Image Lite DLL (c) 1995 by:
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Other means of technical support are currently not provided.

The Imagelib.dll is an inexpensive way to add Jpeg, Gif and Pcx to your applications. Yes, there are image libraries supporting many more formats than image lite, but those libraries are more expensive and carry more overhead to your applications.

The Imagelib.zip includes

imagelib dll	173056	6-10-95	3:05p	The image dll
ex_enhan zip	9339	6-11-95	2:15p	Enhanced example how to use the dll
ex_simpl zip	2028	6-11-95	2:35p	Simple example how to use the dll
imag_vcl zip	4730	6-11-95	2:20p	Delphi Visual library component
images zip	85038	6-11-95	2:25p	Sample images

ex_enhan zip
fullscr dfm
uabout dfm
ufullscr dfm
uimage dfm
viewph dpr
viewph opt
fullscr pas
uabout pas
ufullscr pas
uimage pas
viewph res

ex_simpl zip
usimple dfm
simple dpr
simple opt
usimple pas
simple res

imag_vcl zip
dll_link dcu
reg_imag pas

images zip
fridge8 bmp
beet gif
help ico
beet jpg
coors jpg
watch pcx

Installation Instructions

Copy the imagelib.dll to a directory on your path or to the windows\system directory.

Unzip Imag_vcl.zip into a directory containing your delphi vcl source code. Execute delphi.
In Delphi select ***Options\Install components\Add*** and browse your vcl source code directory.
Select **reg_imag.pas** and press the OK button.

After the library is rebuilt, you will notice a new icon on your delphi toolbar under images called:
MultiImage.

Installation Instructions for the Examples

ex_enhan zip

Create a directory named, for instance: c:\exhan.
Expand **ex_enhan.zip** into that directory.
Expand **images.zip** into that directory.
In delphi select Open\Project and open the **c:\exhan\viewph.dpr** project.
Ignore the *not found* error and select **rebuild**.
Run the program.

ex_simpl zip
Same as above

The new VCL object

The new VCL object added to your toolbar is called TMULTIIMAGE.
Mutltimage is derived from TGraphicsControl. It has the same properties as delphi's TImage with the following additions:

{----------}

property JPegSaveQuality 0..100
0 is poor and 100 excellent. We normally use 25 to have a reasonable quality with 1/10 savings in size.

property JPegSaveSmooh 0..100
0 is no smoothing and 100 is full smoothing.

procedure SaveAsJpg(FN : String); save jpeg

property JPegSaveFileName The filename of the image being saved.

example:

```
procedure TForm1.SaveButtonClick(Sender: TObject);
begin
{Open save dialog}
if SaveDialog1.execute then begin
```

```
  MultiImage1.JPegSaveQuality:=25;
  MultiImage1.JPegSaveSmooh:=5;
  MultiImage1.JPegSaveFileName:=SaveDialog1.FileName;
  MultiImage1.SaveAsJpg('');
end;
end;
```

or you can use

```
procedure TForm1.SaveButtonClick(Sender: TObject);
begin
{Open save dialog}
if SaveDialog1.execute then begin
  MultiImage1.SaveAsJpg(SaveDialog1.FileName);
end;
end;
```

{----------}

property JPegDither	0: No dithering 24 bit 1: One Pass No dither 2: One Pass dither 3: Two Pass No dither 4: Two Pass dither
property JPegResolution	4 bit (16 colors) 8 bit (256 colors) 24 bit (16 Million colors)
property ImageName	Procedure to load an image and the filename of the image being loaded.

example

```
procedure TForm1.OpenFileClick(Sender: TObject);
begin
 if OpenDialog1.execute then begin
  {set hourglass cursor}
   screen.cursor:=crHourGlass;
  {set dither}
   MultiImage1.JPegDither:=4;
   {set resolution}
   MultiImage1.JPegResolution:=8;
   {display an image using the vcl}
   MultiImage1.imagename:=OpenDialog1.filename;
  {set default cursor}
   screen.cursor:=crDefault;
 end;
end;
```

{----------}

Image Read Formats Supported:

JPEG
GIF
PCX

Image Write Formats Supported:

JPEG

PASCAL AND DELPHI DLL Calls

No enhanced documentation provided with the shareware version. See library interface calls.

DLL Index 3 ; readjpgfile(const char*,int,int,int,int,unsigned int*,unsigned int*
DLL Index 4 ; writejpegfile(const char*,int,int,int,unsigned int,unsigned int)
DLL Index 5 ; readgiffile(const char*,int,unsigned int*,unsigned int*)
DLL Index 6 ; readpcxfile(const char*,int,unsigned int*,unsigned int*)

PASCAL AND DELPHI LIBRARY INTERFACE Calls

The dll functions above are translated using DLL_LINK.PAS:

{----------}
procedure jpgfile(filename : String;
resolution : integer;
option : integer;
var Bitmap : TBitmap);

is a wrapper of DLL Index 3 ; readjpgfile(const char*,int,int,int,int,unsigned int*,unsigned int*

resolution: 4, 8 or 24 bit (which is 16, 256 or true color)

option: 0: No dithering 24 bit
1: One Pass No dither
2: One Pass dither
3: Two Pass No dither
4: Two Pass dither

Example: To read a jpeg into a TBitmap

Uses .....,DLL_LINK;

Var BitMap : TBitMap;

begin
Bitmap:=TBitmap.Create;
jpgfile('c:\images\clown.jpg', 8, 4 BitMap);

{.....do something with the bitmap }

Bitmap:=TBitmap.free
end;

{----------}

procedure putjpgfile(filename : String;
quality : integer;

smooth : integer;
Bitmap : TBitmap);

is a wrapper of DLL Index 4 ; writejpegfile(const char*,int,int,int,unsigned int,unsigned int)

quality : 0..100 0 is poor and 100 is excellent. We normally use 25 to have a reasonable quality with 1/10 savings in size.

smooth : 0..100 0 is no smoothing to 100 full smoothing. We normally use 5.

Example to write a jpeg:

```
Uses .....,DLL_LINK;

Var BitMap : TBitMap;

begin
 Bitmap:=TBitmap.Create;

 {.....do something with the bitmap }

 putjpgfile(c:\images\new.jpg', 25, 5 bitmap);

 Bitmap:=TBitmap.free
end;
```

{----------}

procedure giffile(filename : string;
var Bitmap : TBitmap);

is a wrapper of DLL Index 5 ; readgiffile(const char*,int,unsigned int*,unsigned int*)

Example: To read a GIF into a TBitmap

```
Uses .....,DLL_LINK;

Var BitMap : TBitMap;

begin
 Bitmap:=TBitmap.Create;
 giffile('c:\images\coors.gif', BitMap);

 {.....do something with the bitmap }

 Bitmap:=TBitmap.free
end;
```

{----------}

procedure pcxfile(filename : string;
var Bitmap : TBitmap);

is a wrapper of DLL Index 6   ; readpcxfile(const char*,int,unsigned int*,unsigned int*)

Example: To read a PCX into a TBitmap

```
Uses .....,DLL_LINK;

Var BitMap : TBitMap;

begin
 Bitmap:=TBitmap.Create;
 pcxfile('c:\images\watch.pcx', BitMap);

 {.....do something with the bitmap }

 Bitmap:=TBitmap.free
end;
```

{----------}

Today we requested a SWREG registration and will update the zip when we know the ID.
Registration using SWREG is $55.-. To register by mail send a check of moneyorder $49.00 to :

Jan Dekkers
11956 Riverside Drive 206
North Hollywood CA 91607

You will receive the DLL_LINK.PAS and a password to access the DLL. This will eliminate the shareware messages.