

Using WinECJ

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File menu

Open

Select one or more *JPEG* files to view. Multiple files (a maximum of 10) can be selected and viewed in conjunction with the slide show feature. Two alternatives to **Open** exist if you are running File Manager at the same time:

1. You can drag one or more files from within File Manager and drop them in a **WinECJ** window.
2. You can double click on a file within File Manager, the extension (e.g. ".jpg") of which has previously been associated with **WinECJ**.

Redraw

Force the current picture to be repainted, usually after some display settings have been changed.

Save Profile

Save various settings in a file named "ecj.ini" under your Windows directory. The stored settings will be retrieved from this file the next time you start **WinECJ**.

Exit

Exit **WinECJ**.

Colour Options

Grey Only

Force subsequent pictures to be displayed in shades of grey only.

True Colour

By default pictures are displayed in 8 bit colours with ordered dithering. If your display device supports 16 or 24 bit colours, dithering will not be necessary with this option selected. This results in excellent image quality without any penalty in decoding speed. Compared to 8 bit mode, however, 3 times as much memory is required.

2 Pass

For 8 bit display devices a 2 Pass colour quantisation process results in much better picture quality, especially if the image originates as a GIF.

2 Pass Dithered

2 Pass colour quantisation in conjunction with error diffusion (FS style dithering) results in good quality pictures approaching 24 bits.

Size Control

Half Size

Shrink subsequent pictures by half horizontally and vertically.

Full Size

Display subsequent pictures in full resolution.

Auto

Automatically shrink subsequent pictures by half if they are much larger than the size of the physical screen.

Slide Show

You can select multiple (a maximum of 10) files to view using multiple file drag and drop in conjunction with File Manager, or from within the Open file common dialog box. After displaying the first picture, WinECJ will pause for a number of seconds (the delay can be set from within the Slide Show dialog box invoked under the Display menu) before proceeding to decode subsequent pictures.

During this specified period of inaction, any keyboard input except back-space and left-arrow will cause the decoding of the *next* picture to commence immediately without any further delay. Pressing back-space or left-arrow will instead force the *previous* picture to be displayed.

A delay of -1 corresponds to an infinite delay.

