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What is IMatch all about?

Many people today have to deal with large libraries of stock photography or images libraries created from postings to the World Wide Web or the Usenet. Whenever it comes to actually finding an image in one of these libraries, whether by color, texture or a specific shape, the trouble begins.

Although there are numerous applications for creating and maintaining image libraries (so-called thumbnailing applications) all of these tools lack the ability to actually perform queries on these libraries. The best you can get is a feature that allows you to assign keywords or descriptions to each individual image and to perform queries to find all images matching a specific set of keywords.

In the last several years, the research field of Visual Information Retrieval brought up some new and fascinating approaches for querying image libraries by image content. These new algorithms are now available in some sophisticated high-end products, often included in databases from large vendors.

The target market for these high price products are professional uses in education, marketing and the industry.

IMatch is probably the first application that allows you to use the same techniques in an easy-to-use environment on your desktop. When you have large images libraries or CD-ROM's with images, you'll gonna like IMatch. It allows you to index all the images on your hard disk and external storage media and to query these databases by image content, color, texture, and shape.

You are now able to:

- perform image queries against all images stored on your disks
- find images with similar colors, texture and shape
- clean up your image libraries by removing duplicate images, even if they have been renamed, cropped, resized or converted into another file format
- find images that match a given sample within seconds, automatically, without any user intervention
- drag the results directly from the IMatch Result Window into your favorite imaging application

Although being very powerful, IMatch is quite easy to handle. The image matching capabilities built into the system are hidden below a nice and easy to use user interface. Within minutes you will be able to understand and handle the system.

The completely new developed algorithms used in the IMatch Engine are tuned not only to be as good as possible with respect to image matching, but also to be fast enough to perform queries against very large image databases in only a few seconds.

On a current PC (Intel Pentium II, 333 MHz) IMatch is able to match a sample image against a database holding about 20.000 images in only 5 seconds!

Please follow this topic outline to learn more about IMatch:

- ▶ =
- ▶ [Image Matching, not an exact science...](#)
- ▶ [Creating and maintaining databases](#)
- ▶ [Matching images with a databases](#)
- ▶ [The IMatch result window](#)
- ▶ [Supported file formats](#)
- ▶ [Tips and Tricks](#)

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IMatch and the IMatch Engine

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Restrictions in the trial version

The free evaluation version of IMatch comes with all functions enabled and the complete online documentation. The unregistered version displays reminder screens (nag screens) from time to time to remind you to register the product if you continue to use it after the trial period.

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You may access the licensed version of IMatch through a network, provided that you have obtained individual licenses for the software covering all workstations that will access the software through the network. For instance, if 5 different workstations will access IMatch on the network, each workstation must have its own IMatch license, regardless of whether they use IMatch at different times or concurrently.

How to obtain a license

The install directory of IMatch contains a file named **REGISTER.WRI**. This file contains the latest info on how to register your copy IMatch.

Performing the registration

To register your personal copy of IMatch, follow these simple steps:

1. Register with the registration provider as described in the file REGISTER.WRI
2. Start IMatch and switch to the [About] Tab
3. Click on the button **Register**
4. Enter your username and license code exactly as received after the registration
5. Press **Register** to perform the registration

When the username and license code entered are correct, IMatch will convert itself into a full version without any restrictions or reminder screens.

Purpose of the program

IMatch allows you to create databases containing descriptions of the images on your hard disk and other storage media. Once a database has been created, it can be queried by **image content**. This is the new and exiting feature that differentiates IMatch from other imaging applications.

Imagine the following scenarios:

- You got a picture of a very bright and colorful sunset and you wonder if you have other images in your library with the **same kind of color or texture**.
- You have downloaded a bunch of images from the *World Wide Web* or the *Usenet* and want to remove **duplicate images** already in your image library, even if these images have been **cropped, renamed, resized, or converted into another file format**.
- You want to compose a new image and are looking for images that fit in color to a given sample image.

Without IMatch you would have to scan all your images by hand with a image application or browse through the thumbnails created by a thumbnail application. Anyway, this would be a very time consuming, boring and probably unsuccessful task. Especially when you have more than several hundred images, it is nearly impossible do find duplicate or similar pictures manually in a reasonable amount of time.

This is when IMatch comes in. IMatch is a new kind of image processing tool, with a *strong focus* on **image retrieval by image content**.

IMatch is not intended to replace image processing applications like *PhotoShop*, *Paint Shop Pro* or thumbnail applications like *ThumbsPlus*. IMatch enhances the capabilities of these applications by allowing you to query large collections of images by content, color, or texture. The results of such a query can then be processed with your favorite image application.

IMatch completely integrates with the Windows shell and enables you to communicate with other applications via *drag and drop* and the *Windows clipboard*. This allows IMatch to interoperate with all existing and upcoming Windows compatible applications.

»Image Matching: Not an exact science...«

Humans are able to »match« images quite easily. When you show a person an image of a green tree, a blue sky and some birds in the background, he (or she) will be able to find similar images in a image library without to much effort.

For a computer is it far more difficult to do the same job. Computers are dumb, you know...

First of all, for a computer a picture of a dog and a picture of a person look pretty much alike. The shape might be slightly different, or not. The colors may be different, or not. For a computer, all images only contain more or less pixels in different colors.

To be able to match images, a software has to find similarities and differences between the sample image and the images in the image database. These differences or similarities are then used to calculate a difference (distance) measure between the image searched for and each individual image in the image database.

This is never an exact process, except there are duplicate (identical) images in the database. The best one can get is a list of images that have a smaller distance to the original image than the rest of the images in the database.

IMatch always shows the best matches found for a given sample. It is up to the user to finally decide which images are identical or close enough to the actual sample image.

Although being not as good as a human in matching images, IMatch is much faster. On a current machine with 333 MHz IMatch is able to match a single image against a database holding about 20.000 images in only 3 seconds.

Using the results of such a query, a person should be able to find the »best« images much faster and with much less effort than doing this manually.

Creating a database for your images

See also: [Adding images to your database](#) , [Updating images in a database](#)

The first thing you have to do is to create an image database. This database holds the information required by IMatch to perform image queries.

IMatch databases store the image file location (path) and the color and texture information required by IMatch, but not the images themselves. This keeps the database size small and allows IMatch to handle large amounts of images (several 10 thousands) per database. The actual image is only required when the result set is displayed after a match operation. At this time, IMatch uses the image file location stored in the database to access and display the image.

When you use external storage media to store your images (like CD-ROM or DVD) you can create IMatch databases for each of these mediums. When you want to query a database for such an external medium, make sure that the right medium is inserted before you perform the match. Otherwise IMatch will not be able to display the images in the result set.

The standard file extension for IMatch databases is **.imd**, which stands for **I**Match **D**atabase. Each IMatch database consists of two files. The main database file is **<Filename>.imd**, the actual data storage for the matching data is in a file named **<Filename>.imi**.

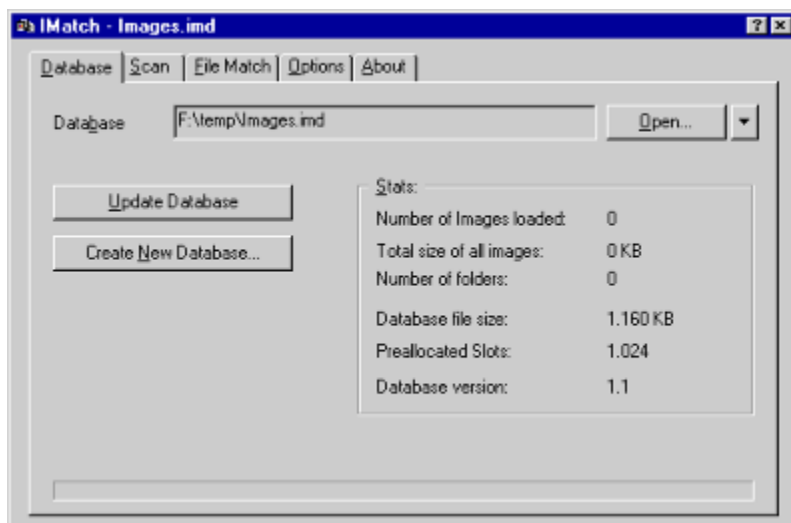
If you copy IMatch databases manually, make sure that you keep these two files together!

The maximum size of an IMatch database is virtually unlimited and depends only on how many images are added to the database. The current version of IMatch needs about 1300 bytes per image + some extra bytes for administrative purposes. An image database with 10.000 images needs about 13 MB of storage on your hard disk. Compared to the storage that is required by 10.000 images, this is quite fair.

To create a new database, follow these steps:

- Switch to the **[Database] Tab**
- Click on the **Create new Database** button
- In the *file selector dialog*, enter a new file name for your new database and press OK. You can also select an existing database file to overwrite it.

After the database has been created successfully IMatch automatically loads the new database as the current database. The *Stats* area of the **[Database] Tab** shows that the database contains no images at the moment.



To add images to your database, switch to the **[Scan] Tab** and follow the directions in [Adding images to your](#)

[database](#).

Opening an existing database

With the **Open** button you can browse for an existing database to open. The »Last Recently Used« pull-down at the right side of the *Open* button contains the names of the last four opened databases. You can quickly reopen a database from there by just selecting the corresponding entry from the menu.

A note about IMatch databases and networks

IMatch stores the file name and location (folder) of each image in the database. When you move image files on your hard disk, IMatch will lose the link to the image file. This will not affect the matching operation itself, but will hinder IMatch to display the image in the result set. When you move images on your disks that are indexed by an IMatch database, make sure that you [update the database](#) file and also add the moved images to the database afterwards.

The same applies to accessing an IMatch database over the network. Since IMatch currently stores the full path of all images in the database, it probably will not be able to resolve these links when you access the images from a different machine.

As a workaround for this scenario you can create identical substitution drives on all machines that access the image database. Say, each machine has a SUBST (see the Windows Online Help for more information) that maps drive I: to the actual drive where the images are located. When you create the IMatch database, you use this drive to add the files to the database. This way, all machines that map drive I: to the same machine/drive will be able to see the thumbnails for the images.

Updating images in a database

See also: [Creating a database for your images](#) , [Adding images to your database](#)

When you delete images on your disks that are indexed by an IMatch database, these images become *orphaned*. Orphaned means in this context that the images are in the IMatch database but don't exist on the original storage media or location anymore.

Whenever you perform a query with IMatch and the result set contains physically deleted images, these images are marked as orphaned when displayed. IMatch checks every image of a result set to make sure that the image exists on the original storage media. If a image does not longer exist or cannot be accessed, IMatch treats the corresponding entry in the image database as orphaned.

To remove orphaned images, you can use the **Update Database** button on the [Database] Tab. When you press this button, IMatch scans the current database for orphaned images and removes them from the database. After the process has completed, all orphaned or otherwise inaccessible images are removed from the database and the database does not contain any references to inaccessible images.

ⓘ This operation does not add new images or update modified images. It only deletes orphaned images from the database and updates images in the database that have changed on disk.

To add new images to a database use the [\[Scan\]](#) Tab.

Adding images to your database

See also: [Creating a database for your images](#) , [Matching Images](#)

After you have created a new database, or opened an existing database, you can immediately start to add images.

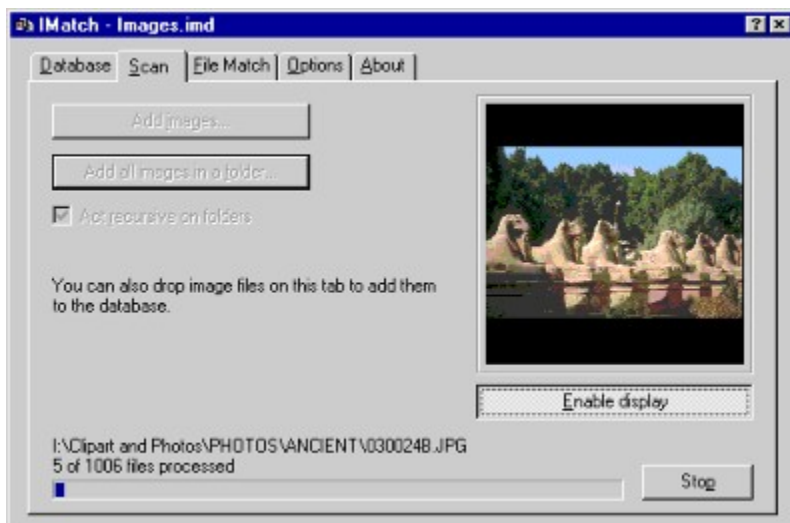
You can add selected images or add all images in a folder at once. Usually, you will add all images in a folder, recursively scanning all sub-folders of that folder.

To add images to the current database:

- Switch to the [Scan] Tab
- Click on **Add Images** when you want to select specific images to add to the database
- Click on **Add all images in a folder** when you want to add all images in a folder

When you check the **Act recursive on folders**, IMatch will also include all images in the sub-folders of the selected folder.

IMatch will only read images with one of the [supported file formats](#) . All other files in the scanned folders are ignored during the scan.



When you press the **Enable Display** button, IMatch displays the images while they are added to the database. Enable this option only if you really want to see which image is currently processed since it slows down the add process considerably.

You can press **Stop** at any time to abort the current process. IMatch will finish with the current image and then abort the operation.

Drag and Drop

You can also drop images directly on to the [Scan] Tab to add them to the database. Select the images you want to add in the Windows Explorer and drag the selection over the IMatch application window when the [Scan] Tab is in front. When you release the mouse button, IMatch adds all images of the selection to the database.

Updating existing images or folders

When adding images, IMatch checks whether the image is already in the database and if it needs to be updated. When you add the same images or folders twice, IMatch will skip all images already in the database, as long as they have not been changed in the mean time.

When you add new images to a folder on your disk, you can simply re-scan that folder with IMatch. Only those

images will be added to the image database that are not already in the database or that have changed since they were added the last time.

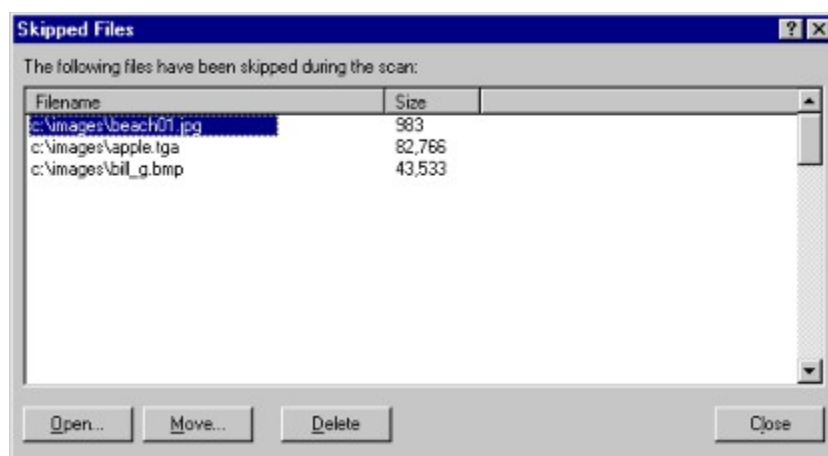
See also [Updating images in a database](#) for more information.

Handling Corrupt Images

Not all of the images out there are perfectly shaped and valid. From time to time, IMatch may encounter a corrupt image that it cannot handle.

If this happens, IMatch skips the file during the scan and reports the file on the [Scan] tab as 'skipped'. After the scan has completed, IMatch displays a dialog containing the names of all skipped images.

From this dialog, you may copy, delete, view (open) or move the skipped images. The dialog is *drag-and-drop* enabled, you can drag the files from the dialog directly to your favorite imaging application, the windows recycle bin or any folder on your hard disk.



After you have added images to your database using the Scan operation, you can begin to match images. See [Matching Images](#) for more information on this subject.

Matching Images

See also: [The IMatch Result Window](#) , [Creating a database for your images](#) , [Adding images to your database](#)

The process of taking a sample image and match this image against all images contained in an image database it called an *image query* or *matching operation*. Image Matching is performed on the [File Match] Tab.

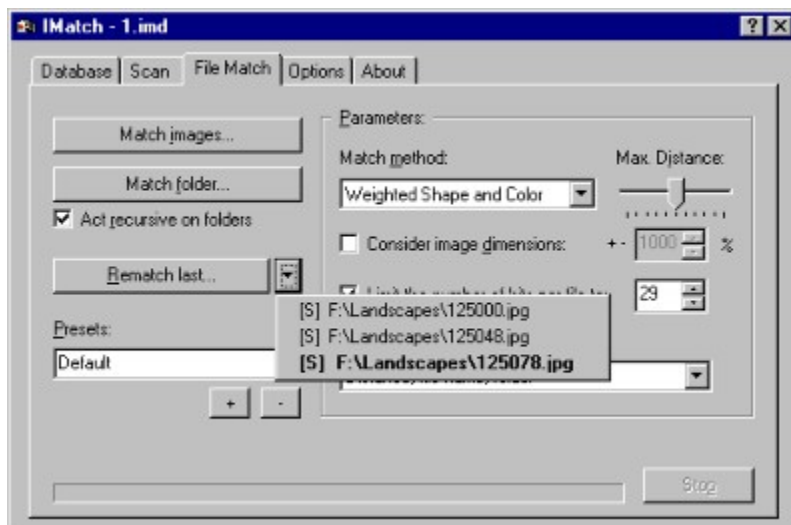
You can match one or more images by pressing the **Match images** button or match all files in a folder with the **Match folder** button. If you check the *Act recursive on folders* option, IMatch will automatically match the selected folder and *all images in the subfolders of that folder*.

You can also drop images directly on to the [File Match] Tab to match them against the database. Select the images you want to match in the Windows Explorer and drag the selection over the IMatch application window when the [File Match] Tab is in front. When you release the mouse button, IMatch matches all images of the selection with the database.

If you match images that are already in the database, IMatch retrieves the required information directly from the image database instead of loading and processing the original image again. This saves a considerable amount of time during matching.

Controlling the query operation

The right side of the tab contains all controls that effect the match operation. Here you can adjust the parameters that the IMatch Engine uses when it queries the image database.



Match method

This is the method that IMatch uses to identify »similar« images. IMatch implements several methods for matching, for a variety of different requirements. Each method has it's strength and weaknesses and you'll need to try out which methods best fit for your kind of images.

Color Distance

This method matches images based on their **color distribution** in a quantized histogram. This method works good for all kind of images, but does not consider specific shapes

Scaled Color Distance

This method is basically the same as above, but is tuned to perform better for images that have been *resized* or *rescaled*

Weighted Shape

Shape is often a very important feature of an image. When you only look at the color distribution, an image of red circle on a black background and an image of a red box on a black background will be treated as similar.

The **Shape Match** feature of IMatch tries to identify specific shapes and shape distributions in an image and orders the result set based on the *shape distance*. The *Weighted Shape* match method does not look after the color distribution of

	an image and hence treats similar shapes as equal, independent from the actual color of the shape.
Weighted Shape and Color	This match method looks after the shape <u>and</u> the color of an image to find similar images. This is usually the best method to try first.
CRC checksum	When you want to identify duplicate images in your database that are binary identical to a given sample (but possibly renamed or stored in another folder) you can use the <i>CRC checksum</i> match method. This method is very quick and will find only truly identical images in your image database.
Filename	This method looks up all images with the same name as the original image. It is useful when you have many images with the same name that are stored in different folders and you want to clean up all duplicates.

When you are only looking for images that match in color to a give sample, use the *Color Distance* or *Scaled Color Distance* methods. These methods perform a ranking only by color, without putting much weight at the actual shape of an image.

To find images with a similar shape, use the *Weighted Shape and Color method*. This method usually produces the best results with respect to color and shape.

Max. Distance

The *Max. Distance* slider control allows you to limit the maximum »match distance« between the original image and the images considered as *hits* during the database query. IMatch measures the *similarity between images* as a percentage, ranging from 0% (identical) to 100% (quite different). The higher you set the value of the slider, the more images will be considered as matches.

Image dimensions

Per default, IMatch matches images regardless of their size compared to the size of the original image. If you only want to treat images as similar when the relative size difference is below a certain threshold, you should enable this option. If you set this option for example to 200%, IMatch will only consider images as possible matches that are at maximum twice as large as the original image.

Tip This feature is very useful when you search for images that come from the same series. There is a good change that all of the images are about the same size, although they have different shapes or some variations in color.
When you use the image dimensions as an additional criteria, you will get far better results.

Limit the number of hits per file to

Depending of the setting of the *Max. Distance* option, IMatch may produce result sets with a large number of hits. With this option you can limit the maximum number of hits per file (when you match multiple files or all images in a folder) displayed in the result set. Usually, a value between 20 and 50 works best.

You can also limit the number of hits per file by setting the **Max. Distance** option to a smaller value.

IMatch automatically limits the number of images displayed in the result set to the number of [thumbnails in the cache](#) as defined on the [Options] tab.

Sort the Result Set by

This option allows you to specify the sort order for the images in the result set. You can sort the result set by distance (closest matches first), by folder, file name or a combination of these options.

Saving and restoring presets

You can save the current settings as a preset by pressing the [+] button near the **Presets** combo box. When you enter a new name, the settings are stored under that name. When you only press [+], the settings are stored under the name currently displayed.

To retrieve a stored preset later, just select it in the Preset combo box.

You can also delete presets with the [-] button. The *Default* preset cannot be deleted. When you try to delete it, IMatch will instead restore the factory settings for the *Default* preset.

The Match History

The **Rematch last** button allows you re-match the last selected images (or folder) with the current settings in the dialog. This is very useful when you try out different settings to find the optimal result for a specific kind of image.

The button with the down-arrow on the right of the **Rematch last** button gives you access to the Match History. The Match History contains the last 10 matches that you have performed, allowing you to rematch any of these matches using the current settings.

Each entry in the Match History has a leading type specifier, identifying the type of match:

- [S]** A single file match
- [M]** A match with multiple original files
- [F]** A folder match

When you select a entry from the Match History menu, IMatch performs a rematch of this match, but uses the current match settings. This feature allows you to match your images against the database using different settings until you get the optimal results.

The toolbar in the [Result Window](#) also contains some controls which allow you to access the Match History.

See also: [The IMatch Result Window](#) , [Tips & Tricks](#) , Image [Matching, not an exact science](#) , [A note about IMatch databases and networks](#)

The IMatch Result Window

See also: [Matching Images](#) , [Creating a database for your images](#) , [Adding images to your database](#)

When IMatch has performed an image query, it displays the result set (all images that are considered similar to the original image) in the IMatch Result window.



The left side of the window contains a hierarchical view of the original images and the matches found. Each image is displayed with its full name and location. A *percentage bar* displayed directly in front of each image indicates the match distance between the image and the original image, with respect to the [Max. Distance](#) setting. The more green you see in this bar, the better the match is (the closer this image is to the original).

On the right side of the result window IMatch displays thumbnails for all matching images found. The original image is surrounded by a red border. It is usually displayed at top left, since it has always a match distance of 0%. However, depending on the [sort order](#) you have chosen on the [File Match] Tab, the position may vary.

When you are finished with the current result set, you must **close** the result window to get back to the IMatch main window. The Result Window is closed automatically when you perform a *Rematch* by double-clicking on one of the thumbnails.

Thumbnail commands

When you right-click an thumbnail image, a context menu is displayed with the commands available for the selected image.



- | | |
|------------------|---|
| Open | This command opens the selected image(s) with the associated application for that file type (e.g. .JPG) |
| Open All | Opens all images of the current original with the associated application. This option is only available when you click on the original image. |
| Copy | Copies the selected image to the Windows clipboard |
| Copy Name | Copies the name and path of the current image to the Windows clipboard |

Copy Files to	Copies the selected images to a different folder on your hard disk.
Move Files to...	Moves the selected images to a different location on your hard disk
Delete Files...	Deletes all selected images into the Windows recycle bin
Rematch selected...	Performs a match operation with the current settings and the current selected image(s). This is a very powerful feature, allowing you to »drill-down« into your image libraries as you discover interesting images.
Refresh Display...	When you manipulate one or more of the displayed images in an external program (for example, open it from IMatch and then delete it), IMatch will not display the file as deleted in the Thumbnail Viewer. By pressing <F5> or choosing this menu item, you can refresh the Thumbnail View to display the changes.

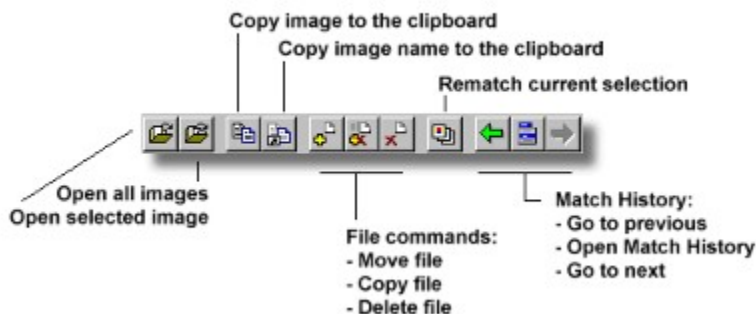
These commands also appear in the context menu of the hierarchical view and are accessible via the toolbar.

Double-Clicking

Double-clicking the mouse on one of the images executes the default action which is defined on the [Options] tab. You can specify whether a double-click should *Open* the selected images or run a *Rematch* on the selected images.

The Toolbar

The toolbar allows you to quickly access all file and match commands:



Drag and Drop

The IMatch Result Window is fully drag and drop enabled. This feature allows you to:

- Drag the currently selected files to your favorite imaging application to open them
- Drag files to a folder on your desktop or a Windows explorer window. This is very handy when you perform cleanup or reorganize your images using IMatch.
If you press <Shift> during the drag, the files are moved, else they are copied.
- Drag files to the Windows recycle bin to delete them.

The Status Bar

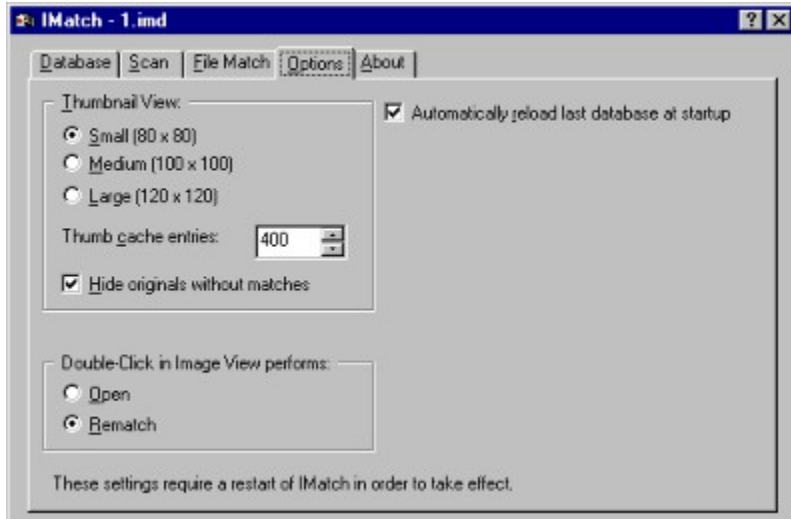
The status bar at the bottom of the Result Window displays information about the current image when you move the mouse over the image display.

It shows the file name, the image dimensions, the size of the image on your hard disk and the [matching distance].

g:\m\m\down\pics\203\004.jpg (318x480, 18,776 Bytes) [1.85]

IMatch Options

On this Tab you can set some options that influence the working of IMatch.



Automatically reload last database on startup

When you check this option, IMatch will load the last active database automatically the next time it is started.

Thumbnail Preview

This option allows you to specify the size of the thumbnail images displayed in the IMatch [Result Window](#). This option only takes effect when you restart IMatch.

Thumb cache entries

IMatch uses system memory (RAM) to cache thumbnails for the images displayed in the Result Window. When you browse the result set or perform [Rematch](#) operations, IMatch often can fetch a thumbnail from its internal cache instead of reading it from the disk. Since it is much faster to reuse an already existing thumbnail instead of loading the image file from disk, this allows for a much faster operation.

Depending on the amount of memory built into your computer and your preferences, you can adjust the number of thumbnails that are cached. The higher the number of cached thumbnails, the more memory will be used. A *Thumb cache entries* value between 100 and 400 has proven to provide the best overall effect.

Hide Originals without matches

If you check this option, IMatch will only display original images in the Result Window that actually have one or more matches. All originals without matches will be hidden.

This option comes handy if you use very strict match settings or match a large number of files at the same time. You will see only original images in the hierarchical view that actually have one or more hits.

Double-Click in Image View performs

Here you can specify the default action for a mouse double-click in the Thumbnail View.

Skipped Files

This dialog shows you the files that have been skipped during the Scan process.

During the scan process, IMatch skips all files which cannot be read or which are corrupted. These files are then presented in this dialog after the scan has completed.

You may use this dialog to open, delete, move or copy the invalid images files. You can also use drag and drop to drag these files on to your favorite imaging application, the Windows recycle bin or a folder on your hard disk.

For more information, see [Handling corrupt images](#)

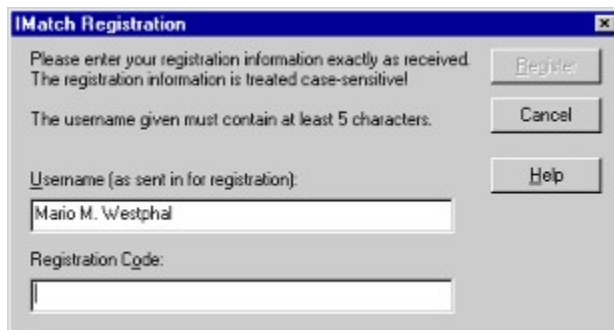
About IMatch

This tab displays some information about IMatch. Here you find the version of IMatch and the IMatch Engine used, together with the Copyright information.



Registering IMatch

When you use an unregistered copy of IMatch for evaluation purposes, this dialog also contains the **Register** button which allows you to enter the registration information.



Please enter the registration information exactly as received, the registration process is case-sensitive. After a click on the **Register** button in the dialog, IMatch is set into the registered mode and all »Nag Screens« will disappear automatically.

For more information about registering IMatch look at [The Shareware Principle and Registration of IMatch](#)

Technical Information

Hardware Requirements

- PC with at least a 486 or better processor
- 64 MB RAM or more
- Windows 95 with Service Pack 1 installed or
- Windows NT 4.x with Service Pack 3 installed
- Mouse or compatible pointing device
- Graphic adapter with at least 32K colors (High-Color or True-Color preferred). Graphic cards with 256 or less are not supported.

Supported File Formats

IMatch currently supports the following file formats:

- JPEG compliant (*.jpg, *.jpeg)
- Truevision Targa (*.tga)
- Tagged Image File Format (*.tif)
- Macintosh PICT (*.pct)
- Windows or OS/2 Bitmap (*.bmp)

Tips & Tricks

How to find duplicate images?

To find duplicate images, even if they have been renamed, resized or converted into another file format, [perform a match](#) with the **Scaled Color Difference** or **Weighted Shape and Color** methods. Sort the result set by *Distance*, *Folder*, *Filename*.

How to find only truly identical images?

To find binary identical images (duplicates) use the [CRC checksum method](#). Sort the result set by *Distance*, *Folder*, *Filename*.

How to find the best matches?

To find the best possible matches, you should start with the [Weighted Distance and Color](#) match method. This method has proven to be the most reliable for the majority of images.

When you only want to find images that match in color to a given sample, you can use the *Color Distance* or *Scaled Color Distance* methods. These methods consider images as similar when they have the same kind of color distribution.

Generally speaking, depending on the kind of images you store in your database, you should try out different settings to see what fits best. You can save the best settings for your requirements as presets and reload them at any time to perform more queries.

Image Series

When you try to find all images from a series and that series contains images with some variation in color and shape, you should use the 'Consider image dimensions' option with about 5%-20%. There is often a good chance that images from a series have approximately the same size and this setting will limit the difference in size to a amount of 5-20 percent from the original image.

How to find images with a specific shape?

You can create sample images for a variety of shapes with a paint program of your choice. For example, you may draw a black circle in front of a blue background, save this image as a file on your disk and use it as the original image for IMatch queries.

You get the best results for the Shape match methods when the original image has a *high contrast* or a clean setup, e.g. a red car in front of a blue sky. The shape match algorithm in IMatch performs very well on these kind of images.

If the original image is very »noisy«, with many colors and many details, the shape match algorithm may not find all similar matches or may find some totally unrelated (from a humans point of view) matches.

This behavior is by design. Upcoming versions of IMatch will probably include better algorithms to deal with much more detail in the original image.

Database Name

This edit field shows the name of the current open database.

Open Database

Press this button to open an existing database.

Last recently used databases

This menu contains the names of the 4 last recently used databases. Just click on one of the entries to reopen.

Update Database

Use this button to update the current database. The update operation will remove all orphaned (deleted) images from the database and will result in a smaller database file.

Create a new database

Press this button to create a new database file.

Add images

Press this button to add selected images to your database

Add all images in a folder

This button allows you to add all images in a folder. You can also add all images recursively when you enable the »*Act recursive on folders*« check box.

Act recursive on folders

Enable this check box if you want to scan also subfolders when you add images

Image Preview

This space displays the images while they are added to the database

Enable Display

Click this button to enable the image preview.

Stop

This button aborts the current operation

Match images

Match one or more selected images

Match folder

Match all files in a folder

Rematch

Rematch the current set of files with the actual settings

Presets

List of available presets. Select an entry from this list to load the associated settings

Add Preset

Saves the current settings as a preset

Delete Preset

Deletes the current preset

Match Method

List of available match methods

Match Threshold

Use this control to define the maximum match distance

Image dimensions

Controls whether IMatch considers the size of the images

Size

Controls the maximum size difference between the original image and the images considered as hits

Number of hits

Limits the number of hits per file

Maximum hits

Specifies the maximum number of hits per original image

Sorting

Specifies the sort order for the result set

Auto-Reload

Enable this option when you want IMatch to reload the last used database at startup

Thumbnail size

Size in pixels of the thumbnails displayed in the Result Window

Thumbnail size

Size in pixels of the thumbnails displayed in the Result Window

Thumbnail size

Size in pixels of the thumbnails displayed in the Result Window

Thumbnail Cache

Controls the number of entries in the thumbnail cache

Help

Displays the Online Help System

Register

This button brings up the register dialog. Here you can enter your personal licensing information

Delete Image

This button deletes the selected image files

Move images

This button moves the selected images files to a new location on your hard disks

Open

Opens the selected images files with the associated application

Skipped File List

This list contains all the skipped files

Recursive Matching

Check this option if you also want to match subfolders recursively

With Matches Only

Only show original images in Result Window that have at least one match. All other originals are hidden in the hierarchical view.

Double-Click

Defines the double-click action for the Result Window

Double-Click

Defines the double-click action for the Result Window

Match History

This button opens the Match History menu, containing the last 10 matches you have performed. Select a entry from this menu to perform a rematch with the current match settings.

