

Quick View

Version 1.0

Synopsis:

The QuickView utility was designed for quick and convenient examination of different files' contents in MS Windows environment. QuickView allows to view Text and Graphics files of various formats. You can make some standard operations with files (Copy, Move, Delete, e.t.c.) and their contents (Search for text, Stretch/Shrink bitmap, e.t.c.) with help of QuickView program. The QuickView window divided on seven parts. You can see them on Figure 1-1.

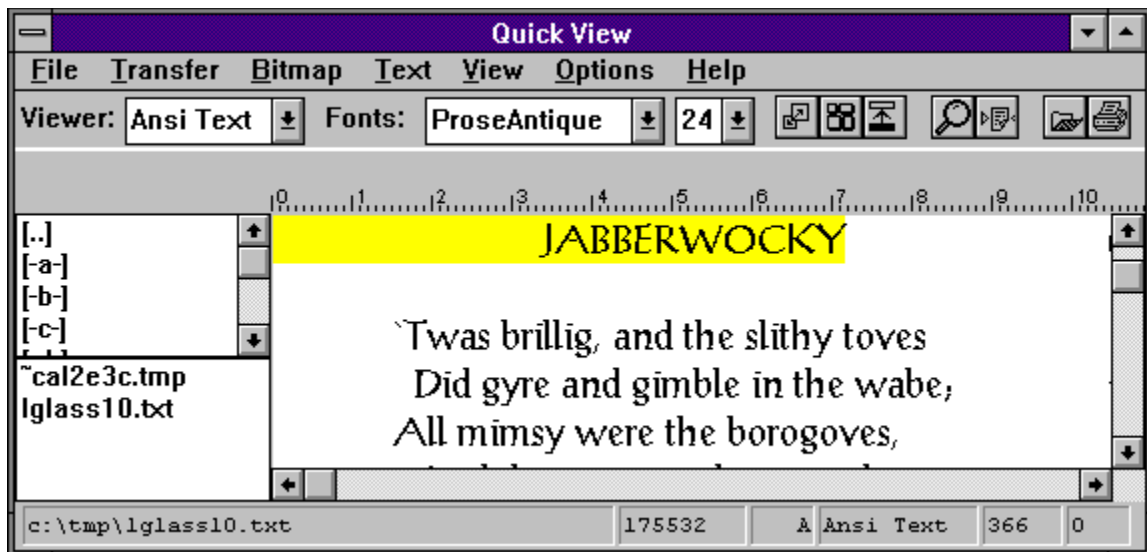


Fig 1-1.

- 1 - The Main Window
- 2 - The Main Window
- 3 - The List of Files
- 4 - The List of Directories
- 5 - The Status Bar
- 6 - The ToolBar
- 7 - The Ruler

ACKNOWLEDGEMENTS

Thanx to the Victor Narolin for the graphics and some design Ideas, to Igor Abdushev for the his parts scheme accomodation and the help in documentation preparation. The special thanx to the *Beta Testing Team* which found the most bugs in this small program.

And Thanx to the many people which help with many things during development of this application.

LICENSE

Quick View is not and has never been public domain software nor is it free software

Non registered users are granted a limited lecnese to use QuickView on a 21-day trial basis for the purpose of determining wheter QuickView is suitable for their needs. The use of QuickView, except for the initial 21 day trial requires registration. The use of unlicensed copies of QuickView by any person, business, corporation, goverment agency or any other entity is strictly prohibited.

A single user license perimits a user to use QuickView only on a single computer. Licensed users may use the program on different computers, byt may not use the program on more than one computer at the same time.

No one may modify or patch the QuickView executable files in any way, included but not limited to decompiling, disassembling, or otherwise reverse engineering the program.

A limited license is granted to copy and distribute QuickView only for the trial use of others, subject to the above limitations, and also the following :

- 1) QuickView must be copied in unmodified form complete with the provided license and registration information.

- 2) The full machine-readable QuickView documentation must be included with each copy.

- 3) QuickView may not be distributed in conjunction with any other

product with out a specific license to do so from SKDS Usa.

DISCLAIMER

Deming Software makes no warranties, either expressed or implied, including, but not limited to fitness for a particular purpose and implied warranties of merchantability, for this product. Deming Software will not be responsible for any loss or damages resulting from the use or misuse of this product, even if we have been made aware of the possibility of such loss or damages.

In short, USE AT YOUR OWN RISK. We will not be responsible for ANYTHING, EVER, UNDER ANY CIRCUMSTANCES.

Purpose of each Part:

1. The Main Menu

Main Menu provides access to a number of commands in QuickView. It consists as File, Transfer, Bitmap, Text, View, Options and Help menus. Each of them will be described below.

2. The Main Window

In this window you can see current file's content. This is a most significant part of application. There are two scroll bars on edges of Main window. You can use them by means of scrolling content of current file. If you click left mouse button over the Main Window, it becomes active and you can use the cursor keys for scrolling text in the Window.

To mark part of text in the Main Window (in order. to transfer it to other file), just click right mouse button at the beginning of text fragment and then click at the end of fragment. You can perform any operation with QuickView and other applications between these clicks.

3. The List of Files

In this window you see the list of files of current directory. To view file's content click on file's name in this list and you will see content of the file in the Main window.

4. The List of Directories

In this window you can see the list of available drives and directories. To change current directory or drive in this list just double-click on corresponding item.

5. The Status Bar

Status bar reflects the status of Quick View. The status bar contains six sections: 1 - full name of file you examine in Main Window, 2 - the size of current file, 3 - attributes of current file, 4 - the name of current viewer, 5 - current vertical position in the file, 6 - horizontal position in the file.

6. The ToolBar

Tool bar contains controls bars to adjust viewing or perform some operations with the current file. The first control bar contains a list of several viewers (methods of viewing). You may select any viewer from the list for change the viewing method for the current file. For example: you view bitmap as a picture, if you select 'Hex' from the list of viewers you can see the Hex dump of the bitmap.

Next two controls bars contain current font parameters. You can select any face from the list of fonts and any size from the list of font sizes. This control bars are used only for text based viewers (for Example: ANSI Text or Hex Dump).

First three controls are the buttons that perform some operations on the Bitmaps.



First button performs Stretch/Shrink operation. It toggle between small and large bitmap pictures in the Main Window. If you view an Icon , and press this button the icon will be enlarged several times.



Second button performs Tile operation, if you wish to choose the wall paper for windows and make the preview of bitmaps for it, you can press the tile button and see how this bitmap looks for tiled wallpaper.



Third button performs Invert operation, when you press this button all colours on the bitmap become negative. This button doesn't work with compressed bitmaps in this version of QuickView.

Next two buttons are the text command buttons.



The first button intended for search operations. (Look the 'commands' section).



The second button performs the Line Wrap command. It allows you to view the texts with lines larger than the Qview window, the right parts of lines will be moved to the next lines. (This command does not change the contents of the file).

Next two buttons are open and print commands.



The first button calls the application which can work with the currently viewed file and the application opens this file. (This application must be installed in your system, and must be compatible with Windows 3.1 shell convention). If there isn't an application for the current file installed in your system, nothing happens.



The second button is the same as the first, but the application will print the currently viewed file.

7. The Ruler

The Ruler is used to define horizontal dimensions of displayed file in text format.

Keyboard Operations:

Changing active window:

If you want to change active window using keyboard, press <Ctrl+Tab> key. You will see the caret in active window (if the list of directories or the list of files is active), or the hair border around the Main Window (if Main Window are active).

Changing current drive or directory :

To change current drive or directory select it in the list and just press <Enter>.

Commands:

The File Menu has several commands: New Mask, Ren/Move, Copy, Delete, About and Quit.

New Mask. This command allows you to choose what files you want to see in the files list. When you select this command you will see the dialogue box as on figure 1-2.



Fig 1-2

In the dialogue box you can write the DOS wildcard character for files that you want see in the list of files. If you click on 'Show Hidden Files" check box you will be able to see the hidden and system files in the "List of files". Normally those files are not visible for you. (Usually this command is used for viewing of the certain type of files in large directory.)

Copy This command allows you to copy selected source file in the files list to the destination file. When you select this command you will see the dialogue box as on figure 1-3

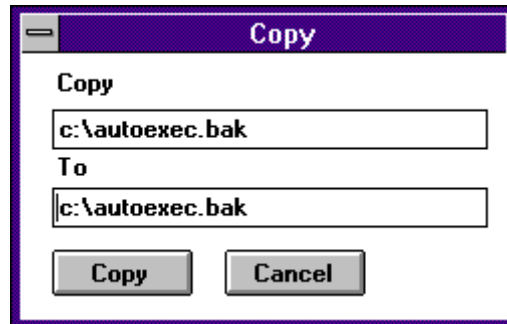


Fig 1-3

In the top box you see the source path, in the bottom one you see the destination path. Usually the source and destination path are the full paths to currently selected file. You can change any of these paths and press "Copy". (Wildcards are not allowed in the current version of QuickView).

Ren/Move This command allows you to rename or move selected file. When you select this command you will see the dialogue box as on figure 1-4

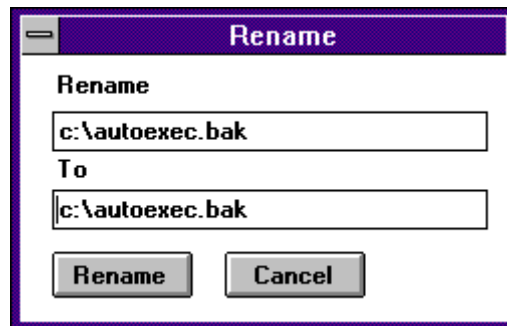


Fig 1-4

In the top box you see the source path, in the bottom box - the destination path. Usually the source and destination path are the full paths to currently selected file. You can change any of this paths and press "Rename". Wildcards are not allowed in the current version of QuickView.

Delete This command allows you to delete the selected file. When you select this command you will see the dialogue box as on figure 1-5.



Fig 1-5

If you really want to delete selected file you press "Yes", and say good-bye to selected file. Otherwise you can press "No". If you really sure enough and it's not necessary for you to ask confirmation every time you can suppress this Box, by using Options menu. **See Also Options.**

Quit.When you want to finish working with QuickView choose this command.

The Transfer Menu

Copy Selection: You can select any part of the file by clicking right mouse button at the beginning and the end of part of file you want to mark. Then you can choose Copy selection command for copying this part of file to the clipboard. (This command work only with Text and Hex viewers.)

Copy Page: This is more complex command. It depends on Viewer. For bitmap viewer it copies all Bitmap to the clipboard. For Text viewer it copies the page to clipboard, page is 25 lines of text. For example you stay on the 115 line in the text file, when you select this command, lines from 100 to 125, will be copied to clipboard. For Hex viewer page is also 25 lines, but it always begins from top of the Window. For example if you stay on 122 line of Hex Dump and choose this command, lines 122-147 will be copied to clipboard.

Clear Selection: This is very simple command. It only hides any

marked block of a text in the file.

The Bitmap Menu

Stretch/Shrink. This command adjusts the Bitmap size to the size of Main Window.

Tile. This command repeats the small bitmap and fill the whole Main Window area. This is very useful for choosing wallpaper for Windows.

Invert. This command inverts all colours of bitmap. Useful for various purposes.

The Text Menu

Search: This command allows you to find some text in a file (work only with Text and Hex viewers). When you select this command you will see the dialogue box as on fig 1-6.

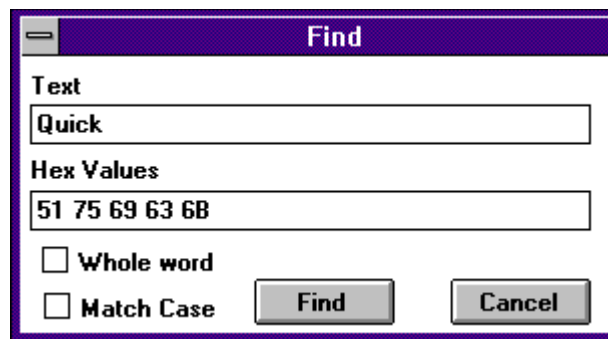


Fig 1-6

In the top box you can type the Text for search, in the Bottom box you can type Hex Pattern for search, when you type in one of the box, the content of other box will change too accordingly. Also you can adjust finding, by checking "whole word", and "match case" check boxes. To begin searching press "Find" and the searching process will begin. When the matched pattern will be found, it will be marked by colour (Default is Yellow).

Continue: This command continues searching match text from the last found position.

Wrap Lines: This command very useful for viewing the Microsoft Word files. It cut right part of long strings and shows it on the next line.

The View Menu

All commands of this menu are used for enabling and disabling parts of QuickView. If the checkmark presents aside the option this option is enabled, otherwise it is disabled.

Options: This command allows you to adjust Quick View for convenience. When you choose this command you will see the dialogue box as on figure 1-6

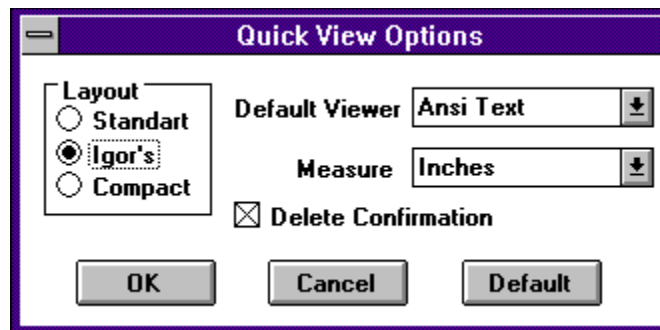


Fig 1-7

The **layout** section controls the layout of Part of QuickView. In **Standard** layout, the list of Directories and List of Files, have the full height of window and Directory list resides at the left side of Window, and the List of Files, resides at right side of list of directories. In **Compact** layout : the list of directories and list of files have the half size of window and List of files resides on top and list of directories resides on bottom left corners of the window. But my friend Igor doesn't like this layout and he proposes me to swap the List of Files and List of Dirs. (If you send me your favourite layout I'll insert it in Next Version and send it to you.).

The **Default viewer** is the viewer of files which can't be viewed of their specific Viewer

The **measurement** is the system of units that is used in the Ruler.

The **Delete confirmations** Check Box allows you to suppress the confirmation on delete operation (See the Delete command). When it is checked the QuickView always asks you when you execute the Delete command.

Installation:

For install Quick view you must perform the following actions:

- 1.Put QuickView files into your Windows directory (usually C:\Windows)
- 2.Add new program item to your program manager.

Appendix I: Customising QuickView:

The QuickView always saves it's configuration in the Win.Ini file in the QuickView section. Usually you have no need to edit this file, but in the certain cases you can do it. **Case One** if you use non standard colour setting of the Windows you can adjust the Selection and Highlight colour. The Selection colour controlled by the keys *MarkBgCol* and *MarkFgCol*. The Highlight colour is controlled by the keys *FlndBgCol* and *FindFgCol*. You can see it in the values of this colors in the Appendix I. Also you can order the ColorMix utility from RoyalSoftClub for making your own colors. (This package always contain the colorMix utility).

Table I: The Values of Colour Keys

Red.	255
Green.	65280
Blue.	16711680
White.	16777215
Black.	0
Cyan.	16776960
Magenta.	16711935
Yellow.	65535