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Introduction

Album is a utility to view and print graphic images. Its features include:

* read BMP, PCX version 5, GIF single image and WMF metafiles
* view graphical thumbnails for quick retrieval
* print proof sheets of the thumbnails or graphics from a disk file
* copy and paste images to and from the clipboard
* embed bitmaps in clipboard metafiles for use in other applications

Prerequisites
Album requires Windows 3.1.

Constraints
Album stores its images in memory - you'll need sufficient memory to support whatever you wish to access. Large color bitmaps can consume several megabytes, so beware.   Printing requires a print driver that supports StretchDIBits.

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You use Album entirely at your own risk. Only you can determine its suitability for your configuration and needs. No other warranties are offered or implied.

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The Album Display

Otto's Album is a MDI application with a button bar along the top of the window area , separate child windows for each thumbnail, and a status bar along the bottom.

From left to right the button icons represent:

> Open a disk file
>   *
> Copy to Clipboard
> Paste from Clipboard
> Delete Clipboard contents
>   *
> Tile windows
> Print images
> About Otto's Album

These buttons duplicate options on the Album menus.

On the bottom is a status bar that offers prompts explaining the various menu options and buttons. While reading graphic files, the first pane becomes a progress meter letting you know how things are proceeding.

In the open area are windows which display thumbnails of the graphics currently stored in Album. You can drag these windows around in the display area, iconize them, tile them or use the other options on the Window menu. If you zoom one of the graphics, the graphic   is displayed full size.in a scrollable window.

Using Album

You can load images for viewing by choosing **File/Open** and selecting files from the dialog box. The images are then loaded into separate windows that display thumbnails of the graphics. To see an image full size, zoom the thumbnail by clicking the maximize button or double clicking the title bar. You can scroll the zoomed image if it is too large to fit on the screen.

You can tile the open windows by choosing the **Window/Tile** option or clicking on the 'Tile' button on the button bar. **Close All** on the same menu closes all open windows.

Choose **File/Print** to print an album page of the currently open graphics. Your images will be printed in a grid based on the options in the configuration dialog.

You can copy any image window to the clipboard by choosing **Edit/Copy** or clicking the copy button. Album puts two formats of the graphic on the clipboard: both a DIB and an PICTURE formats are created.

External Files

.BMP, .PCX, and .GIF Files
Album can read Win 3.x style bitmap files, .**PCX** version 5 files, **GIF** single image as well as Aldus-style metafiles (the kind produced by Corel, Arts & Letters, and other draw programs). Choose **File/Open** select the file type you are interested in, and highlight the filenames you wish to load.

.WMF Files
 For *metafiles*, UC creates a   DIB image from the vector format. Only Aldus style placeable metafiles are supported.

Printing

Printing Proof Sheets
Album includes a print option that lets you print 'proof sheets' of the current windows. In the **File/Configure** dialog you can specify the grid used to position the printed thumbnails:

> **m** Across by
> **n** Down with
> **x** Inches of margin.

During printing, new thumbnails are created to optimally fill the available space with a caption built from the filename or module name. Be patient when starting a print - creating a page with 24 or 30 thumbnails is quite system intensive considering the scaling and (in most cases) color conversions. Don't try a print without sufficient resources - the print manager can consume considerable disk and memory resources. The quality of the output depends somewhat on the printer driver, as does the speed of the operation.

Printing Graphics Directly from Disk
Album will also directly print thumbnail sheets of graphics files residing on disk without loading them simultaneously into memory. This feature allows you to print automatically   thumbnails for a very large number of graphics images - such as might reside on a CDROM.

First, close all open windows. You must do this, as only then will the proper menu option appear! Then choose **File/Print List**   to select the files you wish to print. You can select any bitmap or metafile that Album can read.

In addition to the file name, Album titles each page with the drive/subdirectory where the images were found and a sequential page number.

While much less memory intensive than printing the images from memory, you must still ensure that the system has sufficient resources.

Configuring Album
Choose **File/Configure** to start the configuration dialog:
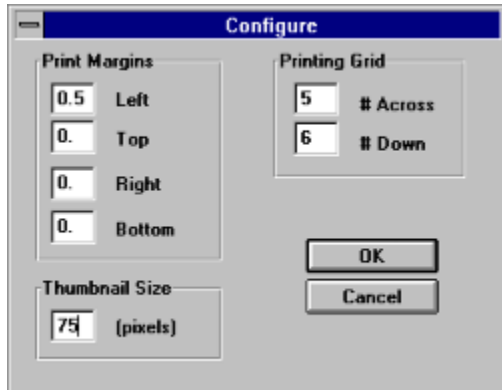
You will be able to set the *Printing Grid* and *Print Margins* by filling in the edit boxes. Margins are specified, I'm afraid, in **inches** or tenths of an inch.

The *Printing Grid* determines how many graphics are printed per page. A grid of 1 by 1 prints one per page, while 5 by 6 puts 30 on a sheet.

Thumbnail Size lets you specify the nominal size of the displayed thumbnail images (actually, the graphics are scaled to fit within a square defined by this parameter).

Remember, if you try to print 30 images on a page, that's a lot of bits to push around, regardless of the size of the output.