Adding files to the file list

There are two ways to add images to Quant.

1.   Go to the file menu.
2.   Press the Add images button.
3.   Select the image files to add.
4.   Press the Open button.
5.   If you want to add more files repeat from step 2.

or drag and drop images into the file list

Note : valid input formats are BMP, GIF, PCX,JPEG,TIFF,AVI   and TGA.

Changing the dithering algorithm

1. Go to the Input files menu.
2. Select the files from the file list which dithering algorithms should be changed.
3. Choose a dithering algorithm from the dithering menu.

Changing the number colors in the converted images

1.   Go to the Color control menu.
2.   Enter number of colors in edit field.

Dithering specs

Dithering or Error diffusion is usually used when there is not enough colors in the destination picture to represent all colors in source image.

Quant 2.0 contains 3 different types of ditherings, which are Ordered dither, Floyd Steinberg dither, and Albretsen dither.

Ordered dither
Is a simple dithering, which uses a 2x2 color cube (4 colors) that makes up colors that matches the source color as close as possible.
Not that good, same type of dithering Windows uses.

Floyd Steinberg error diffusion
Classic dithering, which spreads out the error(variance from source colors) on pixels around the pixel being mapped into the new palette.
Very good for images, with photo realistic quality.

Albretsen dither
Uses a 2x2 color cube more or less like ordered dither, but with some exception.
Very good for images with less contrast.

Here are some examples in 16 colors:

No Dithering	Ordered dither	Floyd Steinberg error diffusion	Albretsen dither

Removing files from the files list

2.   Go to the input files tab
2.   Select the files from the file list which should be remove.
3.   Go to the file menu.
4.   Click the Remove images item.

Selecting output animation file

1.   Go to the conversion menu.
2.   Go to animation output.
3.   Press ... button.
4.   Choose file and press Save.

Note: The file extension is remove in the edit field after step 4 and the type is automatically set to what you chose.

Selecting the animation output format

1.   Go to the Conversion menu.
2.   Go to animation menu.
2.   Select GIF or AVI.

Selecting the destination directory

1.   Go to the Conversion menu.
2.   Go to single image output menu.
3.   Press the ... button.
4.   Select the destination directory.
5.   Click Ok.

Selecting the image output format

1.   Go to the Conversion menu.
2.   Go to single image output menu.
3.   Select GIF, PCX, TGA, BMP, or ICO format.

Setting the frame rate

1. Go to the Conversion menu.
2. Go to Animation output.
3. Enter frame rate in parameters/frames per second.

Starting the conversion process

1. Go to the Conversion menu.
2. Go to single image output menu.
3. Press the Convert button.

Starting the conversion process (animation)

1. Go to the Conversion menu.
2. Go to Animation output.
3. Press the Convert button.

Using Netscape colors

1.   Go to the Palette menu.
2.   Choose Use Netscape colors.

Using Windows colors

1.   Go to the Palette menu.
2.   Choose Use windows colors.

This feature will make room for the default Windows colors in the palette to be used.

Using a custom palette

1.   Go to the Palette menu.
2.   Choose Load palette.
3.   Select palette to load.
4.   Press the open button

Note : Lock palette will be enabled.
Palettes supported: Microsoft Palette (.PAL), Old Quant palette from earlier version(.QPAL) and Windows Bitmap files (.BMP).

What is Quant?

Quant is a program that can convert multiple images, generate the best palette for them, and degrade the number of colors used in the images if needed.

Why would I need to do that?
You need this program if you develop web pages or develop software which uses multiple bitmaps.
Why?
Because images displayed in Netscape or Microsoft Explorer are automatically degraded upon shown in the browser window. Applying the same palette to all the images shown on the web page, ensures you that the best palette already has been chosen for the image. This makes internet home pages look several times smoother than any browser can.

In software applications running in 256 color modes all images displayed next to each other require the same palette - if not, Windows will try to match the palette, resulting in odd screen flashes. This is of course not desired. Use Quant to apply the best palette to all the images used and this problem is no more.

Remember: Not everyone has a display adapter capable of displaying more than 256 colors.

Quant is developed by:
Juul & Stejle Software A/S
Fredericiagade 13
DK-1310 Copenhagen K
Denmark

Fax: +45 33110677
Phone: +45 33110632

Copyright 1996 Juul & Stejle Software A/S
Programming: Jens Albretsen.
Art work: Karsten Lund.

If you have any problems using the program, send a mail to:
jens@stejle.dk