

ToyViewer *Ver.2.6 (Feb. 1997)*

Abstract

1. ToyViewer can read and display image files in following formats:
tiff, eps, gif, bmp, png, jpg, bie(jbig), pcx, pcd, pnm (ppm, pbm, or pgm), **xbm**, and **mag**.
2. Displayed images can be saved in following formats:

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

3. ToyViewer can read and write **gif** or **png** files with transparent color, and also can read and write interlaced(progressive) **gif, png, or jpg** files.
4. ToyViewer can scan (auto-display) image files in a folder.
5. Displayed images can be scaled (enlarge/shrink).
6. You can rotate, flip, or clip images.
7. ToyViewer has ability to adjust brightness/contrast of the image, to enhance edges, and to make embossing effects.

8. You can replace specified color with other color or transparent color.
9. Full color images can be reduced into 256, 64, or 8 colors. Also, each color value of images can be cut down to 4, 2, or 1 bit.
10. ToyViewer can make images monochrome (8bit gray, 2bit gray, or bilevel).
11. Images can be displayed on background of the Workspace as "wallpaper". You can specify files to be displayed automatically as wallpaper when ToyViewer is launched.
12. Images can be printed.

13. You can set ToyViewer to display any image format if there is a filter program to ppm format.
14. ToyViewer provides image conversion filter services. Any image format can take advantage of filter service if there is a filter program to ppm format.
15. You can add comments to images (comments are written into only gif, png, jpg, or pnm formats).