

# ***ToyViewer***    *Ver.2.6 (Feb. 1997)*

## **Display of Image Files**

Image formats following can be opened by double-clicking their icons:

tiff, eps, gif, bmp, png, jpg, bie(jbig), pcx, pcd,  
pnm, ppm, pbm, pgm, xbm, and mag.

(mag is a popular image format in Japan, especially on NEC-PCs.)

To activate ToyViewer by double-clicking icons, set ToyViewer as the default tool using Tool Inspector(cmd-3) of the Workspace.

ToyViewer can open image files by selecting "File / Open" of the menu.

Image files can also be opened by command- dragging their icons onto the application tile of ToyViewer.

Some image files would have extensions that could not be recognized by ToyViewer. For example, some CD-ROMs may have bmp-files with other extension, or without extension. In such cases, these files can be opened by command- dragging.

Note: There may be files that can not be displayed correctly. If you find them, send it to me...

## Save Images

Displayed images can be saved in following image formats:

tiff, eps, bmp, gif, png, jpg, bie(jbig), pnm, or xbm.

Images in gif format have at most 256 colors. If you try to save an image that has more than 256 colors as a gif image, the color reduction routine is activated automatically.

Images that can be saved in bie(jbig) or in xbm format should be monochrome bilevel images.

When an image in one format is saved in other format, usually, the size of the image is preserved. However, when an eps image is saved in other format, or when an image is saved as eps, size of the saved image depends on the size of the image scaled on the window.

This facility would be useful to adjust resolution between eps and pixel-based formats.

If you want to make a resized pixel-based image, use "Operation / Make new Bitmap" of the menu.

There are two kinds of representation in png or bmp formats. One uses a palette of colors to save the image compactly, and the other specifies colors for each pixel. ToyViewer checks automatically the number of colors in the

image to be saved, and if possible, saves it in paletted representation.

## **Open Pasteboard**

If a tiff or eps image is copied into the pasteboard (by copy operation), you can display the image in a new window by clicking "File / Open Pasteboard" of the menu.

For example, if you select and copy some objects on Draw.app and then do "Open Pasteboard", them are displayed in an eps image.

## **Scan Images in a Folder**

Clicking "File / Scan Folder" of the menu, you can select a folder to scan image files in it. Image files are displayed automatically using a control panel.

Folder that includes image files can also be selected by command- dragging its icon onto the application tile of ToyViewer.

But, if there are only a few files in the folder, control panel does not appear and these files are displayed normally.

In order to start auto-display, click "Start" button of the panel. Then, image files in the folder displayed automatically at regular intervals. "Pause" button stops auto-display, and you can chose the image file with the slider on the panel. Interval time is set by the preference panel.

As new images are displayed, windows of previous images are closed

automatically. But, windows that were once miniaturized are not closed automatically.

## **Scaling**

Specifying scale using popup-menu of each window, displayed image can be resized.

If the item "Set..." is selected from the popup-menu a panel is displayed, on which you can set any scale.

Note that image data itself is not modified if it is resized in the window. If you want to make a resized pixel-based image, use "Make new Bitmap" in the next section.

## **Make new Bitmap**

To make a new bitmap image from an eps image (in original size or resized) or resized pixel-based image, click "Operation / Make new Bitmap" of the menu.

The new image is displayed on newly opened window.

## **Make Resized EPS**

You can get resized new eps image from the original eps image. First, resize the original with the popup-menu, and then use "Operation / Make Resized EPS" of the menu.

The new image is displayed on newly opened window.  
This operation can be applied to eps images only.

## **Clip**

You can select a part of the image by dragging. Selected area can be clipped by "Operation / Clip" of the menu. Clipped images are displayed on newly opened windows.

## **Rotate / Flip**

Displayed images are rotated or flipped selecting sub-items of "Operation" of the menu. New windows are opened to display rotated or flipped images. If you click "Operation / Rotate..." of the menu a panel is displayed, on which you can set any angle to rotate.

## **Color Reduction**

ToyViewer is able to make a new image with less colors from the original image that has more colors. You can select the number of colors (256, 64, 16, or 8 colors) from the sub-menu of "Effect / Color Reduction". There are several methods to reduce the number of colors into 256; usually, "Median Cut Algorithm" or "Dither + MCA" could make more beautiful images. You can also cut down bits of each color value to 4, 2, or 1. The new image is displayed on newly opened window.

If you want to make a monochrome image, see "Brightness / Monochrome". This operation can not be applied to eps images.

## **Negative**

You can make a negative image of the original one with "Effect / Negative" of the menu. If an area is selected by dragging, only the area is made negative.

The new image is displayed on newly opened window.

This operation can not be applied to eps images.

## **Brightness / Monochrome**

Brightness, contrast, and gamma value of images can be changed. You can also make monochrome images from color images.

If you click "Effect / Brightness/Monochrome..." of the menu a panel is displayed. With three sliders on the panel you can set brightness, contrast, or gamma of the image newly created.

If you click "Brightness" button a new image is displayed, which is changed its brightness/contrast.

If you click "Gray 8bits", "Gray 2bits", or "Bilevel", a monochrome image is newly displayed. The brightness/contrast is also controlled by the sliders on the panel. If you want to cut down pixels into 4, 2, or 1 bit without dithering, use menu of "Color Reduction".

This operation can not be applied to eps images.

## **Color Tone**

You can make rich or pale tone of colors of images.

If you click "Effect / Enhance Color Tone..." of the menu a panel is displayed, on which you can set the degree of enhancement. If you click "Doit" button an enhanced image is newly displayed.

This operation can not be applied to eps images.

## **Enhance Edges**

You can enhance or soften edges in images.

If you click "Effect / Enhance Edges..." of the menu a panel is displayed, on which you can set the degree of enhancement. If you click "Enhance Edges" button an enhanced image is newly displayed.

This operation can not be applied to eps images.

## **Embossing**

You can give embossing effects to images. Embossed images look like relief.

If you click "Effect / Enhance Edges..." of the menu a panel is displayed.

You can set how to emboss with the upper slider. If its value is positive, black areas will look hollow, and if the value is negative, white areas will

looks hollow. With "Emboss Color" slider, you can add color to the image. If you click "Emboss" button a new image is newly displayed. This operation can not be applied to eps images.

## **Replace Colors**

You can replace specified color in the image with other color or transparent color.

If you click "Effect / Replace Colors..." of the menu a panel is displayed, on which you can set replaced colors with the color wells. The degree of exactness in comparison of colors is set by the slider.

If an area is selected by dragging, this operation will be applied to only inside or outside of the area.

If you click "Doit" button a new image is newly displayed.

This operation can not be applied to eps images.

## **Random Pattern**

You can add random noise into the image data.

If you click "Effect / Randomize..." of the menu a panel is displayed. With "Frequency" slider, you can set the ratio of pixels that is modified. And, with "Magnitude" slider, you can set the magnitude of noise added. If an area is selected by dragging, this operation will be applied to only inside of the area. If you click "Doit" button a new image is newly displayed.



This operation can not be applied to eps images.

## **Soft Frame**

You can add a foggy frame to the image.

If you click "Effect / Make Soft Frame..." of the menu a panel is displayed.

With "Shape" button, you can select the shape of the frame added. With "Width" slider, you can set the width of the frame. And, with the color-well, you can set the color of the frame.

If you click "Doit" button a new image is newly displayed.

This operation can not be applied to eps images.

## **Posterize**

The areas in which pixels have similar color are painted uniformly.

If you click "Effect / Posterize..." of the menu a panel is displayed. With "Degree" slider, you can select fineness of areas. "Color Control" slider specifies fineness in aspect of difference of colors.

This operation can not be applied to eps images.

## **Wallpaper**

Image in the main window can be displayed on the background of the Workspace as wallpaper.

If a part of the image is selected by dragging, selected area is displayed as

wallpaper.

The way to display the image is specified by menu; *Tiling*, *Brick Work*, *Centering*, *Fit to the Screen*, or *Cover the Screen*.

"Display in Front" of the menu puts the background image in front. To send it behind, click the menu or the image.

"Clear" of the menu takes away the background image.

When ToyViewer terminates, the background image also disappears.

## **Edit Comment**

Some images have comments written in the files. ToyViewer can read such comments, and display them in the text areas of windows.

If you click "Tools / Edit Comment..." of the menu, a panel is displayed. You can add or edit the comment on the image with this panel.

The comment specified here will be saved with the image data if the format in which the image is saved is gif, png, jpg, or pnm.

## **Print**

Displayed images can be printed. The size of printed image depends on the size of the image scaled on the window.