A Utility to display/print albums of graphics

Features:
> ***** reads BMP, PCX version 5, GIF single image and WMF files
> * displays images in separate windows
> * option to print lists of graphics from disk - not limited by system resources
> * clipboard copy function creates picture from any bitmap image

Prerequisites
Album requires Windows 3.1 or later. You must also have sufficient system memory to display the images you select - just how much depends on the images themselves. For printing you must have a printer driver that supports StretchDIBits().

Installation
Installing Album involves two operations:

* Copy ALBUM.EXE, GIF.DLL and the help file ALBUM.HLP to any suitable directory.

***Carefully** Install the CTL3D.DLL in the windows system directory using the following steps:

> 1. Check your Windows system directory for CTL3D.DLL, usually c:\windows\system.
> 2. If you don't find it, copy the new one into the system directory
> 3. If you find an existing copy, try using Album with it - if it works, stick with it.
> 4. If it doesn't work, rename the old version to CTL3D.OLD, copy the new version into the system directory, and test it.
> 5. If other programs have problems (this shouldn't happen), delete CTL3D.DLL, and rename CTL3D.OLD to CTL3D.DLL. Albumis not compatible with your system.

Launch Album from the Program Manager or your favorite menu system. Album does not have any special path or directory requirements.

Operation
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 **File/Configure** dialog.

Printing Lists of Graphics Files
You can print graphics directly from disk without loading them all first into memory. First close all open

thumbnails by choosing **Window/Close All.**

Next choose **File/Print list...** and select the files you wish to print. You can choose and mix any of the formats that Album understands. The theoretical limit to the number of images that you can print is very large, but if you choose too many, the Windows print manager may run out of disk space, so be reasonable.

The output is determined by the Configuration dialog. Your images are printed in a grid **x** across by **y** down, with the filename as a caption and the source directory as a page header. Thus you can have a single image per page, or cram 30 thumbnails or more on a page if you wish. Try a modest experiment before you commit yourself to an extensive job!

How fast does it run - that varies enormously depending on the printer speed, graphics size, file format, and the number per page. Generally Windows style bitmaps print the fastest as they require the least manipulation before printing - GIF, PCX and metafiles are all converted to bitmaps before scaling and printing. Remember, if it takes Corel Draw 4 minutes to redraw a particular image on the screen, the metafile is likely to take that long just to render itself as a bitmap and the printing will be slowed.

To keep your sanity, check the status meter at the bottom which tracks the loading of the images. When it reaches 100%, Album is essentially finished with the page, and we are waiting on Windows and the printer to finish up.

Configuration
Choose **File/Configure...** to start the configuration dialog:

Here you can set the ouput margins and printing grid for printed output. The Thumbnail size specifies the rectangle (a square) which is used to scale the image thumbnails for display.

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Warranty
This product comes with no warranty - you use it entirely at your own risk. It may or may not prove suitable for you system and/or needs.

Author
Doug Overmyer
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Problems, Ideas:
Contact me on Compuserve: 71021,2535 or internet: overmyer@netcom.com