# Contents for JPEG File Viewer Help

By using *JPEG File Viewer*, you can display JPEG image files, as well as convert the images to the Windows Bitmap (BMP) format by either exporting the image to the clipboard, or saving it to a file.

To learn how to use Help, press F1.

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## What is JPEG?

JPEG (pronounced "jay-peg") is a standardized compression method for storing real world <u>True-Color</u> and <u>gray-scale</u> images.

The primary advantage of this compression method is that in can achieve significantly better compression ratios than other compressed image formats such as Compuserve's <u>GIF</u> or Window's RLE compressed bitmap (<u>BMP</u>) files.

One drawback to the JPEG compression algorithm is that it is lossy, meaning that the output image generated after decompression is not necessarily identical to the original image.    However, very high compression levels can be obtained with little to no discernible reduction in image quality.

## Capabilities

### Displaying Images

JPEG files can be decompressed and displayed as either 256 shade gray-scale images, 256 color color-mapped images, or True-Color images.

The True Color option is only available when the application detects that the currently installed video driver is capable of supporting at least 512 colors. This option will yield improved image quality for systems equipped with video boards capable of true-color, the *IBM XGA* video adapter, or a video board with high-color capability.

Use of this application with video drivers supporting less than 256 colors will yield poor results during the display of images. However, while the displayed results will be poor, images exported to other applications or saved to a file will retain the correct color information when displayed later (an exception to this is if the image exported to another application, and the target application affects the image to match the capabilities of the current display driver).

### Exporting Images

Displayed images can be exported to other Windows applications via the clipboard, or saved to a file. The Windows Bitmap format is used in both instances. Images are copied to the clipboard and/or saved to a file using the particular image attributes used to decompress and display the file. For example, gray-scale images will be exported as gray-scale bitmaps, True Color images will be exported as 24 bit bitmaps.

## Edit Menu Commands

The Edit menu include a command to enable you to move the displayed image to the clipboard.   The image is copied into the clipboard in the standard Microsoft Windows Bitmap (BMP) format.

Use the scroll bar to see more commands.

**Copy**
Copies the currently displayed image to the clipboard.

**Delete**
Clears the currently displayed image.

## File Menu Commands

The File menu includes commands that enable you to open and save images, and exit *JPEG File Viewer*.

Use the scroll bar to see more commands.

### Open

Opens and decompresses a <u>JPEG</u> image file, displaying its contents in the client window.

The decompression and display of the image will be affected by the particular items currently enabled under the Options menu.

### Save As BMP

Saves the currently displayed image into a Windows Bitmap file (<u>BMP</u>).   The original image file is left unchanged.

### Save Profile

Saves the currently selected items under the <u>Options</u> and <u>Colors</u> Menus.   These saved items will be used as the startup settings the next time *JPEG File Viewer* is invoked.

### Exit

Closes the currently displayed image, and quits *JPEG File Viewer*.

## Options Menu Commands

The Options menu includes commands that enable you to control the non-color related display options of *JPEG File Viewer*.   Color related options are contained in the Colors Menu.

Use the scroll bar to see more commands.

### Auto Resize

When selected, this option causes *JPEG File Viewer* to automatically resize the display window to match the size of a loaded image.   The option only affects subsequently loaded images. Deselecting this item leaves control of the window size to the user.

## Colors Menu Commands

The Colors menu includes commands that enable you to select the color space in which *JPEG File Viewer* will decode the compressed JPEG image.   Grayed menu items denote options that are not available with the currently installed display driver.

Use the scroll bar to see more commands.

### 256

When selected, this option causes the colors read from an image file to be re-mapped to 256 colors.

This option should be selected when using a 256 color display driver.   Display drivers are changed via the Windows Setup application.

### True Color

When selected, this option specifies that image files should be loaded without re-mapping colors.

This option is only available when a display driver is installed that supports 512 colors.   Displayed results will improve as the number of colors supported by the display driver increases.   This option works well with video boards capable of True-Color, the *IBM XGA* video adapter, or a video board with high-color capability.

### Gray-scale

When enabled, this option causes the colors read from an image file to be loaded and displayed as a gray-scale image.

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This software is based in part on the work of the Independent JPEG Group.

**JPEG**

JPEG is a standardized compression method for storing real world full-color and gray-scale images.
JPEG files are capable of storing True-Color (16.8 million colors) images.

**True-Color**

True color is a term used to describe a capability of supporting images containing over 16.8 million colors (24 bits per image pixel).

**Windows Bitmap (BMP)**

The Bitmap (BMP) format is a standard format used by Windows for storing device-independent bitmap images.   A Windows Bitmap file can store images of 2, 16, 256, and True-Color images. BMP files can store data in either a compressed or uncompressed format.

**Gray-scale**

A gray-scale image is one in which all colors are mapped to various shades of gray.

**High-Color**

Some video boards are capable of displaying more than the VGA standard of 256 colors. Examples of this are video boards equipped with the *Sierra HiColor RAMDAC* (32,768 colors), or the *IBM XGA* video adapter (65,536 colors).

**Graphics Interchange Format (GIF)**

GIF is a graphics format developed by Compuserve Incorporated which can store graphics images in a compressed format.   GIF images are only capable of storing 256 or fewer colors.

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