



GVBox Help Contents

The Contents lists Help topics available for GVBox. Use the scroll bar to see entries not currently visible in the Help window.

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GVBox: File Types

Graphics Viewer OCX will read ART, BMP, CUT, DIB, EMF, GEM, GIF, HRZ, IFF, IMG, JPG, LBM, MAC, MSP, PCX, PIC, PNG, RAS, RLE, TGA, TIF, WMF, and WPG file formats.

ART	PFS First Publisher
BMP	Microsoft Windows and OS2 bitmaps
CUT	Dr. Halo
DIB	Microsoft Windows Device Independent Bitmaps
EMF	Windows Enhanced Meta-files
GEM	GEM Raster files (Digital Research)
GIF	CompuServe Graphics Interchange Format
HRZ	Slow Scan Television
IFF	Interchange File Format (Amiga Electronic Arts Deluxe Paint)
IMG	GEM Raster files (Digital Research)
JPG	Joint Photographics Experts Group
LBM	Interchange File Format (Amiga Electronic Arts Deluxe Paint)
MAC	Macintosh Paint
MSP	Microsoft Paint
PCX	ZSoft PC Paintbrush
PIC	Pictor PC Paint
PNG	CompuServe Portable Network Graphics
RAS	Sun Raster files
RLE	Run-length Encoded BMP files
TGA	Targa TrueVision Files
TIF	Tagged Image File Format (PC or Mac)
WMF	Windows Meta-files
WPG	Word Perfect Graphics



GVBox: Properties

In addition to standard control properties, the GVBox control has the following extra properties:

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<u>Autosize</u>	<u>Picture</u>
<u>bmph</u>	<u>PrintHDC</u>
<u>bmpw</u>	<u>PrintX</u>
<u>DCTMethod</u>	<u>PrintY</u>
<u>Dither</u>	<u>PrintZoom</u>
<u>FancyUpsampling</u>	<u>Thumbnail</u>
<u>FileName</u>	<u>TwoPassQuantize</u>
<u>GVOpenPicture</u>	<u>Zoom</u>
<u>hDC</u>	

If you change any of the standard properties at run time, you should invoke the **Refresh** method.



GVBox: Errors

GVBOX.OCX check for errors; however, several graphics formats have variations in their file structures and may not be readable by Graphics Viewer. Some files may even cause the OCX to lock-up. If you experience any difficulty reading files with GVBOX.OCX, please contact me.

The following errors may be generated by GVBOX.OCX:

- 20000 Unknown error occurred
- 20001 Could not open file - can be caused by locked files.
- 20002 Error allocating memory
- 20003 Error reading file
- 20004 Memory error - bad copy
- 20005 Could not create DIB handle
- 20006 Error allocating huge memory
- 20007 Bad code in GIF file
- 20008 Bad first code in GIF file
- 20009 Bad bit in GIF file
- 20010 Bad header in file
- 20011 Could not find bitmap in file - Some WPG files do not contain bitmaps.
- 20012 Could not create palette
- 20013 File type not supported
- 20014 Could not load GVJPEG32.DLL - check to make sure it is in the WINDOWS\SYSTEM directory
- 20015 Unsupported TIFF compression method
- 20016 Could not load GVPNG32.DLL - check to make sure it is in the WINDOWS\SYSTEM directory



GVBox Properties: About

About tells you the version number of the control and how to contact the author.



GVBox Properties: bmpw

bmpw returns the width of the bitmap in pixels.



GVBox Properties: bmp

bmph returns the height of the bitmap in pixels.



GVBox Properties: Autosize

Autosize can be set to the following values:

- 0 - Off
- 1 - Fit to Bitmap
- 2 - Fit Horizontally
- 3 - Fit Vertically

When set to 0 (Off), the size of the control is not changed and the bitmap is displayed in the upper - left corner and sized depending on the Zoom property.

When set to 1 (Fit to Bitmap), the size of the control is set to the size of the bitmap and increased depending on the Zoom property.

When set to 2 (Fit Horizontally), the bitmap is stretched to match the width of the control and the height is set to maintain the aspect ratio.

When set to 3 (Fit Vertically), the bitmap is stretched to match the height of the control and the width is set to maintain the aspect ratio.

The Zoom property has no effect when **Autosize** is set to either 2 or 3.

Non-placeable metafiles are displayed to fit the current size of the control. If you want to display a non-placeable metafile at a certain size, set the **Width** and **Height** properties before setting the FileName property.

Note: The **BackColor** property will only have affect when **AutoSize** is set to 0.



GVBox Properties: DCTMethod

DCTMethod can be set to the following values:

- 0 - Slow Integer
- 1 - Fast Integer
- 2 - Floating Point

DCTMethod only applies to JPEG files. The default is Fast Integer and will usually give a reasonably good quality picture.



GVBox Properties: Dither

Dither can be set to the following values:

- 0 - No Dithering
- 1 - Dither Always
- 2 - Dither extra colors

Dither Extra Colors is the default. The default is 0 - No Dithering. Windows 95 dithers 24 bit images down to 256 colors much faster than Windows 3.1.



GVBox Properties: FancyUpsampling

FancyUpsampling applies to JPEG files and when set to **TRUE** provides a higher quality image at the expense of speed.



GVBox Properties: FileName

FileName is the name of the file you want to load into the GVBox control. Setting FileName to NULL ("") will clear the picture from the control.

The FileName property can be set directly or by setting the GVOpenPicture property to TRUE and selecting a file from the common dialog box.



GVBox Properties: GVOpenPicture

Setting GVOpenPicture to **TRUE** brings up a common dialog box for selecting files to load into the GVBox control.



GVBox Properties: hDC

hDC is the device context for the GVBox control. This property can be used for Windows drawing and text functions to draw graphics or display text over graphic images. Graphics statements should be placed in the **GVBox_Paint** event so that they are updated whenever the control is re-drawn.



GVBox Properties: JPEGDither

JPEGDither can be set to the following values:

- 0 - None
- 1 - Ordered
- 2 - Floyd-Steinberg

The default is 1 (Ordered). 0 (None) is faster; however, the quality is usually not very good. 2 (Floyd-Steinberg) gives higher quality but is much slower.



GVBox Properties: Picture

The Picture property can be used by **SavePicture** to save the image in **BMP** format or to assign to another control (i.e. `Picture1.Picture = GVBox1.Picture`). You can not save **EMF** or **WMF** files with **SavePicture** unless you have the Thumbnail property set. The Picture property is read only.

The Picture property also will not return an Enhanced Windows Metafile (**EMF**).



GVBox Properties: PrintHDC

Setting PrintHDC to Printer.HDC prints the image to the Printer Object based on the PrintX, PrintY, and PrintZoom properties (the Printer Object should already be started before setting PrintHDC). You can also pass the HDC of any control to PrintHDC.



GVBox Properties: PrintX

PrintX is the X coordinate where you want the image placed. This value is always in Pixels.



GVBox Properties: PrintY

PrintY is the Y coordinate where you want the image placed. This value is always in Pixels.



GVBox Properties: PrintZoom

PrintZoom is the percentage by which to size the printed picture. PrintZoom can be set to any value greater than 0. Values less than 1 will shrink the image and values greater than 1 will increase the size of the image.



GVBox Properties: Thumbnail

Thumbnail images can be created by setting the Thumbnail value to any value greater than zero. The value represents the size you want in pixels. Thumbnail creates a small preview image of the picture. To turn off thumbnail viewing, set Thumbnail to 0.



GVBox Properties: **TwoPassQuantize**

TwoPassQuantize applies to JPEG images and when set to **TRUE** provides a higher quality image at the expense of speed.



GVBox Properties: Zoom

Zoom increases the size of the picture up to 400%. Zoom can be set to any value greater than 0. Values less than 1 will shrink the image and values greater than 1 will increase the size of the image.



GVBox: Registering

To get a version of GVBOX.OCX without the nag window, you can register Graphics Viewer OCX online via CompuServe (GO SWREG ID #10778) or by contacting me at:

Compuserve 71742,1451

E-Mail - joe_oliphant@csufresno.edu

GVBOX.OCX is intended to be registered to individuals. Any company wishing to register GVBOX.OCX would need to register one copy for each person using it. Registered users can freely distribute GVBOX.OCX in any application.

If you are already a registered user of Graphics Viewer - VBX, you can register for the upgrade (GO SWREG ID#10779) but you must be registered under **YOUR** name, not a company name or a friend's name.



GVBox: Events

In addition to standard control events, the GVBox control has the following events:

Paint

Resize



GVBox Events: Paint

The Paint event is fired every time the control is redrawn. If you want to use the hDC property to draw on the control, statements should be placed in the **GVBox_Paint** event.



GVBox Events: Resize

The Resize event is fired whenever the control is resized either through changes to the **Width** or **Height** properties or when loading a file when AutoSize is **TRUE**.



JPEG Files

GVBOX.OCX requires GVJPEG32.DLL to read JPEG files. GVJPEG32.DLL should be placed in the WINDOWS\SYSTEM directory.

JPEG files take longer to display than other file types. The DCTMethod, FancyUpsampling, TwoPassQuantize, and JPEGDither properties control the speed and quality of JPEG images.



PNG Files

GVBOX.OCX requires GVPNG32.DLL to read PNG files. GVPNG32.DLL should be placed in the WINDOWS\SYSTEM directory.



GVBox: Requirements for Using GVBox

GVBOX.OCX must first be registered using REGSVR32.EXE or by browsing for it from VB32.EXE or other platform.

GVBOX.OCX also requires MFC40.DLL.



