

## What is Quant?

Quant is a program that can convert multiple images, generate the best palette for them, and degrade the number of colors used in the images if needed.

### Why would I need to do that?

You need this program if you develop web pages or develop software which uses multiple bitmaps.

Why?

Because images displayed in Netscape or Microsoft Explorer are automatically degraded upon shown in the browser window. Applying the same palette to all the images shown on the web page, ensures you that the best palette already has been chosen for the image. This makes internet home pages look several times smoother than any browser can.

In software applications running in 256 color modes all images displayed next to each other require the same palette - if not, Windows will try to match the palette, resulting in odd screen flashes. This is ofcourse not desired. Use Quant to apply the best palette to all the images used and this problem is no more.

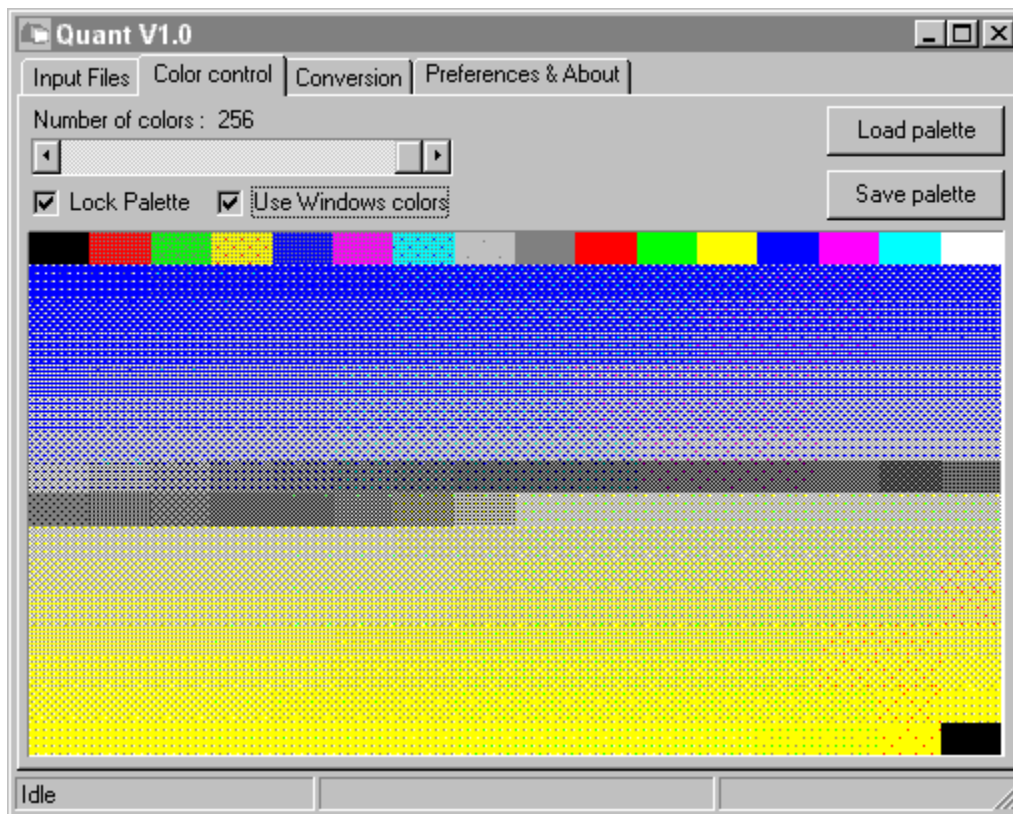
Remember: Not everyone has a display adapter capable of displaying more than 256 colors.

Quant is developed by:  
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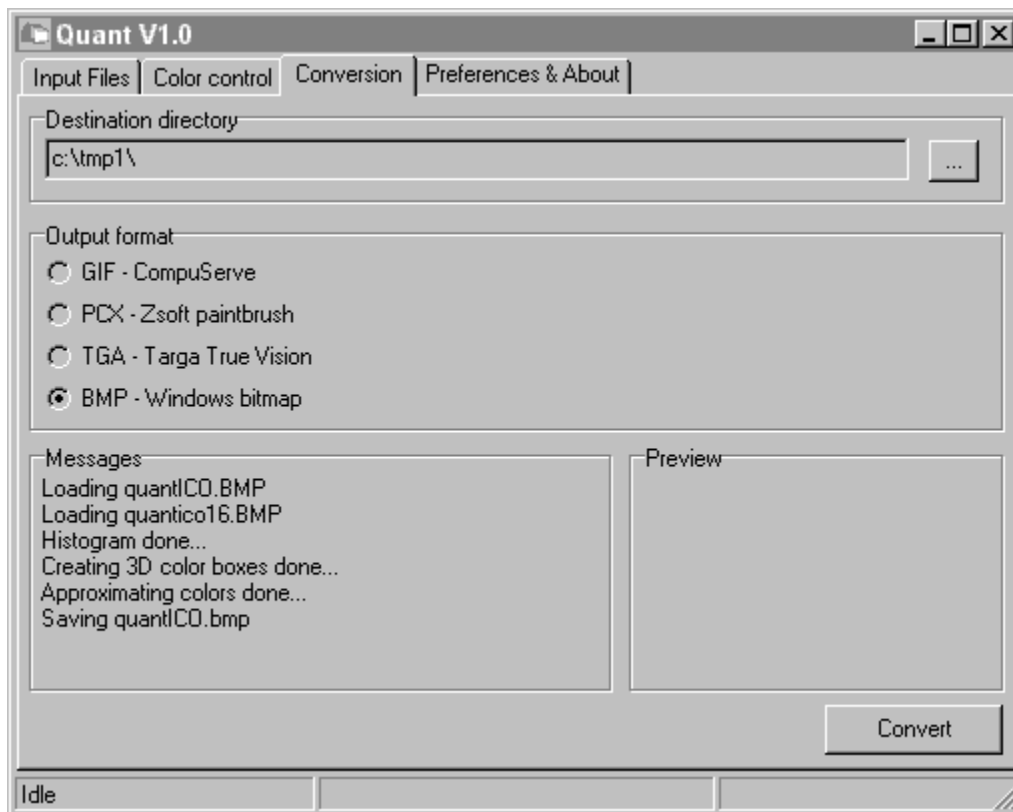
Copyright 1996 Juul & Stejle Software A/S  
Programming: Jens Albretsen.  
Art work: Karsten Lund.

If you have any problems using the program, send a mail to:  
[jens@stejle.dk](mailto:jens@stejle.dk)

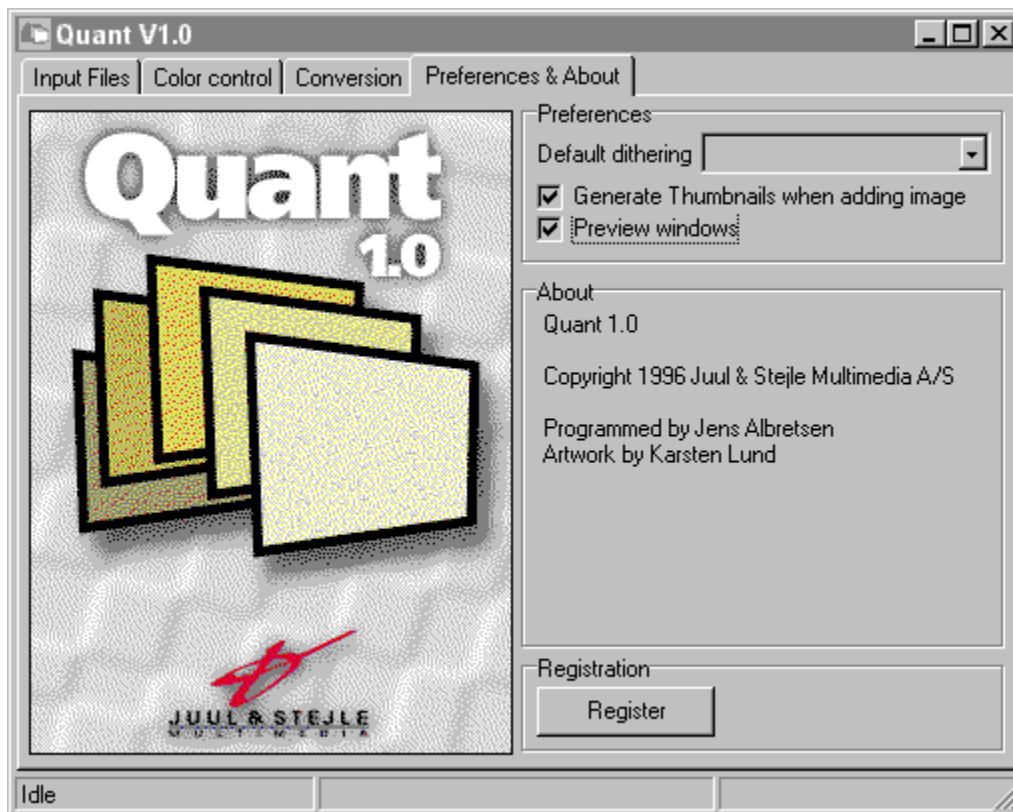
## Color control



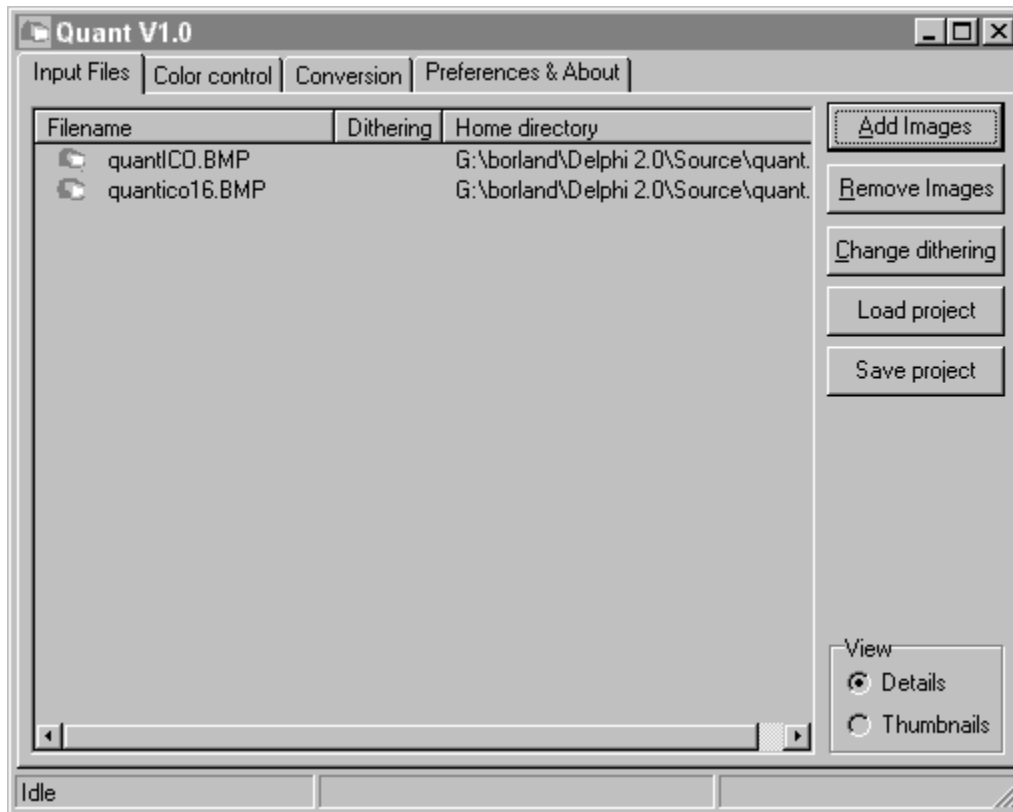
## Conversion



## Preferences & About



## Input files



Input files menu is used to select which image files you wish to convert, you can add multiple files to the project, change dithering algorithms, remove files from the project, load and save projects.

## Adding files to the conversion process list

1. Go to the Input files menu.
2. Press the Add images button.
3. Select the image files to add.
4. Press the Open button.
5. If you want to add more files repeat from step 2.

Note : valid input formats are BMP, GIF, PCX, and TGA.

## Removing files from the conversion process list

1. Go to the Input files menu.
2. Select the files from the file list which should be remove.
3. Click the Remove image button.

## Changing the dithering algorithm

1. Go to the Input files menu.
2. Select the files from the file list which dithering algorithms should be changed.
3. Press the Change dithering button.
4. Choose a dithering algorithm.
5. Click Ok.

## Changing the number colors in the converted images

1. Go to the Color control menu.
2. Move the scroll bar left to decrease, and right to increase number of colors.

## Using a custom palette

1. Go to the Color control menu.
2. Press the load palette button.
3. Select palette to load.
4. Press the open button

Note : Lock palette will be enabled.

Palettes supported: Microsoft Palette (.PAL), Quant palette (.QPAL) and Windows Bitmap files (.BMP).

## Using windows colors

1. Go to the Color control menu.
2. Press the Use windows colors button.

This feature will make room for the default Windows colors in the palette to be used.

## Selecting the destination directory

1. Go to the Conversion menu.
2. Press the ... button.
3. Select the new destination directory.
4. Click Ok.

## Selecting the image output format

1. Go to the Conversion menu.
2. Select GIF, PCX, TGA, or BMP.

## Starting the conversion process

1. Go to the Conversion menu.
2. Press the Convert button.

### **Input files list**

This view displays all images  
to be converted.

**Add images**

Add image(s) to be part of  
the input files list.

**Remove images**

Removes all selected images  
from the input files list.

**Change dithering**

All selected images from the input files list will be changed to an dithering algorithms of your choice.

**Load project**

Loads a project.

**Save project**

Saves current project.

**View** (Default : Details)

Details - Displays a very small thumbnail, name, dithering algorithm, and home directory in the input files list.

Thumbnails - Shows a small thumbnail and the image name in the input files list.

**Menu tabs**

Tells you what tab is active.

**Default dithering** (Default : None)

Added images will default to  
default dithering.

**Generate Thumbnails when adding image** (Default : Enabled)

Added images to the files input list will contain a thumbnail.

This can slow screen updating on big images.

**Preview windows** (Default : Enabled)

When converting images a preview of the image being processed is shown.

**Register**

Use it to register this product.

**Preview**

Quant conversion process  
will show preview images here.

**Messages**

Will show what Quant is processing during the conversion process.

**Output format**

The output format the images will be saved as.

**Destination directory**

The place to put all output images.

**Convert**

Starts the conversion process.

**Number of Colors** (Default : 256 Colors)

This contains the number  
of colors the output pictures  
will be reduced to.

**Lock palette** (Default : Disabled)

The palette will not be recalculated  
when this option is enabled.

**Use windows colors** (Default : Disabled)

The first 16 colors will be  
forced to windows colors.

**Load palette**

Used to load a custom palette,  
Lock palette will be set to Enabled.

**Save palette**

Used to save a custom palette.

