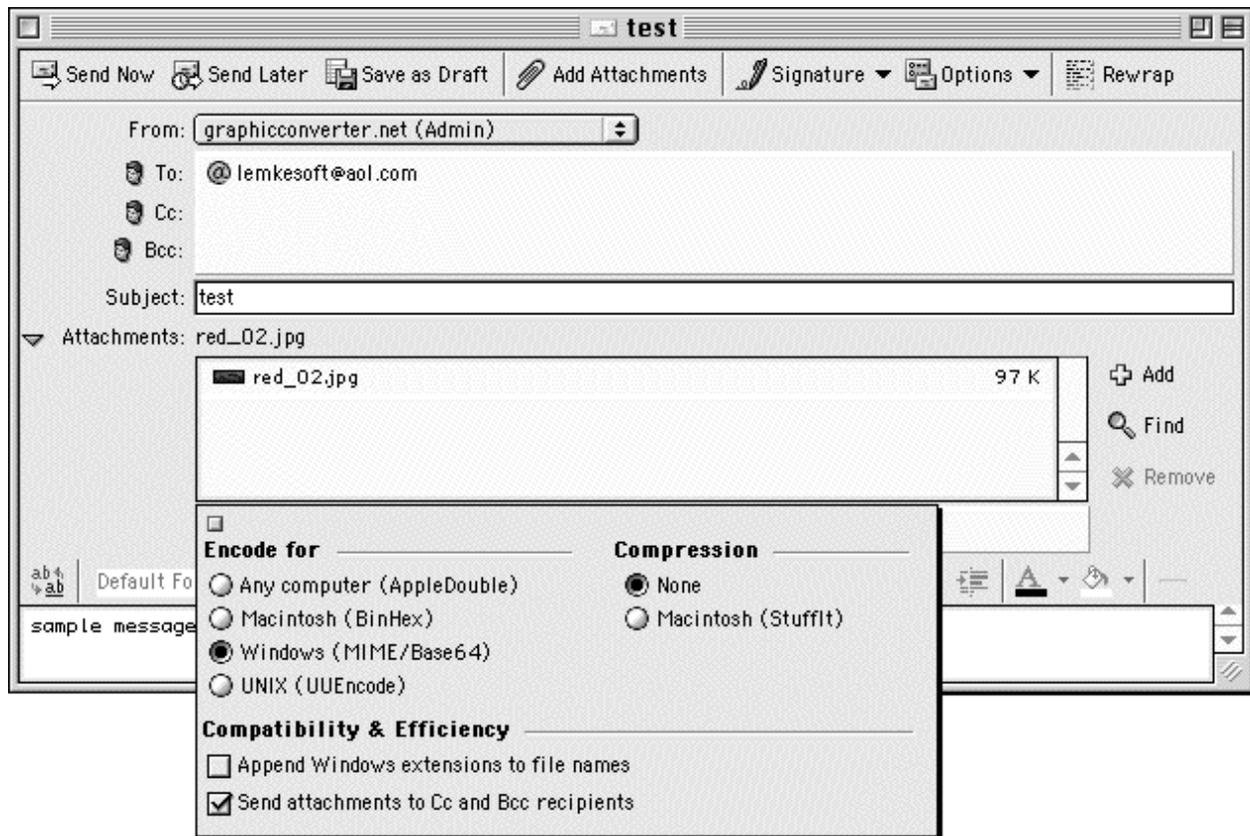
Shortcut	Result
Control-click on the Layout	Displays a contextual menu to insert an open picture.
Control-click on a picture in the Layout	Displays a contextual menu to select the picture size.

## 11 E-Mail and Attachments

I get a lot of e-mails regarding mailing of images from a Mac computer to a PC. So, this chapters show you how to set up the different e-mail applications.

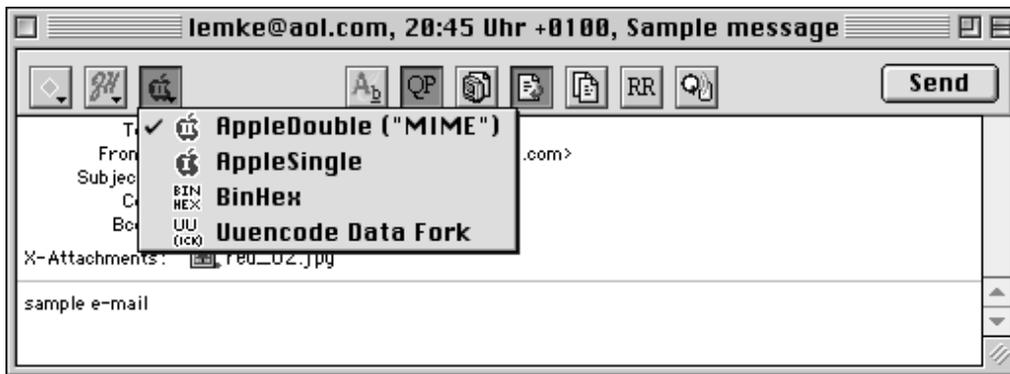
### 11.1 Outlook Express

Write your e-mail. Add the attachment with drag and drop. Click on the encoding area and select „Windows (MIME/Base64)“. Send the message.



### 11.2 Eudora Pro

Write your e-mail. Add the attachment with drag and drop or use the Attach Document button. Click on the encoding area and select „AppleDouble („MIME“)“. Send the message.



### 11.3 Claris E-Mailer

Write your e-mail. Add the attachment with drag and drop. Click on the encoding menu and select „Base 64“. Send the message.

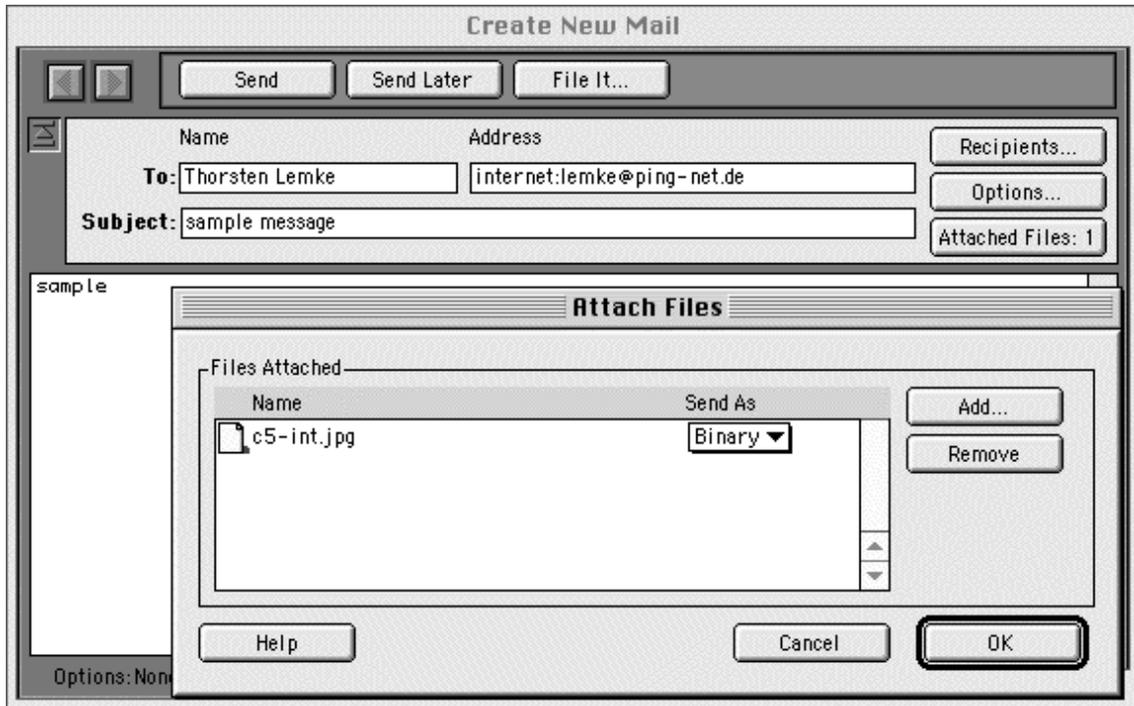


### 11.4 America Online

There is no way to change the encoding in AOL. A solution is to save the files before e-mailing without a resource fork. You can disable the creation of a resource fork in the preferences part Save.

### 11.5 CompuServe

Write your e-mail. Add the attachment with drag and drop. Click on the „send as“ menu and select „Binary“. Send the message.



### 11.6 Netscape Navigator

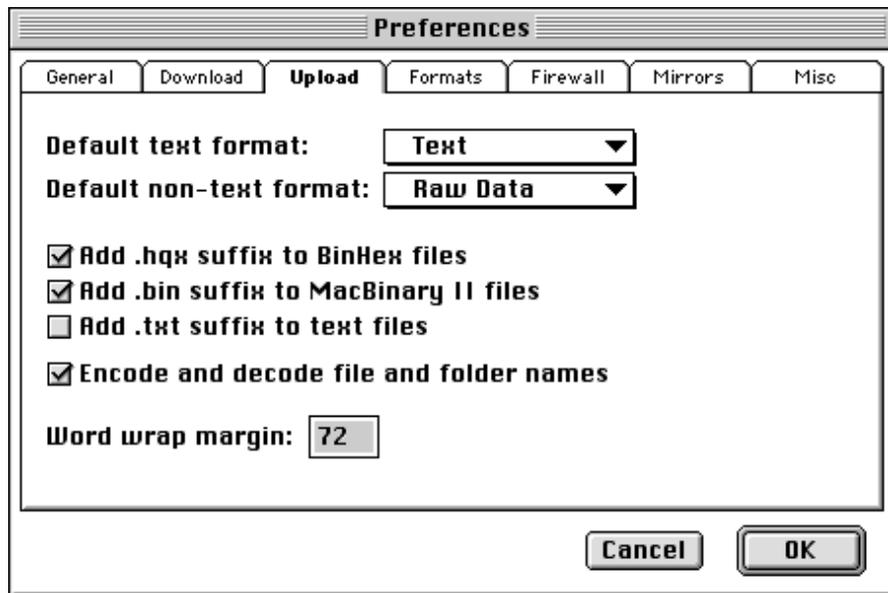
There are no special settings for Netscape e-mails. Your attachment will be automatically encoded as „base 64“.

## 12 FTP of Images

I get a lot of e-mails regarding uploading images from a Mac computer to web server. So, this chapters show you how to set up the different ftp applications.

### 12.1 Fetch

Select Preferences from the Customize menu. Select „Raw Data“ as the default non-text format.

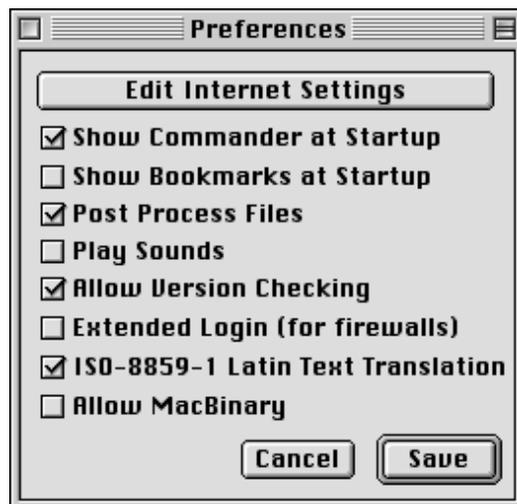


### 12.2 Transmit

There are no special settings. Transmit uses your internet settings for the correct file transfer.

### 12.3 Anarchie

Select Preferences from the Settings menu. Uncheck the „Allow MacBinary“ option.



## 13 Developer Section

### 13.1 Plug-ins

You can develop file import and export and filter plug-ins for GraphicConverter. The SDK is available for free from [http://www.lemkesoft.com/us\\_plugins.html](http://www.lemkesoft.com/us_plugins.html).

### 13.2 Apple Events

You can use GraphicConverter 3.8 or later as an external editor for images.

You have to use the following calling convention for this operation:

Create an 'odoc' event with the file in a typeAEList as the keyDirectObject and with the key 'FSnd' your application creator as 'type'.

GraphicConverter sends events after the following user actions:

- Closing the file  
You get an event 'R\*ch'/'FCls' with the file FSSpec as keyDirectObject of type typeFSS and your application creator from the call as key 'FSnd' of type 'type'.
- Saving the file  
You get an event 'R\*ch'/'FMod' with the file FSSpec as keyDirectObject of type typeFSS and your application creator from the call as key 'FSnd' of type 'type'.
- Saving the file with a new name  
You get an event 'R\*ch'/'FMod' with the original file FSSpec as keyDirectObject of type typeFSS and the new file FSSpec as 'New?' of type typeFSS and your application creator from the call as key 'FSnd' of type 'type'.

You can call GraphicConverter for direct image conversion:

Create an 'xCnf' event with the class ,gcSt'.

Add the following parameters to the object:

- Integer with key ,kywf
- Source FSSpec record with key ,kysc
- Target FSSpec record with key ,kytg

Use the following values for the integer:

```
C_SPICT = 1;  
C_SMacPaint = 2;  
C_STIFF = 3;  
C_SGIF = 4;  
C_SIFF = 5;  
C_SPCX = 6;  
C_SImage = 7;  
C_SStartupScreen = 8;  
C_SBMP = 9;  
C_STGA = 10;  
C_SJFIF = 11;  
C_SPSD = 12;
```

C\_SHPGL = 13;  
C\_SEPSF = 14;  
C\_SMovie = 15;  
C\_SSun = 16;  
C\_SPICS = 17;  
C\_SResource = 18;  
C\_SPPM = 19;  
C\_SSGI = 20;  
C\_STRS80 = 21;  
C\_SPPAT = 22;  
C\_SSoftImage = 23;  
C\_SPNG=24;  
C\_SPalette=25;  
C\_SRAW=26;  
C\_SPSION=27;  
C\_SWMF=28;  
C\_SXWD=29;  
C\_SXBM=30;  
C\_SXPM=31;  
C\_Sclpp=32;  
C\_SASCII=33;  
C\_SPAC=34;  
C\_SICO=35;  
C\_SRTF=36;  
C\_SVPB=37;  
C\_SIconWand=38;  
C\_SMBN=39;  
C\_SXFace=40;  
C\_SPDB=41;  
C\_SSlice=42;  
C\_SISS=43;  
C\_SCEL=44;  
C\_SWBMP=45;  
C\_SPGC=46;  
C\_SHandyNGG=47;  
C\_SHandyNOL=48;  
C\_SJIF=49;  
C\_SBLD=50;  
C\_STCL=51;  
C\_SPICTAusResource=52;  
C\_SBUM=53;  
C\_SElectricImage=54;  
C\_SLuraWave=55;

GraphicConverter tries to convert the file to the destination format.