

# MagicMkr Image File Viewer 1.0.0

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## INSTALLATION

I decided not to make an installation program. Many people have complained lately about how an install program places files all over their hard drive and edits their WIN.INI file without letting them know what it did. To install this program you need to copy the following files as such: (Make sure you don't copy an older file over a newer one. Check file dates before replacing.) Also to reduce the file size for downloads and not make people download duplicate files I did not include VBRUN300.DLL. This program requires VBRUN300.DLL to be in your Windows or Windows System directory. If you do not have this file it is available on most BBS' as VBRUN300.ZIP. If you have an older version of one or more of these files in a directory path that is before where you install these, the program will not load. Make copies of these older files and put them on a floppy. Then remove the older ones from your hard drive.

### **COPY THESE FILES TO ANY DIRECTORY YOU MAKE OR CHOOSE:**

(Example: C:\MAGICMKR)

**GOODBYE.WAV    MAGICMKR.EXE  
MAGICMKR.HLP    README.1ST**

### **COPY THESE FILES TO YOUR WINDOWS SYSTEM DIRECTORY:**

(Example: C:\WINDOWS\SYSTEM)

**CMDIALOG.VBX    IMGBMP.DIL    IMGEPSE.DIL  
IMGGIF.DIL    IMGPCX.DIL    IMGTGA.DIL  
IMGTIFF.DIL    IMGWMF.DIL    IMGXBMP.DEL  
IMGXPCX.DEL    IMGXTIF.DEL    IMGX.DLL  
IMVB1.VBX    THREED.VBX**

Once these files are copied you need to create an icon to run the program in Windows by either dragging MAGICMKR.EXE into an existing group from the file manager or by using the file new method.

### **TO UNINSTALL THIS PROGRAM DELETE THE FOLLOWING FILES:**

**GOODBYE.WAV    MAGICMKR.EXE    MAGICMKR.HLP    README.1ST  
IMGBMP.DIL    IMGEPSE.DIL    IMGGIF.DIL    IMGPCX.DIL  
IMGTGA.DIL    IMGTIFF.DIL    IMGWMF.DIL    IMGXBMP.DEL  
IMGXPCX.DEL    IMGXTIF.DEL    IMGX.DLL    IMVB1.VBX**

Do not delete **CMDIALOG.VBX**, **THREED.VBX**, or **VBRUN300.DLL** as these files may be used by other programs on your hard drive.

### **INCLUDED FILES: (18)**

**CMDIALOG.VBX    GOODBYE.WAV    IMGBMP.DIL  
IMGEPSE.DIL    IMGGIF.DIL    IMGPCX.DIL  
IMGTGA.DIL    IMGTIFF.DIL    IMGWMF.DIL  
IMGXBMP.DEL    IMGXPCX.DEL    IMGXTIF.DEL  
IMGX.DLL    IMVB1.VBX    MAGICMKR.EXE  
MAGICMKR.HLP    README.1ST    THREED.VBX**

### **REQUIRED BUT NOT INCLUDED: (1)**

**VBRUN300.DLL**

## **Edit Menu**

Click the commands for more information.

## **Copy Image to the Clipboard**

This command will copy the current image to the clipboard for use by other Windows programs that support image pasting.

## **Delete Image from the Clipboard**

This command deletes all data stored in the Windows clipboard. If you have copied data to the clipboard from this or another program and want to use it from another program do not use this command. There is no dialog box to prompt you for confirmation.

## **File Menu**

Clicking the mouse when the cursor changes to a hand with a pointing finger will give you further information on that subject. To see how this works, position the mouse cursor over one of the commands below and you will see the cursor change. Click on any one of the subjects you want help on or more information about.



## Open

Opens a Windows common dialog box that allows you to open one of the supported image files for viewing. Select the drive (A:, B:, C:, D:, E:, etc...) and then select the directory where the image is stored. Choose one of the image names shown in the file list box on the left and after highlighting the file name either double-click the file name or click the **OK** button to view the selected image.

## **Close**

Closes the current image.

## **Save As**

The Save-As command allows you to save the file in different file formats. When selected, a Windows common dialog box will open allowing you to choose which file format you want to use and where you want to save it. The three choices are: BMP, PCX, and TIF. You can save bitmapped files only, not vector. .WMF is a vector format.

## Print

The print command allows you to print the current image to a printer.

You need to select one of the three scaling option boxes to activate the OK button to allow printing. Click the option box again to unselect it and select another one.

**NOTE:** Printing has only been tested on an HP laser jet III printer so I can only say for certain that the printer settings and printing ability do work for this particular printer. I'm not certain it will work for other printers. (It should.)

## **Exit**

The exit command quits the image viewing program without prompting for confirmation.

# Help

The help menu contains choices for what type of help you want.

## **Help Index**

The help index command opens this help file at the Main Contents section.

## **Help Using Help**

The help using help command opens the Windows help file that comes with Windows. This file has information on how to best use Windows help files and how to navigate from one point to another.



## **Help About**

The help about box in the program brings up an about box that contains the program authors name and some information about your system.

## **No Scaling**

When this option is selected the image will not be scaled. The image will print out at the current printer resolution size. To choose another option you must first click on this selection again to enable the other options. This one, or one of the other two options, must first be selected in order for the OK button to become enabled for use.

## **Fit to Page**

When this option is selected the image will be scaled to fit the current paper size being used by the printer. You can change the paper size used by the printer by selecting the Printer Setup button and selecting a different size of paper. The paper size shown in the paper size box will not show the change, but the image should scale to fit the new page size. To choose another option you must first click on this selection again to enable the other options. This one, or one of the other two options, must first be selected in order for the OK button to become enabled for use.

## **Scale**

When this option is selected the image can be scaled to fit almost any size input into the text box. Just place the cursor over the scale text box and click on it to make it active and then type in the value you want the image to be printed at. This one, or one of the other two options, must first be selected in order for the OK button to become enabled for use.

## **Printer Setup**

This option allows you to select which printer to print to and also set the size of the paper. The paper size displayed in the box will not update when a different paper size is selected, but the image will print to the new paper size selected.

## **Image File Formats**

There are eight file formats that can be viewed by this image viewing program.

**BMP**  
**DIB**  
**EPS**  
**GIF**  
**PCX**  
**TGA**  
**TIF**  
**WMF**

## **BMP and DIB File Formats**

BMP and DIB files are known as "Device Independent Bitmap" files.

These files are the same as far as O/S2 and Windows is concerned.

DIB files can be used in images for Windows.

You can create and edit BMP files with the Windows Paintbrush program, or other image editing programs for use by some screen savers and as wallpaper for your Windows background.

# EPS

EPS stands for Encapsulated PostScript. This file format is for use by printers that support PostScript printing. It contains graphics and text information inside the file that is sent to the printer and decoded by the printer. This program supports EPS files with and without display images. If the EPS file does not contain a TIF or Windows Metafile display image then the filename of the EPS image will be displayed.

# GIF

GIF stands for Graphics Interchange Format. There are two types for this file format. (Or four depending on how you look at it.) This program will only read the non-interlaced formats and does not support the animation and text features of the 89a versions.

GIF Version 87a-Non interlaced

GIF Version 87a-Interlaced

GIF Version 89a-Non interlaced

GIF Version 89a-Interlaced

# PCX

PCX originated from the Zsoft Paintbrush program. Now days almost every image editing or viewing program supports this file format. This viewer supports the following types for PCX.

- Monochrome
- 16 Color
- 256 Color
- 24 Bit

# TGA

TGA is known as the Targa Image File Format. This program supports Targa version 1 & 2 files including 16, 24, and 32 bit color and grayscale images. Both compressed and non-compressed images are supported.

**NOTE:** Your video card must support the color bit format used in order to view it properly. This program will not dither down an image for viewing.



# TIF

TIF stands for Tagged Image File Format. This program supports TIFF specification 5.0 files.

## **Supported Compression Types:**

- No Compression
- LZW
- Packbits
- Modified Huffman Encoding
- CCITT Group 3 1D
- CCITT Group 3 2D
- CCITT Group 4

## **Supported Color Formats:**

- Monochrome
- 256 Color
- Grayscale
- 24 Bit

## **WMF**

WMF stands for Windows MetaFile Format. This program supports only metafiles which conform to the Aldus Placeable MetaFile Format. Most applications which export or import metafiles support this format.

