



Clik'n View

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Program Usage

CLIK'n VIEW was designed for viewing graphics in many different formats, and for getting the graphic on the screen as quickly as possible. The program was not designed for editing, or disk operations, but to simply display your graphics without any obstructions, on the full screen, as clean and sharp as possible. CLIK'n VIEW was also designed for easy location of your graphics files. You only need to search for them once! After that, the program will remember which directory they are in, and will find them for you. It will remember the most recently used directory for each supported file type!

There are two different ways to activate the program...

First, by running the program's .EXE file... This brings up the main menu with the file type selection, the directory browser, and the **Help** button.

Second, by double-clicking a filename that has been associated to CLIK'n VIEW. All the supported file type extensions can be associated to the program... This allows you to activate the program from within the **File-Manager** (or **Windows 95 Explorer**) by simply double-clicking on the filename of the graphic you want to view. This is ideal for browsing and quick-viewing your files during those routine file-management sessions...

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Main Menu

When you run the program by activating the `Clikview.exe` file, you will go straight to the **Main Menu**. This menu allows you to select the file type of the graphics you want to view, to browse to any drive and directory where those file types can be found, and to load a graphic from that directory. When the files are listed, you simply double-click on one to view it. You can save that directory as the default by clicking the 'Save Directory' button at the top of the menu. Then, the next time you select that same file type, your default directory will be instantly displayed. You can save a default directory for each file type. When you want to change a default directory, simply choose a different one and click 'Save Directory'...

When you run the program by double-clicking an associated file, you will not go directly to the main menu... Instead, you will go straight to the **graphic viewing screen**, where the image is displayed. To get to the main menu from here, you must click the **Main Menu** button on the Menu bar. The menu bar is accessed by clicking on the graphic image with your **right** mouse button. Clicking on the graphic image with your **left** mouse button would simply exit the program and put you back where you started when you double-clicked the associated file.

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Mouse Actions



Background color:

Click anywhere outside the image with the Right mouse button to change the background color (toggles grey / black).

Menu bar:

Click anywhere on the image with the Right mouse button to access the menu bar, which will appear at the top of the screen.

Exit View Screen:

Click anywhere on the image with the Left mouse button to exit...
If you activated the program by double-clicking a filename, the program will end, putting you back into your files area.
If you activated the program by running the program's .EXE file, you will be returned to the main menu.

Slide Show:

To start a Slide Show, access the menu bar and click the Slide Show button. Select Original size or Full - screen, and the Advance method you prefer to use. If you select the Right mouse button as your Advancement method, you will have to click it when you're ready to view the next picture.

To stop and exit a Slide Show, click on the currently displayed image with the Left mouse button. The image that you click on will remain on the view screen, and the menu bar will appear at the top of the screen.

Mouse actions with Icons:

See... Viewing Icons

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View Screen Menu Bar

Button Descriptions:

Original Size:

Displays the image in its original size, which is the size of the image as it was when last saved.

Full Screen:

Fits the image to the screen, while keeping the height and width ratios. If the image is larger than the screen, it will be sized down. If the image is smaller than the screen, it will be enlarged.

Zoom:

Clicking this button will drop down the Zoom Menu, which allows you to select from five different zoom percentages. Selecting 50% will resize the image to 50% of its current size. 100% would be the same as the original size, 200% would be twice its original size, and so on...

Print:

Clicking this button will drop down the Print Menu, which allows you to select from 5 different sizes (100% - 500%), and then print the image on paper. Use the **Print Setup** to make any necessary printer changes, such as color, intensity, orientation, etc. Select **Print** to send the data to the printer. Once the printer has received the image data, the printing will begin. The length of time this takes depends on your printer and the image detail. Selecting **Cancel** will close the print menu.

Note: You will have to experiment with different percentages, to get the size you want.

Slide Show:

Clicking this button will drop down the Slide Show menu, which allows you to select your preferences and start the Slide Show.

Select your preferred Picture Size, (Original Size or Full Screen), then a control method for Picture Advance.

If you want the images to remain on the screen until you tell it to advance, you can select either **Right mouse click** or **spacebar** as your advance button.

If you want the Slide Show to advance automatically, then select **Automatic**, and then enter an Advance Interval (in seconds). This is the time that each image remains on the screen before the next image starts loading. Some file types (such as .JPG) take longer to load than others, so choose the interval with this in mind... You may want to set it to "1" for the .JPGs ...

JPEG Setup:

Clicking this button will drop down the JPEG Setup menu.
(See... JPEG Settings)

Main Menu:

Clicking this button will take you to the Clk'n View main menu.

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Errors

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 GVJPEG.DLL (It should be in the Windows\System directory)
20015	Unsupported TIFF compression method

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About...

Clik'n View

Version 1.0

Written with Visual Basic 3.0 Pro

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JPEG Settings

These Settings apply to JPEGs only...

DCT Method:

Can be set to the following values:

Slow Integer
Fast Integer
Floating Point

The default is Fast Integer and will usually give a reasonably good picture quality.

Dithering:

Can be set to the following values:

No Dithering
Dither Always
Dither Extra Colors

Dither Extra Colors is the default. If you set Dithering to No Dithering, and try to display a 24 bit image on a 256 color display, the picture will take a very long time to load in, and the system will appear to be locked up... Care should be taken when selecting No dithering.

Dither Method:

Can be set to the following values:

None
Ordered
Floyd-Steinberg

The default is Ordered. Selecting None is faster, however, the quality is usually not very good. Floyd-Steinberg gives higher quality but is usually much slower.

Fancy Upsampling
and **Two Pass Quantize:**

Selecting either of these settings will
Provide a higher quality image at the
expense of speed.

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Using Klik'n View with Multi-Choice

Included in the **Klik'n View** zip file, is a program called **Multi-Choice**... The purpose of this program is to allow you to associate a file type to more than one application. For example, if you double-click on a **.BMP** file, it opens up in **Windows Paint**. But suppose you would like to have a choice between several applications to open your file in. That's where **Multi-Choice** comes in. You simply add the **.BMP** association to **Multi-Choice**, then you can have up to ten different choices! From then on, when you double-click on a **.BMP** file, you can choose which application to open your file in. **Multi-Choice** will create a launch button for each application that you associate to that file type. Then you simply click on a button to start that application.

Multi-Choice and **Klik'n View** work great together, and here's why... Most people **view** their graphics more often than they **edit** them. When you are browsing your files, (sorting, moving, disk cleaning, etc.) you only need to view them. When you can't remember if that file with the weird name is something you want to keep or not, you just need a quick peek. This is what **Klik'n View** was designed for! So, if you use **Multi-Choice** with all your graphic file types, you can include **Klik'n View** as one of your choices, for the times that you don't need to do any editing.

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Viewing Icons

Select the .ICO extension on the Main Menu. Then browse to the directory that contains the icons you wish to view. Once the filenames are listed, you can save that directory as the default by clicking the 'Save Directory' button at the top of the menu. To view an icon, simply **click once** on a filename, and the icon will be displayed just above the .ICO button...

Icon Display Box:

Double-clicking an .ICO file will place the icon in a special display box. Here, the icon will be magnified for an enlarged view. Clicking on the icon with the right mouse button will toggle the icon's size between 'Normal' and 'Magnified'... Clicking on the icon (or the display box) with the left mouse button will exit... Clicking on the display box with the right mouse button will toggle the background color between black and grey...

Browse directory:

The scroll bar at the bottom of the display box can be used to browse forward and backward through the current directory of icons. Move the scroll bar to the left to browse backward, and to the right to browse forward through the directory.

Exit the Icon Display Box:

If you started at the Main Menu, a left mouse click on the icon image will return you to the Main Menu... Or you can click the **Exit** button at the bottom of the display box.

if you started at the icon display box (by double-clicking and associated file), you must click the **Exit** button to get to the Main Menu. A left mouse click on the icon image will put you back into your files area...

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Glossary



.AVI

.BMP

.DOC

.FLI

.ICO

.MID

.MOV

.TXT

.WAV

A

Advance method

D

default

M

Microsoft Word

N

Notepad

P

Picture Advance

R

Recorder

S

Slide Show

W

Wave Studio

Windows Paintbrush

.AVI

File extension for the Windows Video file

.BMP

File extension for the Windows Bitmap

.DOC

File extension for the Windows Document

.FLI

File extension for the Autodesk Animation Player

.ICO

File extension for the Windows icon

.MID

File extension for the Windows Midi music

.MOV

File extension for the Apple Quicktime Movie

.TXT

File extension for Windows Text

.WAV

File extension for the Windows Wave file

Advance method

The method in which you want the next picture to be activated...

Choices are: Automatic, Right mouse click, or Spacebar

default

The one it starts with...

Microsoft Word

A very popular word processing program by Microsoft

Notepad

The standard text editor packaged with Microsoft Windows

Picture Advance

Loading and viewing the next picture in the current directory

Recorder

The sound recorder program packaged with Microsoft Windows

Slide Show

Displays all images (one at a time) of the selected file type that are in the current directory, advancing through the images either automatically or by user control

Wave Studio

The sound recorder/editor program packaged with Creative Labs' Sound Blaster

Windows Paintbrush

The Bitmap drawing program packaged with Microsoft Windows

