

040b73747265616d747970656481a203840163c48403737373810a0a810b  
0b815f5f84012584067f411b312d37OneVision-Image: Image Conversion

96346\_TMSPicConvert.tiff ⇧ **Image Conversion**

You can convert images between image types with this tool.

### **Destination Format**

The desired image type can be selected from the pop-up list in this portion of the panel. For detailed information about image types, please refer to the <Image Types> chapter (;/TMSImg/PictureFormats.rtf;;⇧). When opened, the pop-up list shows the closest related type the image can be converted to. The type of the currently activated image is not selectable, because it wouldn't make sense to convert, for example a RGB 8Bit image to a RGB 8Bit image. Also, if conversion to a certain type isn't possible, the concerned image type is disabled in the pop-up list.

Note: After the conversion is finished, the labeling of the pop-up list changes, because the destination type can never be the same as the actual type of the image.

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*Figure: The portion of the Image Conversion panel for setting the destination type*

### *CMYK 8 Bit / CMYK 16 Bit*

If one of these types is selected as the destination type, you should determine suitable print parameters for the document or element before converting the image

(;../TMSPrintParameterControler/TMSPrintParameterControler.rtf;;  
↵).

### **Channel**

If you are converting color images to single-channel images, i.e., grayscale images of any depth, this color well icon allows you to define the base color that will be used if you don't want it to be black.

Note: Single channel images can be assigned a color, even a spot color. You can do this simply by selecting the desired color; you don't have to use the *<Convert>* command.

The conversion can reduce the number of colors in the image. If, for example, you convert a Grayscale 8 Bit image to a B/W image, all 256 grays have to be reduced to 2 colors. In this case, all pixels brighter than 50 % will become white, and the rest will be set to black.

If you convert image types of small bit depths (e.g., 1 bit) to types of greater depth (e.g., 16 bit), you also increase the image's memory

requirements. For example, a B/W 1 Bit image 1000x1000 pixels in size consumes about 2.2 MB. If this image is converted to a CMYK 16 Bit image, it will consume more than 11 MB.

## **Display Data**

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This portion of the panel lets you determine with what data all selected images should be displayed. Selecting *<Layout Data>* displays all selected images in layout data. Selecting *<Original Data>* loads their original as necessary. If all selected images are displayed in either layout data or original data, the corresponding option is disabled.

## **Convert**

Clicking this command converts the selected image.