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For Help on Help, Press F1

1* WINDOWS

2# IDH_MAIN_INDEX_VIEWER

3\$ Contents

4K Contents

5+ VIEWENU:000005

*₆ #₇ \$₈ K₉ +₁₀ **Glossary of terms**

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6* WINDOWS

7# IDH_Glossary_of_terms

8\$ Glossary of terms

9K Glossary of terms;

10+ VIEWENU:000010

*₁₁ #₁₂ \$₁₃ **Compression**

Compression reorganizes the way a picture or file is stored in computer memory and on disk so that the file uses less space.

The computer can work more efficiently with the compressed file, and display images faster on screen.

11* WINDOWS

12# IDH_Compression

13\$ Compression

*₁₄ #₁₅ \$₁₆ **Uncompressed**

The state of a picture when it is displayed (whether or not the picture has been previously compressed).

A picture's uncompressed size refers to the amount of memory it occupies. It is not necessarily the same as the size of the original picture from which the picture was compressed.

14* WINDOWS

15# IDH_Uncompressed

16\$ Uncompressed

*₁₇ #₁₈ \$₁₉ **Color**

The level of color at which a picture is stored. For example, millions of colors (24-bit), 256 colors (8-bit), or black and white (1-bit).

Every picture is stored at a specific color setting, determined when the picture was first created or compressed.

17* WINDOWS

18# IDH_Color

19\$ Color

^{*20} ^{#21} ^{\$22} **Compression ratio**

The comparison of a pictures's compressed size on disk to its uncompressed size in memory.

^{20*} WINDOWS

^{21#} IDH_Compression_ratio

^{22\$} Compression ratio

^{*23} ^{#24} ^{\$25} **JPEG**

Joint Photographic Experts Group, an international standard-setting committee that developed a standard for image compression used by many computers and programs.

QuickTime for Windows' image display software supports the JPEG standard.

^{23*} WINDOWS

^{24#} IDH_JPEG

^{25\$} JPEG

*₂₆ #₂₇ \$₂₈ **Quality**

A setting that controls the degree of compression applied by a QuickTime compressor.

A higher quality setting causes less image compression to be applied. This results in better image quality, but limits the saving in storage size.

26* WINDOWS

27# IDH_Quality

28\$ Quality

^{*29} ^{#30} ^{\$31} ^{K32} ⁺³³ **About Picture Viewer**

Picture Viewer allows you to view a picture file in a window. You can zoom in and out, print the picture, copy the picture, and get information about the picture. Picture Viewer automatically uncompresses the picture if it is compressed in the picture file.

Picture viewer can maintain excellent image quality and color while displaying an image that may have been compressed by 90% or more.

Glossary

29* WINDOWS

30# IDH_About_Picture_Viewer

31\$ About Picture Viewer

32K About Picture Viewer;

33+ VIEWENU:000025

*₃₄ #₃₅ \$₃₆ **Picture file**

A DOS file containing a QuickTime for Windows picture. These files are characterized by the DOS suffix .PIC.

For example: HOME.PIC might be the name of a file that contains a QuickTime picture of your house.

The picture in the .PIC file may be compressed in one of several different QuickTime compression formats, or the picture may be not compressed in the file. The pictures are stored in the PICT format inside the picture files.

34* WINDOWS

35# IDH_picture_file

36\$ picture file

^{*37} ^{#38} ^{\$39} ^{K40} ⁺⁴¹ **Printing a picture**

To print an image, choose "Print" from the File menu. The image prints at its actual size, if it fits on a single page. If not, the image is reduced until it fits on the page.

To change the settings for page orientation, size, and printing options, choose "Print Setup" from the File menu.

Glossary

37* WINDOWS

38# IDH_Printing_a_picture

39\$ Printing a picture

40K Printing a picture;

41+ VIEWENU:000040

*₄₂ #₄₃ \$₄₄ **Image**

The QuickTime picture displayed on the screen.

42* WINDOWS

43# IDH_Image

44\$ Image

^{*45} ^{#46} ^{\$47} ^{K48} ⁺⁴⁹ **Getting information about a picture**

To see information about a picture, choose "Get Image Info" from the Image menu.

"Get Image Info" provides information about the picture file, the size (in pixels) of the image, the colors, the compression, the quality of the image, and the uncompressed size of the picture.

Glossary

45* WINDOWS

46# IDH_Getting_information_about_a

47\$ Getting information about a picture

48K Getting information about a picture;

49+ VIEWENU:000045

*₅₀ #₅₁ \$₅₂ K₅₃ +₅₄ **Changing the display size of the picture**

You can change the display size of the [image](#) by changing its magnification percentage. Changing the magnification doesn't affect the size of the original image, just the way you see it on the screen.

As you change the magnification, you see more or less of the picture, depending upon the capabilities of your video hardware and the resolution at which the picture is stored in the file .

To change the magnification, drag the slider in the bottom left section of the window. (You can also use the + and - keys on the numeric keypad to change the magnification.)

{bml VIEWSENU.BMP}

The slider

The slider lets you set magnification to 25%, 50%, 75%, 100%, 150%, 200%, or 400%:

- 100% magnification provides an optimum pixel-for-pixel display of the picture.
- At less than 100%, the image has a lower resolution than the picture stored in the picture file.
- At greater than 100%, one pixel from the picture takes multiple pixels on the screen.

Example: A picture is stored in the QuickTime for Windows file at 1024 x 768 pixels and 256 colors. Your screen can only show 640 x 480 pixels at 256 colors. When the image first appears the value will be 100% and you will only see a portion of the picture (the upper left part). You can see the entire picture by setting the slider to a value less than 100% but you will see a loss of resolution in the image.

Glossary

50* WINDOWS

51# IDH_Changing_the_display_size_o

52\$ Changing the display size of a picture

53K Changing the display size of a picture;

54+ VIEWENU:000050

^{*55} ^{#56} ^{\$57} ^{K58} ⁺⁵⁹ **Setting QuickTime picture options**

The picture options allow you to control how a picture looks when it is pasted into a document or embedded in an OLE [destination document](#). You can reach the Options dialog box from either of two locations:

- In Picture Viewer, select "Options" from the Edit menu.
- In a destination document, select "QuickTime Picture Options" from the Edit menu.

{bmc VWOPTENU.BMP}

You can set options to show the picture controls, put a frame around the picture, and use the picture palette.

Use the Icon option to display the picture as an icon in the destination document.

- To paste or embed the picture as an icon, check Icon. When the icon is double-clicked, the image is displayed in a stand-alone window. If Display Title Bar is checked, the image has a title bar and can be moved. Otherwise, the image is displayed in the center of the destination document.
- To paste or embed the picture at the selected size, leave Icon unchecked. When the picture is double-clicked, it is displayed in place.

Use the Save As default button to save a complete set of options as your defaults.

Use the Restore To Default button to restore your last set of defaults.

Glossary

55* WINDOWS

56# IDH_Using_picture_options

57\$ Using picture options

58K Using picture options;options;

59+ VIEWENU:000075

*₆₀ #₆₁ \$₆₂ K₆₃ +₆₄ **Working with more than one picture**

Picture Viewer allows you to open and view more than one image at a time. To work with several pictures, use the Window menu or shrink the pictures to icons:

- To rearrange the pictures, choose an item from the Window menu.
- To bring a picture to the front, choose its filename from the Window menu.
- To shrink a picture to an icon, click the down arrow in the upper right corner of the picture. Double-click the icon to restore the picture to its normal size.

Glossary

60* WINDOWS

61# IDH_Viewing_more_than_one_pictu

62\$ Viewing more than one picture

63K Viewing more than one picture;

64+ VIEWENU:000065

*₆₅ #₆₆ \$₆₇ **Slider**

The mechanism that controls the size of the image in the Picture Viewer.

{bml VIEWSENU.BMP}

65* WINDOWS

66# IDH_Slider

67\$ Slider

*⁶⁸ #⁶⁹ \$⁷⁰ K⁷¹ +⁷² Using the keyboard

You can use the following keys operate Picture Viewer:

Press	To
F1	See the main menu for help
Number Pad Plus key "+"	Zoom in (step up image resolution)
Number Pad Minus key "-"	Zoom out (step down image resolution)
Up Arrow	Scroll up in the image
Down Arrow	Scroll down in the image
Page Up or Control + Up Arrow	Scroll up the amount of image visible
Page Down or Control + Down Arrow	Scroll down the amount of image visible
Home	Scroll to the top left of the image
End	Scroll to the bottom right of the image
Right Arrow	Scroll right in the image
Left Arrow	Scroll left in the image
Control + Left Arrow or Control + Page Up	Scroll left the amount of the image that is visible
Control + Right Arrow or Control + Page Down	Scroll right the amount of the image that is visible
Control + C or Control + Insert	Copy the image to the Clipboard

Glossary

68* WINDOWS

69# IDH_The_keyboard_interface

70\$ The keyboard interface

71K The keyboard interface;

72+ VIEWENU:000070

*₇₃ #₇₄ \$₇₅ **PICT**

A standard file format in which many Apple Macintosh programs store graphic images. PICT is the file format used by QuickTime for Windows to store pictures in DOS .PIC files.

73* WINDOWS

74# IDH_PICT

75\$ PICT

*₇₆ #₇₇ \$₇₈ **Pixel**

A dot on the screen. Pictures and images are often discussed in terms of their height and width in pixels.

76* WINDOWS

77# IDH_pixel

78\$ pixel

*₇₉ #₈₀ \$₈₁ **Resolution**

How faithfully the picture has been represented when its image is displayed on the screen.
Low resolution means the image is not optimum.

79* WINDOWS
80# IDH_Resolution
81\$ Resolution

#⁸² \$⁸³ K⁸⁴ +⁸⁵ Using Object Linking and Embedding (OLE)

Click any topic below for help:

[About Object Linking and Embedding \(OLE\)](#)

[Documents that accept QuickTime pictures](#)

[Embedding a QuickTime picture](#)

[Editing an embedded picture](#)

[Glossary](#)

82[#] Using_Object_Linking_and_Embedding_OLE

83^{\$} Using Object Linking and Embedding (OLE)

84^K Using Object Linking and Embedding (OLE)

85⁺ VIEWENU:000000

#⁸⁶ \$⁸⁷ K⁸⁸ +⁸⁹ About Object Linking and Embedding (OLE)

OLE is a technology that allows you to place "objects" -- such as movies, pictures, or spreadsheets -- into other documents. For example, you can use OLE to embed a QuickTime picture into a word-processing document.

Readers of your document can double-click the picture to view it just as if they were using Picture Viewer. OLE also allows you to edit the embedded picture from the [destination document](#).

Your Windows user's guide has more information on using OLE. See the chapter that covers integrating your Windows applications.

[Glossary](#)

⁸⁶# About_Object_Linking_and_Embedding_OLE

⁸⁷\$ About Object Linking and Embedding (OLE)

⁸⁸K About Object Linking and Embedding (OLE)

⁸⁹+ VIEWENU:000000

^{#90} ^{\$91} ^{K92} ⁺⁹³ Documents that accept QuickTime pictures

You can embed QuickTime pictures into a document created by an OLE [client application](#). Some client applications are:

Microsoft Excel 4.0

Microsoft Word for Windows 2.0

Word Perfect 5.2

Microsoft Windows 3.1 Write

Microsoft Multimedia Works for Windows

Other applications may also accept QuickTime pictures. To find out if an application is an OLE client application, check its user's guide for information on Object Linking and Embedding.

[Glossary](#)

^{90#} Documents_that_accept_QuickTime_pictures

^{91\$} Documents that accept QuickTime pictures

^{92K} Documents that accept QuickTime pictures

⁹³⁺ VIEWENU:000000

#⁹⁴ \$⁹⁵ K⁹⁶ +⁹⁷ Embedding a QuickTime picture

You should follow the detailed instructions for embedding objects in the [client application](#) user's guide. Here is an overview:

1. In the [destination document](#), put the cursor where you want to embed the picture.
2. Choose "Insert Object" from the Insert or Edit menu.
3. When the dialog box appears, select "QuickTime picture" as the object type. Picture Viewer opens, and the File Open dialog box appears.
4. Use the dialog box to find and open the picture you want to insert.
5. To set up how the embedded picture looks in the destination document, choose "Options" from the Edit menu. See the help topic [Setting QuickTime picture options](#) for more information.
6. Choose "Close" from the File menu to close the picture. A message asks if you want to update the document before proceeding.
7. Click Yes to embed the picture and return to the destination document.

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94[#] Embedding_a_QuickTime_picture

95^{\$} Embedding a QuickTime picture

96^K Embedding a QuickTime picture

97⁺ VIEWENU:000000

#⁹⁸ \$⁹⁹ K¹⁰⁰ +¹⁰¹ **Editing an embedded picture**

You should follow the detailed instructions for editing embedded objects in the [client application](#) user's guide. The steps below provide an overview.

When you edit an embedded picture, only the picture in the destination document changes. The original picture does not change.

1. In the [destination document](#), click the picture once to select it.
2. Choose "QuickTime picture object" from the Edit menu. Picture Viewer opens. Depending on the client application, the picture may open automatically or you may have to open it.
3. In Picture Viewer, choose "Options" from the Edit menu.
4. Make your changes in the Options dialog box. See the help topic [Setting QuickTime picture options](#) for more information.
5. When you finish, close the picture. A message asks if you want to update the document before proceeding.
6. Click Yes to update and return to the destination document.

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98[#] Editing_an_embedded_picture

99^{\$} Editing an embedded picture

100^K Editing an embedded picture

101⁺ VIEWENU:000000

#₁₀₂ \$₁₀₃ Client application

In Object Linking and Embedding, an application (for example, Microsoft Write) that accepts embedded or linked objects.

102# Client_application

103\$ Client application

#¹⁰⁴ \$¹⁰⁵ **Destination document**

In Object Linking and Embedding, a document (for example, a word-processing document) into which you place an object, such as a picture, movie, or spreadsheet.

104# Destination_document

105\$ Destination document

#¹⁰⁶ \$¹⁰⁷ K¹⁰⁸ +¹⁰⁹ Copying and pasting

You can copy an image or selection and paste it into another document. If you want to set display options, see the help topic Setting QuickTime picture options before you copy.

1. To copy, choose "Copy" from the Edit menu.
2. Open the document into which you want to paste.
3. Put the cursor where you want to insert the copy.
4. To insert, choose "Paste" from the Edit menu.

[Glossary](#)

106# Copying_and_pasting_a_picture

107\$ Copying and pasting a picture

108K Copying and pasting a picture

109+ VIEWENU:000000

#¹¹⁰ \$¹¹¹ K¹¹² +¹¹³ **Viewing a picture**

Click any topic below for help:

[Opening and closing a picture](#)

[Changing the display size of the picture](#)

[Working with more than one picture](#)

[Getting information about a picture](#)

[Glossary](#)

110# Viewing_a_picture
111\$ Viewing a picture
112K Viewing a picture
113+ VIEWENU:000000

#¹¹⁴ \$¹¹⁵ K¹¹⁶ +¹¹⁷ Opening and closing a picture

1. Choose "Open" from the File menu. With Picture Viewer, you can open only .PIC files that use the PICT file format. Only .PIC and JPG files are listed in the Open dialog box.
2. Select the file you want.
3. Click OK. The image appears in a Picture Viewer window
4. To close, choose "Close" from the File menu.

Glossary

114# Opening_and_closing_a_picture

115\$ Opening and closing a picture

116K Opening and closing a picture

117+ VIEWENU:000000

#¹¹⁸ \$¹¹⁹ K¹²⁰ +¹²¹ **Selecting part of an image**

You can select part of an [image](#) and set display options for the selection. A selection can be pasted into another document or embedded into an OLE [destination document](#).

1. Place the cursor in the image.
2. To mark your selection, hold down the mouse button and drag the mouse diagonally to draw a rectangle.
3. When the selection is marked, release the mouse button. You can cancel the selection by choosing "Cancel selection" from the Edit menu.

To set options for the selection, see the help topic [Setting QuickTime picture options](#). To put your selection into another document, see the help topic [Copying and pasting](#) or [Embedding a QuickTime picture](#) (under Using Object Linking and Embedding).

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118# Selecting_part_of_an_image

119\$ Selecting part of an image

120K Selecting part of an image

121+ VIEWENU:000000