Open

Click on the <u>File menu</u>, then **Open** (or use the *Open* tool on the <u>toolbar</u>.) A <u>dialog</u> allows you to open a file for use in **IrfanView**.

Use the *Look in* box to locate the file you want, or type a file name into *File Name*. *Files of type* lets you limit your choice, showing only the type of file you want (JPG, for instance.) The default is *Common IrfanView Files* (Windows can't display at same time all file types supported by IrfanView).

If you check ***Preview active***, a single click on an <u>image</u> filename will display a small version. Another click brings the file into the viewer. You can also double click the filename.

If multiple images are in the file, as with icons, a small dialog box will allow you to choose one. Single click the names for a preview. Click accept when you find the one you want.

To close without opening a file, click ***Cancel .*** Another way to close is to click the ***X*** in the upper right corner.

After the opening, you will see an image or you will get an error message, if the file type is unsupported by IrfanView.

If you open a large image, you can use scrollbars to see all parts of the image. **Scrolling** is possible with the arrow keys and with the page up/down, home/end keys. Scrolling is also possible with the right mouse button: press the right mouse button and move the mouse arround.

See also:
<u>Reopen</u>
<u>Open with external editor</u>

Thumbnails

Open an image from a selected directory in the viewer. Click the File menu, then **Thumbnails.** A box will open and fill with thumbnails of the images in the directory.

Double click any thumbnail to open that image in the viewer. If you change directories by opening another image, the thumbnail display will show those images.

For large images, *minimize* the thumbnail display. Use the button in the upper right corner of the display that looks like an underline (_) character.

To close the display, click **exit** on the display's menu bar or press **ESC**.

Options:

Select All highlights all the thumbs for saving them as files (below.)

Set thumbnail options lets you control the size and quality of the thumbnails. Click it to open a dialog box. The first option is **Use Resample instead of Resize for creating thumbnails.** Click the check-box to have better quality thumbnails displayed. This may take longer for the images to appear. The next option is **Thumbnail size**. Click one of the option buttons to set a size for the thumbnails. The default is 80 x   80 pixels.
The next option is **Copy original images to same directory like HTML file.** Check the box; when you save thumbs as an HTML file, the images themselves will be copied to the directory you chose. The thumbnail window can remember several directories with thumbnails. If you click **Write file name/size for thumbnail links**, you will see additional informations for each thumbnail on the HTML page.
You can **Set the number of the MRUDs**. If you want to clear the MRUD list, press the **Clear MRUDs** button.
When done making your choices, click **OK** to exit. Click **Cancel** to exit without making any changes.

File:

Copy selected files: allows you to copy all selected thumbs (files) to another directory.

Move selected files: allows you to move all selected thumbs (files) to another directory.

Delete selected files: allows you to delete all selected thumbs (files).

Start slideshow with selected thumbs: Click to start slideshow with all selected thumbs (files) and current slideshow settings.

Save selected thumbs as an image. Click to have your selected thumbs made into a single image and saved.   A dialog lets you choose the directory to save the image in. Images are selected by clicking on each thumb, while holding down the **CTRL** key, or by using the *Select All* option (see above.)

Save selected thumbs as HTML file. Click to make a page of thumbs that can be used in a web browser, or at an internet website. A dialog lets you choose the directory to save the file in. Images are selected by clicking on each thumb, while holding down the **CTRL** key, or by using the *Select All* option (see above.) If you already chose the option *Copy original images to same directory like HTML file*,   the actual images will also be copied to the directory.

Save selected thumbs as single images. Click to have chosen thumbs made into images and saved individually. A dialog lets you choose the directory to save them in. Images are selected by clicking on each thumb, while holding down the **CTRL** key, or by using the *Select All* option (see above.)

Print selected thumbs as single images. Click to print all selected images (batch printing). Images are selected by clicking on each thumb, while holding down the **CTRL** key, or by using the *Select All* option (see above.)

Open with external editor. Click to have an alternate viewing or editing program opened, with the image connected to the current thumbnail displayed in it. To use this option, you must first set up an <u>external editor</u>.

Slideshow

Click on the File menu, select **Slideshow.** A dialog allows you to select a directory from which the files will be taken. Use *Look in* and *File name* to narrow the search; use *Files of type* to limit the search to one type of file, such as *JPG.*

Click the file names you want to use. If you have a range of files to choose, click the first. Move the mouse to the last file in the group, hold down the *Shift* key on the keyboard, and click. To choose individual files, hold down the *Ctrl* key and click each file name with the mouse. Click the *Add* button. Click the *Add all* button to select every image in the directory. *Remove* and *Remove all* take files back out.

Click the *Advanced* button to choose a sort order by *name, date, size,* or *extension.* Files may be sorted in *ascending* or *descending* order. To remove a sort, click the *No sort* option button. Click *Stop Slideshow and close IrfanView after the last image* if you want to close IrfanView after the slideshow. Click *OK* to close the dialog. To exit without making changes, click the *Cancel* button.

There are several options for slideshow. If there is a check-mark in the box, the option is "on." Unchecked means "off." Click *Loop* to cause Slideshow to play continuously. The next option is **Suppress errors during slideshow**. Next is **Show image filename;** click this to display the name of the image as it appears on screen. The final option is **Hide mouse cursor;** click to make the mouse cursor "invisible" while the slideshow is playing. The next option is **Don't display same image again (if random slideshow);** no repeats in the random slideshow.

There are settings for how long each image will be shown; click the option button of your choice. The top option plays the next image automatically after a number of seconds; type a number into the box to change the timing. The second option will cause the viewer to wait until you touch a key on the keyboard or move the mouse before displaying the next image. The third option plays a randomly chosen image after the specified time; the fourth plays a random image after you touch a key or the mouse.

Click the *Play* button to begin the slideshow.

Slideshows can be saved for future use. When you choose the images and begin playing a show, **IrfanView** creates a file named:

IrfanView_Slideshow.lst

which is placed in the Windows directory on your disk drive. This may be loaded back into the viewer and used again. Click *Load from TXT file,* and a dialog like the Open dialog from the File menu appears. Find the file you want to use and click *Open* to load it. Click *Save as TXT file,* and a dialog like Save As appears. Give your slideshow a name, and click *Save* to have it stored on the disk drive.

Slideshows can be created outside of **IrfanView**, then loaded once you open the viewer. Use a text editor that stores its files as plain text, such as *Windows Notepad.* The file only contains the name of each image to be played in the slideshow, each on a separate line in the file. Each must include the complete path where the image will be found on your hard drive. It will look something like this:

C:\Images\myimage.JPG

Create the file and store it on your disk. When you start **IrfanView**, open the Slideshow dialog, and use the *Load from TXT file* button to start your show. Shows can also be played from outside the viewer, using a Command Line Option.

When you are done click **Close.** You may also click this before the slideshow starts. Another way to exit is to click the **X** in the upper right corner.

How to pause an automatic slideshow? Just press the **Pause** key. Press the pause key again to restart the slideshow.

Batch Conversion/Rename

Click on the File menu, select **Batch Conversion/Rename.** A dialog allows you to select a directory from which the files will be taken. Use **Look in**, **File name**, and **Files of type** to limit the search.

Select the output directory at bottom right.   If you don't have the full path for this directory, click the **Browse** button to find it. When you have selected a directory with **Browse**, find a directory and click the **OK** button.

You can set the current directory as output directory if you press the **Use this directory as output** button.

If you want to include all images from sub-directories, check the **Include subdirectories** option.

Batch Conversion:
Select the **Output Format** at bottom left. This works just like Save and Save As. The **Options** button lets you choose various operations to perform, also just like their **Save** and **Save As** versions.

Use the **Advanced Options** button to apply many special operations to the images during conversion. These options are much like their versions on the Image menu. The options are:

Resize, Change color depth, Horizontal flip, Vertical flip, Rotate left, Rotate right, Convert to greyscale, Negative, Sharpen, Gamma Correction, Contrast, and Brightness.

Batch Rename:
You can rename original/input files or you can copy/move original files to output directory and rename the files in the output directory. For renaming, you can generate a name pattern for new names and the starting index for numbers.

Check those you want to use, then click **OK.** To exit without making any selections, click **Cancel.**

Select the files you want to convert by clicking their names. For a large range of files: click the first name, move the mouse to the last file in the group, hold down the **Shift** key, and click. To choose individual files, hold down the **Ctrl** key and click each name.

Click the **Add** button to add the (selected) files that will be converted. Click the **Add all** button to select every image in the directory with the extension choosen in **Files of type**. **Remove** and **Remove all** take chosen files back out.

Click the **Start** button to begin. A box shows the progress of the conversion. If you need to halt, click the **Stop** button. When the process is done, click **Exit** to close the dialog.

File conversion may also be performed from outside **IrfanView**, using a Command Line Option.

When you are finished converting files, click **Cancel** to exit. Another way of exiting is to click the **X** in the upper right corner.

Rename

Click on the <u>File menu</u>, select **Rename File.** A <u>dialog</u> opens; type in a new name for the file and click **OK.** The filename will be changed, both in the viewer and on the hard drive (or other source.) To exit without making a change, click **Cancel** .

While renaming the file, you can also move it to a new location: type in the full path name of the new directory, followed by the name of the <u>image</u>. The name will be changed, and the image will be put in the new directory (This may also be done without changing the name; just type in the path with the old name).

Move

Click on the <u>File menu</u>, then ***Move File.*** The file in the viewer will be moved to another directory on your hard drive (or other media.)

For this function to work, first set up a <u>default directory</u> for *Move.*

The **Move dialog** offer 5 different directories as destinations.

See also:
   <u>Properties: Copy/MoveDelete options</u>

Copy (File menu)

Click on the File menu, select **Copy File.** The file in the viewer will be copied to another directory on your hard drive (or other media.)

For this function to work, first set up a default directory for *Copy.*

The **Copy dialog** offer 5 different directories as destinations.

See also:

Properties: Copy/MoveDelete options

Delete (File Menu)

Click on the File menu, select **Delete File**. The file in the viewer is removed from your hard drive (or other source.) Be sure you want this, as the file is immediately removed.

 If you delete a file by accident, just resave the image.

There is also a Delete option on the Edit menu: this only removes the file from the viewer (memory), it doesn't affect the file on your hard drive.

See also:

Properties: Copy/MoveDelete options

Save

Click on the File menu, then **Save.**

Allows you to save your file to disk. Use **Save in** and **File name** to find the directory where you want the file saved.

To save the file as a different type, use **Save as type**. Click the arrow and a list of file types drops down. Move the cursor to the one you want and click again. When you save, the file will be converted to this new type.

Clicking the **Options** button brings up special options for some file types. There are three tabs: JPEG/GIF, LWF, TIFF and PNM.

Click **Save** to send the file to your disk drive. Click **Cancel** to exit without saving.

Note that **Save** comes up in the last directory from which you loaded an image; Save As comes up in the last directory in which you saved a file.

See also:
     Save As

Print

On the <u>File menu</u>, click *Print.* A <u>dialog</u> appears with options for printing an <u>image</u>. Two previews show how the image would look printed in *Portrait* or *Landscape* orientation.

Option buttons select how the image will print. ***Best Fit*** puts the image on the page as large as it can, without altering the dimensions. ***Stretch to Page*** fills the print area, even if it has to re-size one dimension.

Scale fits the image on the page. If you click this, two boxes to its right become active. Type in the desired change; 1.00 is normal size; 2.00 is twice as large in that dimension. Click ***Refresh*** to update the previews.

Click ***Center on Page*** to have the image printed in the center of the paper.

Select options, then click ***Print***. This will bring up the Windows print dialog, from which you finish printing as usual. Remember to check the box for ***Portrait*** or ***Landscape*** orientation.

Click ***Cancel***   to exit the *Print dialog* without printing, or when the job is done.

Select TWAIN Source

Click on the File menu, then **Select TWAIN Source.**

Allows you to choose from the scanners, or any other TWAIN compatible device (digital camera, TV card etc.), installed on your computer (if more than one is available).

Click the name of the device you want to use, then the **Select** button. To exit without making a selection, click **Cancel** .

See also:
Acquire

Acquire

Click on the File menu, click **Acquire.**

The program that runs your scanner, or any other TWAIN compatible device (digital camera, TV card etc.), will appear. Follow the steps given in your scanner's manual for scanning an image.

When finished, the image will be placed into **IrfanView**.

See also:
    Select TWAIN Source

Exit

There are several ways to exit the program:

On the main window, press the **ESC** key on your keyboard. The program will close immediately. (If you're in any of the menus or <u>dialog</u> boxes, *ESC* will back out of that window. Press it again to exit.)

From the <u>File menu</u>, you can press the **E** key, to close **<u>IrfanView</u>**. When using the mouse,   just click the **EXIT** option to close the viewer.

Click the logo in the upper left corner of the program window to bring up the standard Windows control box. Click the **Close** option.

Click the **X**   box in the upper right corner of the program window. This will also close the program.

Note: <u>IrfanView</u> doesn't ask if you are sure you want to exit - it closes right away. Be sure you've saved any work you want to keep.

MRUDs

On the <u>File menu</u>, point the mouse at **MRUDs** *(most recently used directories)*. A <u>sub-menu</u> appears showing the most recently used directories. Click one, and the <u>Open</u> <u>dialog</u> appears, already in the chosen directory. From there you can open any file in the directory.

The *MRUDs* list can be erased using a button on the <u>Others 1</u> tab, located in the <u>Properties</u> box, on the <u>Options menu</u>.

Reopen

Click on the File menu, select **Reopen** to bring in, again, the last file you opened.

If more than one image is involved, *Reopen* will let you select from them again.

See also:
    Open
    Open with external editor

Save As

Click on the <u>File menu</u>, select ***Save As*** (or use the ***Save As*** tool on the <u>toolbar</u>.)

Saves your file to disk. Use ***Save in*** and ***File name*** to find the directory where you want the file saved.

To save as a different type, use ***Save as type****.* Click the arrow and a list of file types drops down. Move the cursor to the one you want and click again. When you save, the file will be converted to this new type.

Clicking the ***Options*** button brings up special options for some file types. There are three tabs: <u>JPEG/GIF</u>, <u>LWF</u>, <u>TIFF</u> and <u>PNM</u>.

Click ***Save*** to send the file to your disk drive. To exit without saving, click ***Cancel***.

Note that ***Save As*** comes up in the last directory in which you saved a file. <u>Save</u> comes up in the last directory from which you loaded an <u>image</u>

See also:
   <u>Save</u>

Undo

Click on the Edit menu, select *Undo* (or use the *Undo* tool on the toolbar.)

"Backs up" from the last action you took. *Undo* will take back many functions of **IrfanView**. Only one function may be undone; the viewer does not save them up. You can disable this option in Others 1 tab in the *Properties* dialog.

Functions supported by *Undo* are: 3-D Button, Blur, Enhance colors, Convert to Greyscale, Crop, Cut, Decrease Color Depth, Edge Detection, Emboss, Explosion, Fine Rotation, Increase Color Depth, Median Filter, Negative, Oil Paint, Pixelize, Resize/Resample, Sharpen.

Add Text

Use the left mouse button to <u>outline</u> the area (selection) on the <u>image</u> where you want text to appear. Click the <u>Edit menu</u>, then **Add Text.**   A <u>dialog</u> box will open.

How to make a **selection**? Just press the left mouse button and move the mouse. You will see the selection rectangle. If you click on the image again, the selection rectangle will be deleted and the selection is not more active.

In the **Text box** on the left, type in the text you want to put on the image.

Use the **Choose Font** button to change the size, style, color, etc., of the text. The name of the selected font is shown under the Text box.

Uncheck the **Text is transparent** box to choose a background color. The highlighted area will change to that color, with the text inside. The small box above the button shows the selected background color.

Click the **OK** button to add the text to your image. To close the dialog without adding any text, click the **Cancel**   button.

Add text may be reversed with the <u>Edit menu</u>'s   <u>Undo</u> command.

Cut

Use the left mouse button to <u>outline</u> the area (selection), click on the <u>Edit menu</u>, then **Cut** (or use the *Cut* tool on the <u>toolbar</u>.)

The area inside the outline will be removed from the <u>image</u>. The cut portion is placed on the *Windows Clipboard*, and may be pasted in elsewhere.

This action may be reversed with the <u>Edit Menu</u>'s <u>Undo</u> command.

See also:
<u>Paste</u>

Crop

Use the left mouse button to <u>outline</u> the area (selection), click on the <u>Edit menu</u>, then **Crop.**

The area outside the outline will be thrown away, only the inside will be left.

Use this to eliminate unwanted space (usually blank space) from an <u>image</u>. It can also center a badly composed photo.

Use with Resample (<u>Image menu</u>,) to eliminate background "noise", and often have the same sized image when you finish.

This action may be reversed with the <u>Edit Menu</u>'s <u>Undo</u> command.

Copy (Edit menu)

Use the left mouse button to <u>outline</u> the area (selection), click on the <u>Edit menu</u>, select **Copy** (or use the *Copy* tool on the <u>toolbar</u>.)

The area inside the outline will be placed on the <u>*Windows Clipboard*</u>, and may be pasted in elsewhere.

If you don't select an area with the mouse, the entire <u>image</u> will be copied to the *Windows Clipboard.*

See also:
　　<u>Paste</u>

Paste

Click on the Edit menu, then **Paste** (or use the *Paste* tool on the toolbar.)

If you have an Edit outline around an area of the current image, an image stored on the *Windows Clipboard* will be pasted into your outline. The Clipboard image will be re-sized to fit the outline, and the rest of the image will stay as it was. This feature is very useful for editing images or portions of them.

If there is no Edit outline, an image on the *Windows Clipboard* will replace the entire image in the viewer.

See also:
    Cut
    Copy (Edit menu)

Delete (Edit menu)

Click on the Edit menu, then **Delete.**

Removes the entire image from the viewer. This does not affect the image stored on your disk drive.

There is also a Delete option on the File menu; this one removes the file from your disk drive completely.

Clear Clipboard

Click on the Edit menu, then **Clear Clipboard.**

Removes the contents of the *Windows Clipboard*.

File Menu

The following options are available on the *File Menu:*

Open
Reopen
Open with external editor
Open in HEX viewer

Thumbnails

Slideshow
Batch Conversion/Rename

Rename
Move
Copy File
Delete File

Save
Save As

Print

Select TWAIN Source
Acquire
Batch Scanning

MRUDs

Exit

Edit Menu

The following options are available on the ***Edit Menu:***

Undo

Add Text

Cut
Crop

Copy
Paste
Delete

Clear Clipboard

Download/Contacting the Author

The latest edition of **IrfanView** can be downloaded from the Internet at:

http://www.irfanview.com

or

http://softwarecenter.net/irfanview/

or

http://stud1.tuwien.ac.at/~e9227474/

or

http://members.chello.at/irfan.skiljan/

The author of the program, **Irfan Skiljan**, can be E-mailed at:

e9227474@student.tuwien.ac.at

If you want to register the program with him (only $10 US or DM 15) send your *cash* payment to:

Irfan Skiljan
Postfach 6
2752 Woellersdorf
Austria, Europe

IrfanView

IrfanView is a compact, easy to use <u>image</u> viewer. More than that, you can also edit images directly in **IrfanView**, to produce a variety of effects. **IrfanView** was created by **Irfan Skiljan**.

Open **IrfanView** by clicking its icon on the Windows Start Menu or double clicking the icon on your desktop.

Click on the <u>File menu</u>, then the <u>Open</u> option to get a file for use in the viewer. A <u>dialog</u> box will allow you to select the file you want. Click the ***Preview active*** box in the ***Open dialog*** to see small versions of images before opening them.

With an image in the viewer, you can manipulate it in a large number of ways. Most functions for changing an image are in the <u>Edit</u> and <u>Image</u> menus.

When you are finished with the image, <u>Save</u> it to your disk. Bring in another image, or <u>Exit</u> **IrfanView**.

Click on the image below to find out more about that function:
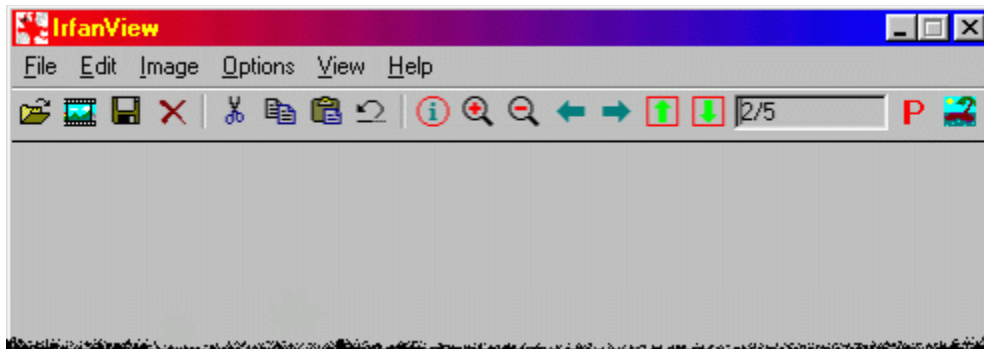
Supported File Formats

These are the file formats supported by the current version of **IrfanView**:

AIF[1], **ANI, AU**[1]**, AVI, BMP, CAM, CLP, CPT, CUR, DAT**[1]**, DCM/ACR, DCX, DIB, DJVU, EMF, EPS, FLI/FLC**[2]**, FPX, G3, GIF, ICL, ICO, IFF/LBM, IMG, JPG/JPEG, KDC, LWF, Mac PICT**[2]**, MID, MOV**[12]**, MP3, MPG/MPEG**[1]**, PBM, PCX, PGM, PhotoCD, PNG, PPM, PSD, PSP, QTIF**[2]**, RAS/SUN, RealAudio, RLE, RMI, SFW, SWF, SND**[1]**, TGA, TIFF/TIF, WAV, WMF, XBM, XPM**

[1]   *Microsoft's Active Movie* program is required for these formats.
[2]   *Apple's QuickTime* program is required for these formats.

Note: Some formats are used as plugins:

for **MP3**, please download:

> http://stud1.tuwien.ac.at/~e9227474/plugins/mp3.zip

for **SWF (Flash/Shockwave)**, please download:

> http://stud1.tuwien.ac.at/~e9227474/plugins/flash.zip

for **FPX (FlashPix)**, please download:

> http://stud1.tuwien.ac.at/~e9227474/plugins/flashpix.zip

for **LWF**, please download:

> http://stud1.tuwien.ac.at/~e9227474/plugins/lwf.zip

for **KDC**, please download:

> http://stud1.tuwien.ac.at/~e9227474/plugins/kdc120.zip

for **Formats: DCM/ACR (Dicom), BioRAD, Mosaic, XBM, XPM, GEM-IMG, EXIF** please download:

> http://stud1.tuwien.ac.at/~e9227474/plugins/formats.zip

for **PCD (PhotoCD, large resolutions)**, please download:

> http://stud1.tuwien.ac.at/~e9227474/plugins/photocd.zip

for **DJVU (AT&T DejaVu)**, please download:

> http://stud1.tuwien.ac.at/~e9227474/plugins/djvu.zip

for **RealAudio**, please download:

> http://stud1.tuwien.ac.at/~e9227474/plugins/ra_player.zip

and check 'Readme.txt' for installation.

IrfanView Formats Overview:

Extension	Format name	Open	Save
AIF	Sound file, Audio Interchange Format	YES[1]	
ANI	Animated Cursor format for Microsoft Windows	YES	
AU, SND	Encoded Audio format used by Sun and NeXT machines	YES[1]	
AVI	Audio Video Interleaved: Microsoft's video format for Windows	YES	
BMP, DIB, RLE	Windows Bitmap	YES	YES
CAM	Casio digital camera file	YES (JPG version)	
CLP	Windows clipboard format	YES	
CPT	CorelDraw Photopaint image	YES (CPT version 6)	
CUR	Cursor Resource file format for Microsoft Windows	YES	
DAT	Video CD format	YES[1]	
DCM, ACR	Dicom/ACR file format for medical images	YES[3]	
DCX	Multipage PCX files format	YES	
DJVU, IW44	DejaVu format from AT&T	YES[3]	
EMF	Enhanced Metafile Format	YES	YES
EPS	Encapsulated PostScript	YES (TIF preview)	
FLI, FLC	Autodesk animation format	YES[2]	
FPX	FlashPix format	YES[3]	
G3	Group 3 Facsimile Apparatus format	YES	
GIF	Graphics Interchange Format	YES	YES
ICL, EXE, DLL	Icon Library formats	YES (icons)	
ICO	Windows Icon	YES	YES
IFF, LBM	Interchange File Format	YES	
IMG	GEM Raster image	YES[3]	
JPG, JPEG	Joint Photographic Experts Group	YES	YES
KDC	Kodak digital camera format	YES[3]	
LWF	LuRaWave Format	YES[3]	YES
Mac PICT	Macintosh PICT format	YES[2]	
MID, RMI	Musical Instrument Digital Interface (MIDI)	YES	
MOV	QuickTime Movie format	YES[2]	
MP3	MPEG audio layer 3 format	YES[3]	
MPG, MPEG	Moving Pictures Experts Group format	YES[1]	
PBM	Portable Bitmap File format	YES	YES
PCX	PC Paintbrush format from ZSoft Corporation	YES	YES
PCD	Kodak Photo CD	YES	
PGM	Portable Greymap File format	YES	YES
PNG	Portable Network Graphics	YES	YES
PPM	Portable Pixelmap format	YES	YES
PSD	Adobe PhotoShop format	YES	
PSP	Paint Shop Pro file format	YES	
QTIF	QuickTime format	YES[2]	
RAS, SUN	Sun Raster format	YES	
RA	Real Audio sound format	YES[3]	
SFW	Seattle Film Works format	YES	
SWF	Macromedia's Flash/Shockwave format	YES[3]	
TGA	Truevision Advanced Raster Graphics Adapter (TARGA)	YES	YES
TIF, TIFF	Tagged Image File Format	YES	YES
WAV	Windows audio file	YES	
WMF	Windows Metafile format	YES	
XBM	X11 Bitmap	YES[3]	

XPM	X11 Pixmap		YES[3]

[1] *Microsoft's Active Movie* program is required for these formats.
[2] *Apple's QuickTime* program is required for these formats.
[3] *PlugIn* is required for these formats, see above for download.

Image Menu

The following options are available on the *Image Menu:*

Information

Create new image

Best Fit to desktop

Rotate Left
Rotate Right
Vertical Flip
Horizontal Flip

Resize/Resample

Count colors used
Increase Color Depth
Decrease Color Depth

Convert to Greyscale
Negative
Enhance colors

Sharpen
Effects

Swap Colors
Edit Palette

Information

Click on the Image menu, then **Information** (or use the *Information* tool on the toolbar.) A box opens with the following about the image:

File name
Directory name
  Copmression method (and DPIs if available)
Original size (Width/Height in pixels)
Current size (Width/Height in pixels)
Original colors (color depth, BitsPerPixel)
Current Colors (color depth, BitsPerPixel)
File disk size (in KB)
Image memory size (in KB, decompressed)
Current directory index
File date/time
Loaded in (time to load image)

If you load a JPG image with EXIF information, the button '*Additional info*' is visible and **IrfanView** shows you EXIF information.
Note: EXIF component is stored in the Formats-plugin, please install!

Click the **OK** button when you are done viewing the information.

Rotate Left

Click on the Image menu, then **Rotate Left.**   The image will turn 90 degrees; the top of the image will move towards the left.

See also:
      Rotate Right
      Vertical Flip
      Horizontal Flip
      FineRotation

Rotate Right

Click on the Image menu, then **Rotate Right.**   The image will turn 90 degrees; the top of the image will move towards the right.

See also:
> Rotate Left
> Vertical Flip
> Horizontal Flip
> FineRotation

Vertical Flip

Click on the <u>Image menu</u>, then ***Vertical Flip.*** The <u>image</u> will turn upside-down. The left/right orientation will stay the same.

See also:
<u>Horizontal Flip</u>
<u>Rotate Left</u>
<u>Rotate Right</u>
<u>Fine Rotation</u>

Horizontal Flip

Click on the Image menu, then **Horizontal Flip.** The image will turn side-to-side, as in a mirror.

See also:
      Vertical Flip
      Rotate Left
      Rotate Right
      Fine Rotation

Resize/Resample

Click on the Image Menu, then **Resize/Resample**. A dialog allows you to choose the new size for the image; some **Resample filter** can be used if you are enlarging the image.

There are several built in choices, or you can type over the old numbers. The first number is width, the second height, both in pixels. Leave the **Preserve aspect ratio** box checked, type in one number and the other will be calculated for you.

Resampling an image often improves its quality, especially when enlarging it. Enlarging without resampling can result in a blurry image.

Click **OK** to resize the image. This action can be reversed by the Edit menu's Undo command.

See also:
    Image Menu

Increase Color Depth

Click on the Image menu, then select *Increase Color Depth.*   A dialog shows the possible color depths. Select one.

Click **OK** to make the change. This action can be reversed by the Edit menu's Undo command.

See also:
     Decrease Color Depth

Decrease Color Depth

Click on the Image menu, then select *Decrease Color Depth.* A dialog shows the possible color depths. Select one.

Click **OK** to make the change. This action can be reversed by the Edit menu's Undo command.

See also:
> Increase Color Depth

Convert to Greyscale

Click on the <u>Image menu</u>, then select ***Convert to Greyscale.***

Greyscale (or <u>grayscale</u>) is actually a color mode, like RGB. It contains more information about the photo than Black and White. Converting from color to <u>greyscale</u> will usually give a better effect than from color to black and white.

This action can be reversed by the <u>Edit menu</u>'s <u>Undo</u> command.

Negative

Click on the <u>Image menu</u>, then select ***Negative.*** The <u>image</u> is converted to a reversed color version of the original.

This action can be reversed by the <u>Edit menu</u>'s <u>Undo</u> command.

Enhance colors

Click on the Image menu, then **Enhance colors.** A dialog appears with a slider controls. Move the setting up or down, for more or less brightness / contrast / gamma / RGB.

You'll see the image change as you move the control. When you are satisfied, click **OK.** To quit without changing the image, click **Cancel.**

This action can be reversed by the Edit menu's Undo command.

Sharpen

Click on the Image menu, then *Sharpen.* The sharpness of the image can be set using Effects setup.

This action can be reversed by the Edit menu's Undo command.

Effects

Click on the Image Menu, then point the mouse at *Effects* to access these options.

Note: All of these effects (except Filter Factory) can be used on a smaller portion (selection) of an image, as well as the entire image.

The Effects possible are:

3D Button
Click on the Image Menu, point the mouse at *Effects,* and click *3D Button.*

Gives the image a beveled edge look, with the center raised. The size of the border can be changed using Effects setup.

This action can be reversed with the Edit menu's Undo command.

Blur
Click on the Image Menu, point the mouse at *Effects,* and click *Blur.*

Softens the image, creating a blurry or fuzzy look. The amount of blur can be changed using Effects setup.

This action can be reversed with the Edit menu's Undo command.

Emboss
Click on the Image Menu, point the mouse at *Effects,* and click *Emboss.*

Turns the background grey and gives the image an engraved appearance.

This action can be reversed with the Edit menu's Undo command.

Oil Paint
Click on the Image Menu, point the mouse at *Effects,* and click *Oil Paint.*

Creates a textured effect, such as that seen in an oil painting. The amount of texture can be changed using Effects setup.

This action can be reversed with the Edit menu's Undo command.

Edge Detection
Click on the Image Menu, point the mouse at *Effects,* and click *Edge Detection.*

Finds the main lines in an image and replaces their color with the opposite color, at the same time most fill colors are darkened, making them like a background. The image takes on a "painted on velvet" appearance. This effect needs a color depth of 256 or less to work properly.

This action can be reversed with the Edit menu's Undo command.

Median Filter

Click on the Image Menu, point the mouse at *Effects,* and click **Median Filter**.

Causes a group of pixels to have the brightness of the "average" pixel in that group. In most cases, this has a "smoothing" effect on the area being filtered. The amount of filter can be changed using Effects setup.

This action can be reversed with the Edit menu's Undo command.

Explosion

Click on the Image Menu, point the mouse at *Effects,* and click **Explosion**.

Breaks up the image, as if the darker pixels exploded. The amount of *Explosion* can be changed using Effects setup.

This action can be reversed with the Edit menu's Undo command.

Pixelize

Click on the Image Menu, point the mouse at *Effects,* and click **Pixelize.**

Breaks the image into a coarse version of itself, as if it were made up of oversized pixels. The amount can be changed using Effects setup.

This action can be reversed with the Edit menu's Undo command.

Fine Rotation

Click on the Image Menu, point the mouse at *Effects,* and click **Fine Rotation**.

Turns the image to the left or right. The degree of rotation can be changed using Effects setup.

> **See also:** Rotate Left, Rotate Right.

This action can be reversed with the Edit menu's Undo command.

Other menu options:

Setup
Click on the Image Menu, then click **Setup.** Opens a dialog from which you can change many of the *Effects* settings.

Filter Factory
Click on the Image Menu, then click Filter Factory. Opens a dialog from which you can perform many other *Effects.*

Swap Colors

Click on the Image menu, then point the mouse at **Swap Colors.**   A submenu allows you to select one of the color combinations to change the image.

This command operates at the pixel level, changing the color of all, or most, depending on which combination you select.

Example: if you choose *RGB -> RBG*, the pixels that are green will be made blue, and the blue pixels will be made green. (In this combination the red pixels stay the same.)

The possible swaps are:

  RGB -> RBG
  RGB -> BGR
  RGB -> BRG
  RGB -> GRB
  RGB -> GBR

Edit Palette

For images with 256 or fewer colors.

If you have a true color image, you can decrease the color depth in the Image menu.

Click on the Image menu, then **Edit Palette.** A dialog shows the colors at use in the image. Click any color for information about it. Double click to edit the color. Your changes will appear in the image. When you are satisfied, click **OK** to close the dialog.

This action can be reversed by the Edit menu's Undo command.

Effects setup

Click on the Image Menu, point the mouse at Effects, then click **Setup.**   A dialog allows optional settings for many of the special effects.

To restore the default settings, click the **Default Settings** button at the bottom of the dialog.

When you are finished, click **OK** to close. To exit without any changes, click **Cancel**.

The settings are:

Sharpen
Enter a value (1-99) to control how deep the sharpen effect is; higher numbers sharpen the image more; the default is 50; higher settings take longer to finish.

Oil Paint
Enter an odd number (3, 5, 7 or 9) to control how coarse the oil paint effect is; higher numbers produce a more streaked effect; the default is 3; higher settings take longer to finish.

Explosion
Enter two values to control the mask value for explosion; this sets how coarse the explosion effect will be; higher numbers produce a more coarse effect; the default is 3 x 3; higher settings take longer to finish.

Fine Rotation
Enter a value to control how far the image is rotated; positive numbers (e.g. 30) rotate the image to the right, negative (e.g. -30) rotate the image to the left; higher numbers rotate the image farther; the default is 45. If you click the *Clear background* check-box below, the area where the image was is blanked out, then the rotated image is placed over it; otherwise, the rotated image is placed on top of the existing image; the default is unchecked (no clear.)

Blur
Enter an odd number, from 3 to 33, to control how coarse the blur effect is; higher numbers produce a wider blur; the default is 3; higher settings take longer to finish.

Median Filter
Enter an odd number (3, 5, 7 or 9) to control how coarse the median filter effect is; higher numbers cause the pixels to become more alike in brightness (most areas will appear "softer"); the default is 3; higher settings take longer to finish.

Pixelize
Enter two values to control the mask value for pixelize; this amount sets how coarse the pixel effect will be; higher numbers produce a more coarse effect; the default is 5 x 5; higher settings take longer to finish.

3D Button
Enter two values to control the width and height of the border for 3D buttons. The settings are in pixels; 15 is the default.

Filter Factory

Note: <u>Filter Factory</u> is used as plugin, download:

and check 'Readme.txt' for installation.

Important note: **IrfanView** can'r read original Photoshop 8BF files, you must use 8BFs created with Filter Factory. You can find several such 8BFs under:

http://www.netins.net/showcase/wolf359/adobepc.htm

Click on the <u>Image Menu</u>, point the mouse at <u>Effects</u> and click **Filter Factory.** A <u>dialog</u> opens   from which to control the <u>filter</u>.

Parameters sliders control the filter: these will cause the filter to act more, or less, on the <u>image</u>. Usually, moving the slider to the right increases the action, to the left decreases. **Default slider values** resets the sliders to whatever values were set by the author of the filter.

Filter Groups help you keep track of them. The display shows the names of all groups available for use. You can add groups to the list, or remove them.

Filters displays the names of the filters in the selected group. You can add filters to the list. Click one of the names to see that filter. The preview image shows what the image will look like if you apply the filter. To use the filter, click **Apply to image.**   This can be reversed using the **Undo** button or by the <u>Edit menu</u>'s <u>Undo</u> command.

Add filter makes more filters available. A dialog box   allows you to find the directory in which your filters are stored. Click the **Use dir** button. All of the filter groups in that directory will be added to the list. Click **Cancel**   to exit without changes. **Remove filter**   removes the selected filter from the list. To remove filters in larger numbers, use **Remove group,** or **Remove all groups**. Removing a filter does not remove it from your hard drive, only from this list.

Filter info displays the filename, filter name, author name, and copyright information for a selected filter. When you are done reading the info, click **OK.**

Thanks to... shows a message of thanks to **Michael Johannhanwahr** for Library provided for use with **IrfanView**.

When you have finished using the filters, click **Exit.**

Options Menu

The following options are available on the **Options Menu:**

Properties

Stop Animation
Extract all frames

Capture

Video Size
Loop video/music
Play Audio CD
Stop Audio CD

Sort directory files
Set as Wallpaper

Minimize
Always on Top

Properties

Click on the Options Menu, then **Properties** (or use the *Properties* tool on the toolbar.) A dialog allows you to change many of the basic functions of **IrfanView**.

Click one of the tabs to see the properties in that section. They are:

JPEG/PCD/GIF,   Extensions, Copy/Move/Delete, Viewing, Other Options 1, Other Options 2.

Stop Animation

Click on the Options Menu, then click ***Stop Animation*** to perform this action.

This is used to "freeze" animated GIFs or animated cursors, ANIs. The motion stops, and the GIF/ANI is made a single image. It can be saved as a non-animated image.

If you want to save all the frames, use Extract all frames.

Extract all frames

Click on the Options Menu, then **Extract All Frames**. A dialog allows you to select the directory in which the frames will be stored. Find the directory you want, then click *Use Dir* to have the images stored there. Click **Cancel** to abort the change. This option is available for *animated GIFs, animated cursors (ANI)*, AVI, MPG, and MOV images.

The frames from the image are placed into the directory with names like this:

   imagename_frame_000.bmp

where imagename is the name of the original image, and 000 is the number of the frame. The frames are stored as *bitmap* (BMP) files.

For mov and mpg images, you are given a chance to change your mind before saving the frames. These files can be quite large when extracted.

AVI, MPG, MOV files:

When you have selected the output directory and clicked **OK ,** another dialog appears: *Movie Information*. This lists the *Width* and *Height* for each frame, as well as the *Bits Per Pixel, total number of Frames, the Extract directory* (the one you just chose,) and the ***total Space Required***. To continue, click **OK**. To exit without extracting the frames, click **Cancel.**

Capture

Click on the <u>Options Menu</u>, then ***Capture.*** A <u>dialog</u> allows you to <u>capture</u> portions of your screen.

Use the option buttons to capture from your ***desktop, a window,*** or a ***client area*** (window without caption, menu and status bar). The box below the option buttons lets you choose the visible window from which to capture. Click one of the windows to select it. Click ***Start*** to copy the window to **IrfanView**. From there you can save it, just like any other <u>image</u>.

You can set a delay for capturing, to capture something that isn't yet on the screen, like the result of running a program. Click the ***Use automatic capture*** box to perform this operation. There are some other necessary settings:

Enter a value in the box marked: ***Capture all***. The value will be the number of seconds apart the viewer will take "snapshots" of the screen. The default is 600 (ten minutes) to prevent automatically taking screen shots before you are ready. Set it for some lower figure; 5 or 10 seconds is fine for most captures.

The ***Save as*** box lets you choose which image format will be used to store the screens on your disk drive. Click the arrow and select one of the formats to change from the default *JPG*. The ***Options*** button brings up another dialog box with <u>special options</u> for certain file types.

The final setting is ***Destination directory for images***. Type in a directory path, or use the ***Browse*** button to find the directory you want to use.

Click the ***Start*** button. The viewer will <u>minimize</u> to the <u>task bar</u>, and the chosen area of the screen will be captured as often as your time setting. Perform whatever actions you need to capture, pausing after each for the screen to be captured. When you have all the screens you need, click the **IrfanView** button on the task bar to bring the viewer back up. Click *Options,* then *Capture,* and uncheck the ***Use Automatic*** option to turn the capture tool off.

Click ***Cancel*** to exit.

Video Size

Click on the Options Menu and point at **Video Size.** A sub-menu appears with the choices **Half size**, **Normal size, Double size** and **Desktop size.** Click to set video playback to that size.

This will make small videos larger,   and some large videos don't play clearly and may look better smaller.

Loop video/music

Click on the Options Menu, then **Loop Video/Music.** This causes video and audio to repeat automatically each time the end is reached.

A check mark next to the menu option shows that it is on. Click again to turn it off.

Play Audio CD

Click on the Options Menu, then **Play Audio CD.** If there is an audio CD in the CD drive, it will start to play.

See also:
     Stop Audio CD

Stop Audio CD

Click on the Options Menu, then **Stop Audio CD.**   An audio CD that is playing will stop.

See also:
Play Audio CD

Sort directory files

Click on the Options Menu and point at **Sort Directory Files.** A sub-menu appears with the choices **by Name, by Date, by Size,** and **by Extension**. These are available in either **ascending** or **descending** order. The final choice is **No sort**. Click your choice.

When you activate any of the options that use the **space bar** to move forward and **backspace** to move backward through the files, such as Full screen mode, they will be in the order set by your sort option.

Set as Wallpaper

Click on the Options Menu and point at **Set as Wallpaper.** A sub-menu appears with the choices **Centered**, **Tiled**,   and **Previous wallpaper**. Choose one to have the current image made into a background for your *Windows* desktop.

Centered appears as just one image on the center of the screen. **Tiled** appears as multiple images, taking up the whole screen. (The desktop icons are on top of the wallpaper.) **Previous wallpaper** restores the image that was replaced by this operation.

Minimize

Click on the Options Menu, then *Minimize* to minimize the viewer to the Windows task bar (the 'Boss'-key ;-).

Click the **IrfanView** button on the task bar to restore the viewer to use.

Another way to minimize is to click the minimize box in the upper right corner of the viewer window. It looks much like the underline (_) character.

Always on Top

Click on the <u>Options Menu</u>, then ***Always on Top.***

IrfanView will always be visible on your screen, even when you open other programs. This can be removed by clicking ***Always on Top*** again.

View Menu

The following options are available on the *View Menu:*

Toolbar

Full screen

Next File in Directory
Previous File in Directory
First File in Directory
Last File in Directory
Random File in Directory
Refresh
Start/Stop automatic viewing

Zoom In
Zoom Out
Original size

Show HEX view

Multipage images

Toolbar

The toolbar allows quick access to some of the most useful features of **IrfanView**.

Turn the toolbar on by using the <u>View Menu</u>, and selecting the *Toolbar* option. Turn the bar off by again clicking on *View* and *Toolbar*. There is an <u>image</u> of the <u>Toolbar</u> here.

The toolbar contains:

<u>Open</u>, <u>Slideshow</u>, <u>Save As</u>, <u>Delete</u>

<u>Cut selection</u>, <u>Copy</u>, <u>Paste</u>, <u>Undo</u>

<u>Image Information</u>

<u>Zoom In</u>, <u>Zoom Out</u>,
<u>Previous File in Directory</u>,
<u>Next File in Directory</u>

<u>Previous page</u>
<u>Next page</u>

<u>Directory Count Display</u>

<u>Properties</u>,   <u>About IrfanView</u>

Full screen

Click on the <u>View Menu</u>, then *Full screen.* The <u>image</u> will be displayed centered on a black background, which fills the entire screen. Move through the images in the current directory using the spacebar for the next image, and backspace for previous.

To cancel *Fullscreen mode*,   press the *Enter* key, or the *Esc* key.

Resizing for Fullscreen mode can be done with resampling, for better results in most cases. Click the <u>Options menu</u>, then <u>Properties</u>, then the <u>Viewing</u> tab. Click the <u>check-box</u> next to *Use 'Resample' function for 'Fit To Desktop' and Fullscreen mode*. To turn it off, click again.

Other options for Fullscreen mode can be set from the *Properties Viewing* tab. The first is a set of option buttons: *Show images/movies with the normal size, Fit to screen: large images/movies only*, and *Fit to screen: all images/movies*. Click the option of your choice.

The next option is *Hide mouse cursor*. If you don't want the cursor onscreen in Fullscreen mode, click this. To return the mouse, click again.

The final option is *Show image filename*. Click this to display the filename of the current image during Fullscreen mode. Click again to turn off. Click the box below, *Show transparent*, to have the filename appear as a light color against the black background. Uncheck the box for the filename to appear as black text inside a white box.

Best Fit to desktop

Click on the Image Menu, then **Best Fit to desktop.** The image will be resized to fit the screen.

This option can be set to automatically fit images larger than the screen to screen size. Click the Options menu, then **Properties,** then the **Viewing** tab. Finally, click the check-box **Always 'Fit To Desktop' for big images**. To turn it off, click the check-box again.

Resizing for **Best Fit to desktop** can be done with resampling, for better results. On the **Viewing** tab (see above) click the check-box next to **Use 'Resample' function for 'Fit To Desktop' and Fullscreen mode**. To turn it off, click the check-box again.

Note: the view option '**Best Fit to desktop**' is a static option; the option will be active for **all** images, the menu item is active and clicked. Click on the option again to disable this feature. **PLEASE** remember if you activate this option!

Next File in Directory

Click on the <u>View Menu</u>, then click **Next File in Directory** (or use the *Next File* tool on the <u>toolbar</u>.) The viewer displays the next supported file.

If the <u>image</u> does not have a vertical scrollbar at its right edge, you can also use the **Space** or **Page Down** key to move to the next file in the directory.

See also:
     <u>Previous File in Directory</u>
     <u>First File in Directory</u>
     <u>Last File in Directory</u>
     <u>Random File in Directory</u>

Previous File in Directory

Click on the <u>View Menu</u>, then click **Previous File in Directory** (or use the *Previous File* tool on the <u>toolbar</u>.) The viewer displays the previous supported file, in reverse sequence.

If the <u>image</u> does not have a vertical scrollbar at its right edge, you can use the **Backspace** or **Page Up** key to move to the previous file in the directory.

See also:
<u>Next File in Directory</u>
<u>First File in Directory</u>
<u>Last File in Directory</u>
<u>Random File in Directory</u>

First File in Directory

Click on the <u>View Menu</u>, then **First File in Directory.** The viewer displays the first supported file in the current directory.

See also:

Last File in Directory

Click on the <u>View Menu</u>, then **_Last File in Directory._** The viewer displays the final supported file in the current directory.

See also:
<u>Next File in Directory</u>
<u>Previous File in Directory</u>
<u>First File in Directory</u>
<u>Random File in Directory</u>

Random File in Directory

Click on the <u>View Menu</u>, then **Random File in Directory.** The viewer displays a random supported file from the current directory.

See also:
<u>Next File in Directory</u>
<u>Previous File in Directory</u>
<u>First File in Directory</u>
<u>Last File in Directory</u>

Refresh

Click on the <u>View Menu</u>, then click **Refresh.** The <u>image</u> onscreen will be updated.

The directory will be updated.

If you have an editing <u>outline</u> around an area of the image for, *Refresh* will remove it.

Zoom In

Click on the <u>View Menu</u>, then **Zoom In** (or use the *Zoom In* tool on the <u>toolbar</u>.) Increases size of the <u>image</u>. Click again for more increase.

The amount of each increase can be set using **Zoom Factor** on the <u>Options menu</u>, <u>Properties</u> <u>dialog</u>, <u>Viewing</u> tab. The default is 10% increase per use.

Zoom Out

Click on the View Menu, then **Zoom Out** (or use the *Zoom Out* tool on the toolbar.) Decreases size of the image. Click again for more decrease.

The amount of each decrease can be set using **Zoom Factor** on the Options menu, Properties dialog, Viewing tab. The default is 10% decrease per use.

Original size

Click on the <u>View Menu</u>, then ***Original Size.***   Removes <u>Zoom In</u> or <u>Zoom Out</u>, returns <u>image</u> to its normal size.

Multipage images

Note: This menu is activated only if you have an image with many pages! (some TIFF/DCX files)

Click on the View Menu, point at **Multipage images.** A sub-menu opens, with several options. to click. The options are:

· Next Page
Click *Next Page* (or use the *Next Page* tool on the toolbar.) The viewer displays the next page in sequence.

· Previous Page
Click *Previous Page* (or use the *Previous Page* tool on the toolbar.) The viewer displays the previous page in reverse sequence.

· First Page
Click *First Page.* The viewer displays the beginning page of the image.

· Last Page
Click *Last Page.* The viewer displays the final page of the image.

· Open Page Number ...
Click this menu and a dialog will be displayed. You can enter a page number to open.

· Print all pages
Click *Print all pages.* The Print dialog may be used to send all pages of the image to your printer.

· Extract all pages
Click Extract all pages. A dialog allows you to select the directory in which the pages will be stored. Find the directory you want, then click **Use Dir** to store the pages there. Click **Cancel** to abort.

The pages from the image are placed into the directory with names like this:

name_irfanview_extract_000.bmp

where *name* is the name of the file and 000 is the number of the page. The pages are stored as bitmap (BMP) files.

· Start animation
Click this menu and choose the time intervall between the pages. The animation will be started. To stop the animation, click: Options->Stop Animation.

Help Menu

The following options are available on the **Help Menu:**

[Help](#)
[Installed Plugins](#)

[Thanks](#)

[Registration](#)

[Info](#)
[About IrfanView](#)

Thanks

Click the Help menu and select *Thanks.*

Displays a message of thanks from me, **Irfan Skiljan,** to all the users of **IrfanView**.

When done viewing the information, click *OK.*

Registration

Click the <u>Help menu</u> and select ***Registration.*** A <u>dialog</u> allows you to enter your name and a registration code.

Although **IrfanView** is free for non-commercial use, it's best to register your copy. The small fee helps the <u>author</u> continue developing one of the best viewer on the WWW.

When done registering, click ***OK.***

Info

Click the <u>Help menu</u> and select *Info.* A <u>dialog</u> will explain who is allowed to use **IrfanView** for free, and where to send your registration fee.

 Also explains where to send bug reports, and other messages to the <u>author</u>. Tells you where to find the **IrfanView** website.

When done viewing the information, click *OK.*

About IrfanView

Click the Help menu and select *About* (or use the *About* tool on the toolbar.)

Gives the current version number of **IrfanView**, e-mail address for the author, and a photograph of his beautiful home town (worth a look, just for that.)

When done viewing the information, click on the bar that says "*Click.*"

Help

Click on the <u>Help menu</u>, then ***Help.*** This Help file (the one you are reading now) will appear.

The first version of this WinHelp file was written by **Steve Clark**, changes after **IrfanView** ver. 3.02 by Irfan.

This Help file was created with HelpWriter ver. 4.2.0.

Many many thanks Steve!

Irfan

Command Line Options

Command line options allow you to set some functions of **IrfanView** before the viewer is launched.

These command line options are supported in IrfanView:

```
/one                    - force "only one instance"
/fs                - force Full Screen
/bf                - force Best Fit to desktop
/title=text        - set window title to 'text'
/pos=(x,y)         - move the window to x,y
/convert=filename  - convert input file to 'filename'
/slideshow=txtfile - play slideshow with the files from 'txtfile'
/thumbs            - force thumbnails
/killmesoftly            - close all IrfanView instances
/closeslideshow    - stop Slideshow and close IrfanView after the last image
/page=Nr           - open page number Nr from a multipage input image
/crop=(x,y,w,h)    - crop input image: x-start, y-start, width, height
/print             - print input image to default printer and close IrfanView
```

Note: Only lower case options are supported (don't type any *UPPERCASE* letters.)

Examples:

    i_view32.exe test.bmp /BF   = incorrect

    i_view32.exe test.bmp /bf /title=My PIC   = correct

Example for conversion**:**

    i_view32.exe c:\test.bmp /convert=c:\giftest.GIF

Convert file: 'c:\test.bmp' to 'c:\giftest.GIF' without GUI.
Note: supported are all **IrfanView** Read/Save formats except: AVI, MOV, MPG, WAV, MID, SND, AU, AIF.

Example for slideshow**:**

    i_view32.exe /slideshow=c:\mypics.txt

The file 'c:\mypics.txt' contains, in each line, a name of the image, including the full path.

Example for thumbnails**:**

    i_view32.exe c:\test\image1.jpg /thumbs

Open 'image1.jpg' and display thumbnails from directory 'c:\test'.

Example for close:

　　i_view32.exe /killmesoftly

Close **IrfanView** and terminate all instances.

Example for /closeslideshow:

　　i_view32.exe /slideshow=c:\mypics.txt /closeslideshow

The file 'c:\mypics.txt' contains, in each line, a name of the image, including the full path. Close **IrfanView** after the last image from the TXT file.

Example for /page:

　　i_view32.exe c:\test.tif /page=3

Open page number 3 from the multipage image 'c:\test.tif'.

Example for /crop:

　　i_view32.exe c:\test.jpg /crop=(10,10,300,300)

Open 'c:\test.jpg' and crop: x-start=10, y-start=10, width=300, height=300 (in pixels).

Example for /print:

　　i_view32.exe c:\test.jpg /print

Open 'c:\test.jpg', print the image to default printer and close **IrfanView**.

Installation

Setting up IrfanView for use.

For the experienced computer user:

Download **IrfanView**, and unzip the files into a directory of your choice. Create a *shortcut* to the program in the *Windows start menu,* or on your *desktop.*

For the less-experienced computer user:

Download a self-install copy of **IrfanView** and start the instalation file.

Unzipped, the file contains several files. *"i_about.txt"* describes the viewer, and gives information about the author. *"i_changes.txt"* is a history of versions of the program. *"i_options.txt"* outlines some advanced features of the program. *"i_view32.exe"* is the program that   makes **IrfanView** work. The two files "*i_view32.hlp*" and "*i_view32.cnt*" are the Help files for the program.

Shortcuts are the labels you click in the *Start Menu,* or the icons on your *Desktop,* that start programs for you. You need to create a shortcut to **IrfanView**. To make one on the Start Menu, click the Start button. Move the cursor up to point at *Settings.* On the sub-menu that appears, click *Taskbar.* A dialog box opens, with two tabs. Click the tab that says: *Start Menu Programs.* In the top half of the box, click the **Add** button. A box called *Create Shortcut* comes up to put in the name of the program. Click the **Browse** button, and another box opens, to locate your copy of **IrfanView**. Find it, click it, then click the **Open** button. The box closes, and **IrfanView** is now selected*.* Click the **Next** button. A box comes up called *Select Program Folder.* Browse through to find the folder where you want the shortcut to appear on your Start Menu. Click the folder name, then click the **Next** button below. Finally, a box comes up called *Select a Title for the Program.* Click the **Finish** button at the bottom of the dialog. Next time you open your Start Menu, a clickable label for **IrfanView** will be in the folder you selected.

The easiest way to create a desktop shortcut is to use the viewer, itself. Open **IrfanView**. Click the Options menu, then click Properties. A dialog box opens; click the tab called Others 1. Almost at the bottom is a button labeled **Create desktop link for IrfanView.** Click this, and an icon for the viewer will appear on your desktop. Click the **OK** button to close. Next time you want to use the viewer,   just double click the icon.

Save, Options JPEG/GIF

JPEG
The upper half of this tab lets you set a quality level for *JPG* images. Move the slider control to the desired setting. Lower settings take less space, but deliver less quality. Higher settings are better, but take more file space. The default setting is 80, which is fine for most images.

Check the ***greyscale*** box to save the image as that. Click the **Save progressive** (like many images from internet) box to activate that option. Click either again to remove the choice.

GIF
The bottom half of the dialog has options for *GIF* images. Click the **Save Interlaced** (like many images from internet) box for that option. Click **Save Transparent Color** to set a transparency for the GIF. Type a number in the box below to use that palette entry as the transparent color. For more on this, see Edit Palette. If you have a true color image, you must first decrease the color depth to 256 colors to see the palette.

After setting the options you choose, click **OK** to close the dialog. To exit without any changes, click ***Cancel.***

The new settings will stay in effect until you change them again.

See also:
    Save
    Save As
    Save, Options LWF
    Save, Options TIFF
    Save, Options, PNM

Directory Count Display

On the toolbar, shows how many images are in the current directory, and which number is selected. "1/5" means the selection is number one out of five images in the directory.

To set a custom directory index, type a number into the box. The viewer will open that image.

For Multipage TIFF's, this gives the page location and number of pages. "1/5" means page one of five.

Properties, JPEG/PCD/GIF

Click on the Options Menu, then Properties. If the **JPEG/PCD/GIF** section is not showing, click its tab at the top of the box.

JPEG
This part lets you select whether to **load JPEG images as grayscale**, which is faster. Click the check-box if you want to use this option. Click it again to un-set the option.

PhotoCD
This part allows you to choose the **size** at which **PhotoCD** images are loaded. Click one of the option buttons to make your selection.

Animated GIF
Option buttons allow choice of several setups for animated GIFs. The default is to **show animation**. You can also choose to **show only the first image** in the GIF, or to **extract all the images** into a directory on your hard drive. If you choose the last option, be sure to type a directory in which to place the images.

Below the option buttons is a check-box to click if you want to **show transparency in non-animated GIFs**, as well.

When you are done, click **OK**. To exit without making any changes, click **Cancel.**

Properties, Extensions

Click on the <u>Options Menu</u>, then <u>Properties</u>. If the **Extensions** section is not showing, click its tab at the top of the box.

Here you choose which file types will be automatically associated with **IrfanView**. Those files will show the viewer's icon next to them in directories; double clicking the file name will launch the viewer, with the file already loaded. Click any of the check-boxes next to files you want to associate. If you want them all, click **Select all. Clear all** removes all associations.

At the bottom of the selections area is a box for entering other file extensions not listed. Click the box, then type in the extensions, each separated by a single space.

If you activate **Load only associated types during moving through directory** you will see only associated extensions if you move through a directory with space/backspace.

Below the selections area is a box you can click to **Use Thumbnails for loading BMP images**. It is checked by default. Click it to remove the option.

The **Advanced** button has some choices for *Windows* shell operations. Click to access these options: **Add IrfanView To Send-to Menu**, **Add 'Browse with IrfanView' for Drives and Folders to Shell-Menu** and **Add Open-browse to Shell Menu** (This option can cause some problems with the MS Office toolbar!).

The **Set Icon** button allows you to choose a different icon for **IrfanView**. Click the button to see several choices; click an icon to choose it. Click **OK** to finish your choice, or **Cancel** to exit without making any changes.

When you are done, click **OK**. To exit without making any changes, click **Cancel.**

Properties, Copy/Move/Delete

Click on the Options Menu, then Properties. If the **Copy/Move/Delete** section is not showing, click its tab at the top of the box.

The first section allows setting a default directory for Copy operations. Type in a directory, or click the browse button to select one. If you click the check-box below, **IrfanView** will ask your **permission before making any copies**.

The second section sets a default directory for Move operations. Click the check-box to have **IrfanView** ask **permission before moving files**.

The third section has several check-boxes that refer to delete operations. You may choose to have **IrfanView** ask **permission before deleting files, send deleted files to the Windows Recycle Bin**, or **jump to the next file after deleting one**. Click any or all of the boxes to select these options.

When you are done, click **OK .** To exit without any changes, click **Cancel.**

Properties, Viewing

Click on the Options Menu, then Properties. If the **Viewing** section is not showing, click its tab at the top of the box.

The top half of this dialog has several options. The first is **View all files in directory**. Click this to have the viewer display all file extensions supported by **IrfanView** in each directory. If this is un-checked, you can't open next/previuos file with space/backspace or with the toolbar arrows.

The next option sets the **Zoom factor** for Zoom In and Zoom Out. The default is 10% increase or decrease each time you zoom the image. Type a number in the box to change this amount.

The next option is **Always 'Fit To Desktop' for big images**. Click this to have the viewer reduce oversized images until they can be seen fully on the screen. Images smaller than the screen will not be changed.

The next option is **Use 'Resample' function for 'Fit To Desktop' and Fullscreen mode**. Click this to have the viewer display the best possible version of an image when you put it in Full screen or Best Fit to desktop mode.

The next option is **Dither 24 BPP images on 16 BPP displays**. Click this if you want better displaying of the true color images if you have 65536 colors under your Windows.

The next option is **Enable gamma correction**. Enable it if you want to change the intensity of each loded image. The default value is 1.00 (no changes), the range is between 0.01 and 6.99.

The bottom half of this tab contains options for the Full screen mode:

The first is a set of option buttons: **Show images/movies with the normal size, Fit to screen larger images/movies only**, and **Fit to screen all images/movies**. Click your choice. The next option is **Hide mouse cursor**. Click this to prevent the mouse cursor from showing onscreen while the images are displayed. The next option is **Show image filename**. Click this to have the name of each image displayed onscreen with the image. Below this option is **Show transparent**. If this is un-checked, the filename will appear in a small box.. Check this and the filename will be shown without the box.

When you are done, click **OK**. To exit without making any changes, click **Cancel.**

Properties, Others 1

Click on the Options Menu, then Properties. If the **Others 1** section is not showing, click its tab at the top of the box.

Check-boxes allow access to options; click any that you want to select. They are:

· **Use Undo option:**   Unchecking disables this function of the Edit Menu.

· **Ask to overwrite for Save and Save As:** checking makes the viewer ask permission before it destroys an old file in favor of a new one.

· **Display Save dialog for File -> Save:**   when checked, clicking on Save will bring up the standard dialog, through which you can choose a directory in which to save the image. Uncheck the option and *Save* will resave an image in place of the original. Note that this is only for Save; clicking on Save As still brings up the dialog box.

· **Only 1 Instance of IrfanView:** unchecking will allow the viewer to open more than once at the same time. Checking the box will prevent more than one instance of the viewer at any time.

· **Ask to Rename Incorrect Extension:**   while loading a file which has had the name given an incorrect extension, **IrfanView** will ask permission before changing it. If you uncheck this box, the viewer will load the file without making any changes.

· **Don't notify if end/begin of directory is reached:** when you reach the last of the images in a directory, **IrfanView** asks if you want to jump to the first again; checking this option will suppress the question, and just go right to the first image. In reverse direction, it will go to the last image.

There are also two buttons, for further options:

· **Clear MRUDs list:** clicking this removes all the names from the *Most Recently Used Directories* list; this option may be used at any time.

· **Create Desktop Link:** places an icon on your *Windows* desktop that can be double clicked to start the viewer.

When you are done making selections, click **OK**. To exit without any changes, click **Cancel.**

See also:

Save, Options LWF

LWF
Click one of the option buttons to set a compression level for *LWF* images. If you select **Compression Rate** or **Compress to bytes***,* type in a value for the option.

After setting your options, click **OK** to close the dialog. To exit without any changes, click **Cancel.**

The new settings will stay in effect until you change them again.

See also:
Save
Save As
Save, Options JPEG/GIF
Save, Options TIFF
Save, Options, PNM

Save, Options TIFF

TIFF
Click one of the option buttons to set a compression type for TIFFs. The left side is for color images, the right may be used for black & white.

After setting your options, click **OK** to close the dialog. To exit without any changes, click **Cancel.**

The new settings will stay in effect until you change them again.

See also:

Open with external editor

Click on the <u>File menu</u>, then ***Open with external editor.***   Your chosen "other" viewer/editor will be launched, with the <u>image</u> loaded into it (e.g. Adobe Photoshop, Paint Shop Pro etc.).

To use this option, you must first <u>select an external editor</u>.

See also:
    <u>Open</u>
    <u>Reopen</u>

Properties, Others 2

Click on the Options Menu, then Properties. If the **Others 2** section is not showing, click its tab at the top of the box.

A box allows you to "***Set external viewer/editor (for Menu 'File' and Thumbnail window):***"   Type in the location of another graphics viewer or editor, with the full path to where it is on your hard drive. You can also click the **Browse** button to locate the program.   Now when you click the Open with external editor option on the File Menu or Thumbnail window, your selected editor will be launched, with the current image shown in it.

Apple QuickTime options:

IrfanView has QuickTime support! This allows **IrfanView** to read following formats: **MOV, QTIF, Mac PICT, FLI/FLC**. You can enable/disable this support for these formats.

The next option is ***Center window if loading new image***. Click this, and each time you load a new image in the viewer, it will be centered on your desktop.

The next option is ***Remember the last window position***. Click this, and each time you open the viewer, it will be positioned on your screen where it was when you last closed it.

The next option is ***Don't change directory index after file renaming***: when checked, the current directory index will be not changed if you rename a file, otherweise, the index   will be changed to the new position in the name list. ***Add MRUDs to menu File;*** enable/disable MRUDs (most recently used directories) in the File menu.

When you are done making your selection, click **OK**. To exit without any changes, click **Cancel.**

See also:
     Properties, Others 1

Start or Stop automatic viewing

Click on the <u>View Menu</u>, then ***Start/Stop automatic viewing.*** The window-slideshow will be started, with images from the current directory. Click again on this menu to stop the automatic viewing.

Hotkeys

Available keyboard shortcuts in **IrfanView**:

Key:	Function:
+	Zoom In
-	Zoom Out
é	Scroll image up
ê	Scroll image down
è	Scroll image right
ç	Scroll image left
TAB	Switch between main and thumbnail (if visible) window
A	About-Box dialog
CTRL + A	Acquire
B	Batch Conversion dialog
C	Capture dialog
CTRL + C	Edit -> Copy
CTRL + SHIFT + C	Set as wallpaper - centered
D	Edit -> Delete
CTRL + E	Effects setup
F	Best fit to desktop
CTRL + F	Open first file in the directory
G	Stop GIF or ANI animation
SHIFT + G	Enhance colors
H	Horizontal flip
CTRL + H	Original size (no zoom)
I	Image information
K	Filter Factory dialog
L	Rotate left
CTRL + L	Open last file in the directory
M	Minimize **IrfanView** window (Boss key ;-)
CTRL + M	Open random image from the directory
CTRL + N	Show next page in a multipage TIFF
O	Open dialog
P	Properties dialog
CTRL + P	Show previous page in a multipage TIFF
SHIFT + P	Print dialog
CTRL + SHIFT + P	Set as wallpaper - previuos wallpaper
R	Rotate right
CTRL + R	Resample dialog
SHIFT + R	Reopen file
S	Save as - dialog
CTRL + S	Save - dialog
T	Thumbnails
CTRL + SHIFT + T	Set as wallpaper - tiled
U	Refresh (display and directory list)
V	Vertical flip
CTRL + V	Edit -> Paste
F3	Show image in HEX viewer
F1	Help
INSERT	Edit -> Paste

W	Slideshow dialog
CTRL + W	Slideshow with current directory files
CTRL + X	Edit -> Cut
CTRL+ Y	Edit -> Crop
CTRL+ Z	Edit -> Undo
Space	Load next file in directory
Backspace	Load previous file in directory
CTRL+ Page Down	Load next file in directory
CTRL+ Page Up	Load previous file in directory
Page Up	Load previous file in directory OR scroll image up
Page Down	Load next file in directory OR scroll image down
Home	Scroll to begin (horizontal scroll)
End	Scroll to end (horizontal scroll)

Available mouse shortcuts in **IrfanView**:

Normal mode:

Left button drag	Make a Selection
Right button drag	Scroll image in direction of drag
Left button double-click	Switch to fullscreen mode
Wheel up	Load previous file in directory OR scroll image up
Wheel down	Load next file in directory OR scroll image down

Fullscreen mode:

Left button click	Load previous image in the directory
Right button click	Load next image in the directory

Uninstall IrfanView

How to uninstall **IrfanView**:

1. Start **IrfanView** and go to <u>Properties -> Extensions</u>

2.   Press the *Advanced*-button and uncheck all options. Press **OK**.

3. <u>Unselect all</u> extensions and press **OK** (The most extensions will be free now, you must start another viewer and assotiate your extensions)

4. Close **IrfanView** (and delete **IrfanView** folder)

Open in HEX Viewer

Click on the <u>File menu</u>, then *Open in HEX viewer*. You can open any file in the HEX viewer.
You can see all bytes in HEX and ASCII mode of the opened file.

This option is used by advanced users.

To close without opening a file, click *Cancel .* Another way to close is to click the *X*   in the upper right
corner.

Show HEX view

Click on the View Menu, then **Show HEX view.** This option will show you the HEX view of the current image.
You can see all bytes in HEX and ASCII mode of the opened file.

This option is used by advanced users.

Count colors used

Click on the Image menu, then *Count colors used.*

The number of unique colors in this image is displayed.

Batch Scanning

Click on the File menu, click *Batch Scanning.*

First, you have to choose an output directory for scanned images.

The program that runs your scanner, or any other TWAIN compatible device (digital camera, TV card etc.), will appear. Follow the steps given in your scanner's manual for scanning an image.

Images will be saved in the output directory as BMP files. The file names are "ScanImage01.bmp", "ScanImage02.bmp" etc.

When finished, the last scanned image will be placed into **IrfanView**.

See also:
    Select TWAIN Source

Save, Options PBM/PGM/PPM

PBM, PGM, PPM
Click one of the option buttons to set a encoding type for PBM/PGM/PPMs. Ascii will produce very large files.

After setting your options, click **OK** to close the dialog. To exit without any changes, click **Cancel.**

The new settings will stay in effect until you change them again.

See also:

Frequently Asked Questions

Here are some interesting questions about **IrfanView** , bug reports etc.

Q: I will create a CD-ROM with images and I will put IrfanView on the CD. How can I start *IrfanView's Slideshow* when I insert the CD in the drive?
A: First: put IrfanView in to the root CD directory. Second, create a TXT file with files for the slideshow; you can use RELATIVE path names too. Third: put in your "autorun.inf" the IrfanView call "i_view32.exe /slideshow=txt_file_name".

Q: TOP Bug report: since yesterday, IrfanView shows all images distorted! Why?
A: The image menu option "best fit to desktop" is activated (or similar option for large images in 'properties->viewing'), please uncheck.

Q: How can I make IrfanView as my default viewer?
A: Start IrfanView, go to 'properties->extensions' and associate your types ...

Q: Bug report: there is a memory problem when I view many WMF/EMFs with IrfanView in the fullscreen mode!
A: This is a Windows95/98 problem, IrfanView uses the Windows metafile driver. WinNT works fine ...

Q: TOP Bug report: the thumbnail window crashes if I have many files in a folder!
A: Again, this is a Windows 95/98 bug, the max. number of files in the folder is system dependent. WinNT works fine ...

Q: TOP Bug report: since yesterday, IrfanView shows all my images black/white! Why?
A: The load option for JPGs "Load as grayscale" in 'properties->JPEG' is activated, please uncheck ...

Q: TOP Bug report: if I try to play some AVIs and MPGs with IrfanView, I always get the error message "MMSYSTEM XXX, no device ..."!
A: IrfanView uses the Windows MCI driver for playing of most multimedia formats. This driver is either not installed or can't play this file. Please install MS ActiveMovie ('amovie.exe', ca. 1 MB) or search the Internet for right codec and install it.

Q: TOP Bug report: if I try to play some AVIs, I get the error message "Video not available, cannot find vids decompressor"!
A: The correct video codec is not installed, please check this site for the right codec:

    http://www.webartz.com/fourcc/indexcod.htm

Q: TOP Bug report: in the thumbnail window, when I click on a thumbnail, nothing happens, the image will be not displayed in the main window!

A: You have an old version of the "comctl32.dll", please update this Windows component from the MS homepage:

`http://www.microsoft.com/msdownload/ieplatform/ie/comctrl.asp`

PlugIns

Since the version 3.07, **IrfanView** can use plugins.
Please use always the actual **IrfanView** version and the actual plugin version ...

How to install **IrfanView** plugins?

1. Download the plugin
2. Find your **IrfanView** directory
3. Create in the **IrfanView** directory a new directory called "**PlugIns**"
4. Unzip/Copy the PlugIn-DLL into the "**PlugIns**" directory

Available plugins:

1. MP3 - plugin: allows **IrfanView** to play MP3/MP2/MP1 files.
   Download: http://stud1.tuwien.ac.at/~e9227474/plugins/mp3.zip

2. LWF - plugin: allows **IrfanView** to read/write LuRaWave LWF files.
   Download: http://stud1.tuwien.ac.at/~e9227474/plugins/lwf.zip

3. FPX - plugin: allows **IrfanView** to read FlashPix files.
   Download: http://stud1.tuwien.ac.at/~e9227474/plugins/flashpix.zip

4. PCD - plugin: allows **IrfanView** to read Kodak PhotoCD files.
   Download: http://stud1.tuwien.ac.at/~e9227474/plugins/photocd.zip

5. KDC - plugin: allows **IrfanView** to read Kodak Digital Camera files.
   Download: http://stud1.tuwien.ac.at/~e9227474/plugins/kdc120.zip

6. Filter Factory - plugin: allows **IrfanView** to use Filter Factory 8BF files (Photoshop plugins).
   Download: http://stud1.tuwien.ac.at/~e9227474/plugins/ffactory.zip

7. Formats - plugin: allows **IrfanView** to read some rare image formats. Current formats:
   BioRAD, **Dicom/ACR**, **Mosaic, XBM, XPM, IMG, EXIF**.
   Download: http://stud1.tuwien.ac.at/~e9227474/plugins/formats.zip

8. FLASH - plugin: allows **IrfanView** to read Macromedia Flash/Shockwave files.
   Download: http://stud1.tuwien.ac.at/~e9227474/plugins/flash.zip

9. DJVU - plugin: allows **IrfanView** to read AT&T DJVU files.
   Download: http://stud1.tuwien.ac.at/~e9227474/plugins/djvu.zip

10. RA-Player - plugin: allows **IrfanView** to play Real Audio RA files.
   Download: http://stud1.tuwien.ac.at/~e9227474/plugins/ra_player.zip

PS.
You can download **all plugins** as one large ZIP:
   Download: http://stud1.tuwien.ac.at/~e9227474/plugins/all_plugins.zip

Create new image

Click on the Image Menu, then **Create new image.** A dialog allows you to create a new (empty) image.

You can set the image witdh/height, number of colors (BPP) or grayscale and the background color (default is black).

Installed PlugIns

Click the <u>Help menu</u> and select ***Installed Plugins.***

Displays a <u>dialog</u> with installed **IrfanView** Plugins.

When done viewing the information, click ***OK.***

Glossary

A
AIF
ANI
AU
AVI
B
BMP
C
CAM
capture
check-box
clipboard
CLP
CPT
CUR
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DAT
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DCX
dialog
DIB
Dicom/ACR
DJVU
DLL
drag
dragging
E
EMF
EPS
EXE
extension
F
fill color
filter
Filter Factory
FLI/FLC
FPX
G
G3
GIF
grayscale

greyscale

I

ICL

ICO

IFF

IFF/LBM

image

IMG

interlaced

J

JPEG

JPG

JPG/JPEG

K

KDC

L

landscape

LBM

LWF

M

Mac PICT

maximize

MID

minimize

MOV

MP3

MPEG

MPG

MPG/MPEG

O

option button

outline

P

PBM

PCD

PCX

PGM

PhotoCD

pixel

PNG

portrait

PPM

progressive

PSD

PSP

Q
QTIF
R
RAS
RAS/SUN
RealAudio
RLE
RMI
S
SFW
slider control
SND
sub-menu
SUN
SWF
T
tabs
task bar
TGA
thumbnail
TIF
TIFF
TIFF/TIF
transparent color
W
WAV
Windows Clipboard
WMF
X
XBM
XPM

AIF

Sound file, Audio Interchange Format from Amiga computers.

ANI

Animated Cursor format for Microsoft Windows.

AU
Encoded Audio format used by Sun and NeXT machines.

AVI
Audio Video Interleaved: Microsoft's video format for Windows.

BMP

Windows Bitmap: The <u>image</u> format Microsoft created for use in Windows.

CAM
Casio digital camera file.

capture

To store a part of the monitor screen in memory and turn it into an <u>image</u>, which can be saved and modified just like any other image. Capture utility programs (such as that in IrfanView) let you choose exactly which part of the screen to save.

check-box
A small square box, usually to the left of some text; clicking the box with the mouse makes a mark appear, showing it as a selected option. The text identifies what the option is for. Often check-boxes appear in groups, to allow multiple selections.

clipboard
An area used by Windows to store various file information for cut/copy/paste operations. For programs that support the clipboard (most do,) you can cut or copy from one application, and paste into another. An example: an image edited pixel-by-pixel in Windows Paint can be copied to the clipboard, then pasted into IrfanView, from which it can be saved in a variety of formats. (Paint only saves as bmp.) Each time you cut or copy to the clipboard, it replaces whatever was there before.

CLP
Windows <u>clipboard</u> format; used to store various types of files for Windows cut/copy/paste operations.

CPT
CorelDraw Photopaint image, IrfanView can read only older versions, Photopaint 6, 5 etc.

CUR

Cursor Resource file format for Microsoft Windows; contains <u>image</u> data for cursors used by Windows applications. (Files may contain multiple images, plus a directory.)

DAT
Video CD format; don't confuse this with Windows dat files, which hold information about programs and such.

DCM/ACR

Dicom/ACR file format for medical images.

Note: DICOM/ACR format hasn't a specific header and IrfanView can't recognize all such images. If you want to read Dicom/ACR images with IrfanView the file extension MUST BE ".dcm" or ".acr".

DCX
Multipage PCX   files format.

dialog

In Windows, a box that appears when you click a menu item or button. The box will contain items from which you can select, to more accurately perform a function. For example, a Files dialog allows you to browse through the files on your hard drive, choose the one you want, and open it.

DIB

Device Independent Bitmap: another form of <u>BMP</u>, used widely with printers and display devices.

Dicom/ACR

Dicom/ACR file format for medical images.
Note: DICOM/ACR format hasn't a specific header and IrfanView can't recognize all such images. If you want to read Dicom/ACR images with IrfanView the file extension MUST BE ".dcm" or ".acr".

DJVU
DejaVu image format from AT&T,
with good compression

DLL

Dynamic Link Library; under Windows, a file that can contain portions of a program, to make the program more useful; it can also hold information to help the main program do its job better; many dll's hold icons that can be opened in IrfanView.

drag

Pulling the mouse, usually while holding down one of the buttons. This is used to highlight or <u>outline</u> an area, so that some special operation (such as cut or paste) can be performed on the area you select.

dragging
Pulling the mouse, usually while holding down one of the buttons. This is used to highlight or <u>outline</u> an area, so that some special operation (such as cut or paste) can be performed on the area you select.

EMF
Enhanced Metafile Format; Microsoft's device-independent vector format for Windows.

EPS

Encapsulated PostScript: mostly used for desktop publishing; uses the Postscript page description language; these can be used on both PCs and Macs.
Note: IrfanView can open only EPSs with a TIFF preview image.

EXE
Executable file under DOS and Windows; many exe's contain   icons that can be opened in IrfanView.

extension

The part of a filename that comes after the dot (.) character. In a filename such as "i_view32.exe" the "exe" is the extension, and tells us this is an executable file - one that performs a function. (In this case, it is the IrfanView program file.) Some common graphics file extensions include .jpg, .gif, and .tif.

fill color
A color used to fill a large area, as opposed to drawing individual lines; if you see a drawn circle and the inside area of the circle is yellow, yellow is the fill color.

filter

For images: a small computer program that performs some action on the image, changing it in specific ways; filters can be used to smooth or roughen an image, correct or remove the color, and perform many other editing functions; most often, filters are used to create special effects.

Filter Factory

A creation tool for <u>image</u> filters. These filters are Photoshop compatible. With filters, you can produce an almost endless series of special effects from very tiny changes in the image to complete makeovers. There are thousands of such filters available;   many can be found   for free on the internet.

FLI/FLC
Autodesk animation format

FPX
Flashpix format

G3
Group 3 Facsimile Apparatus format, used for document transmission.

GIF

Graphics Interchange Format: The format created by CompuServe for the faster exchange of graphics over modem lines; widely used in Web publishing.

grayscale
Despite the name, grayscale is actually a mode of color; it uses 256 shades of grey to render an <u>image</u>, producing a richly varied tonal quality; black and white uses just two colors, black with white spacing to render.

greyscale
Despite the name, greyscale is actually a mode of color; it uses 256 shades of grey to render an <u>image</u>, producing a richly varied tonal quality; black and white uses just two colors, black with white spacing to render.

ICL
Icon Library format, used by many icon editing programs; can contain one or many icons for use in other programs.

ICO
Windows   Icon: used by Windows to represent programs and other files.

IFF
Interchange File Format: the <u>image</u> format standard for Amiga computers.

IFF/LBM
Interchange File Format: the <u>image</u> format standard for Amiga computers.

image
The graphics you see on your screen; they can be photographs showing your home town, line drawings showing Mickey Mouse, even the undulating, weird backgrounds you see at many WWW websites. They can range in size from a single dot on your screen (so small it is difficult to see,) to huge objects that go off the screen in all directions, causing you to scroll the screen back and forth, up and down, to see them.

IMG
GEM Raster image, from Atari

interlaced

In terms of some <u>image</u> types, such as gif: an image which builds up on the screen, showing the full image, but of low quality, then gradually building until the full quality image is visible. This allows the user to see some of the image as it builds. This is much the same as Progressive.

JPEG

Joint Photographic Experts Group: 24-bit support and fine compression make this format another standard for publishing on the Web.

JPG

Joint Photographic Experts Group: 24-bit support and fine compression make this format another standard for publishing on the Web.

JPG/JPEG

Joint Photographic Experts Group: 24-bit support and fine compression make this format another standard for publishing on the Web.

KDC
Kodak digital camera format

landscape

In reference to printers, printing an <u>image</u> so that it is faced with one long edge of the paper nearest you, as most landscape paintings would be faced. The other standard facing is Portrait.

LBM

Interchange File Format: the <u>image</u> format standard for Amiga computers.

LWF

LuRaWave Format: wavelet compression image format from LuRaTech GmbH, Germany. Format enhanced to improve on JPG, with better quality and more control options. IrfanView is the first viewer with LWF support.

Note: IrfanView can't save images larger than 640x480 as LWF.

Mac PICT
Macintosh PICT format

maximize

To "blow up" a program window so that it fills the entire screen. This is useful if the information in the program does not fully display at a smaller screen size.

MID

Musical Instrument Digital Interface (MIDI): a file created with a set of standard formats to instruct electronic musical instruments how to play; with a MIDI player (such as IrfanView,) you can play a basic version of the song through the computer's speakers.

minimize

To remove a program, such as IrfanView, from the screen and have it appear as a button on the <u>task bar</u> at bottom of the screen. Click the button to restore the program to the screen.

MOV

Quick Time Movie format; Apple Computer's format for movie and other time-based data file storage.
Note: IrfanView uses the MS Active Movie for MOV playing. Active Movie can't play all MOVs, especially many QuickTime-created MOVs.
Install Apple Quick Time and check Properties->Others 2 in IrfanView ;-)

MP3

MPEG audio layer 3 format, very popular :-)

MPEG
Moving Pictures Experts Group: a standard for full-motion video; provides 352x240 resolution, 30 frames per second, and CD-quality sound; also used to compress audio without video.

MPG
Moving Pictures Experts Group: a standard for full-motion video; provides 352x240 resolution, 30 frames per second, and CD-quality sound; also used to compress audio without video.

MPG/MPEG

Moving Pictures Experts Group: a standard for full-motion video; provides 352x240 resolution, 30 frames per second, and CD-quality sound; also used to compress audio without video.

option button
A small circle, usually to the left of some text; clicking the circle with the mouse makes a mark appear, showing it as a selected option. The text identifies what the option is for. Option buttons appear in groups, to allow a single selection from many choices; clicking one automatically "unclicks" all the others. Sometimes these groups are known as radio buttons, for their similarity to selecting a station on a radio.

outline

Highlighting an area you want to work on.

Put the mouse cursor at one corner of the area you want to outline. Press the left button, and hold it. Drag the mouse across and down (or up,)   to the opposite corner of the area you want outlined. A border appears as you <u>drag</u> the mouse. Release the button when you are done <u>dragging</u>.

This technique is used in such operations as cropping, and adding text to an <u>image</u>. If the buttons on your mouse are reversed, use the right button as described above.

PBM
Portable Bitmap File format; mostly used to convert between various types of bitmap images.

PCD
Digital images from Kodak, presented as "slides" on a CD-ROM. IrfanView can open the Overview-PCD files too!

PCX

PC Paintbrush format from ZSoft Corporation. These images are used by many word-processing and desktop publishing programs.

PGM

Portable Greymap File format; mostly used to convert between various types of greymap images.

PhotoCD

Digital images from Kodak, presented as "slides" on a CD-ROM. IrfanView can open the Overview-PCD files too!

pixel
Picture element: One dot in an <u>image</u>. It is the smallest (practical) element used to make up a picture.

PNG
Portable Network Graphics: A format that combines the best qualities of gifs and jpgs; used for Web publishing.

portrait

In reference to printers, printing an <u>image</u> so that it is faced with one short edge of the paper nearest you, as most portrait paintings would be faced. The other standard facing is Landscape.

PPM

Portable Pixelmap format; mostly used to convert between various types of color images.

progressive

In terms of some <u>image</u> types, such as jpg: an image which builds up on the screen, showing the full image, but of low quality, then gradually building until the full quality image is visible. This allows the user to see some of the image as it builds. This is much the same as Interlaced.

PSD

PhotoShop Software Development file, used for development with Adobe Photoshop and related software.
Note: IrfanView (and other viewers too) can't correct display some PSD files, especially CMYK PSDs.

PSP

Paint Shop Pro file format, from Jasc Software; special graphics format that can describe a multi-layered image in complete detail.

Note: IrfanView will display only the first layer (if many) in a PSP image.

QTIF
Quick Time format

RAS

Sun Raster: The native bitmap file format for Sun Microsystems   workstations.

RAS/SUN

Sun Raster: The native bitmap file format for Sun Microsystems   workstations.

RealAudio

RealAudio (*.ra): audio/video format developed by RealNetworks, www.real.com. IrfanView plays RA-files with the player plugin, please download and install.

RLE
Run Length Encoded image format

RMI
MIDI file (MIDI sequence.)   See also: <u>MID</u>.

SFW
Seattle Film Works format

slider control
A control used in Windows to set a value for something. An example: in IrfanView, click on the Image menu, then select Brightness. A <u>dialog</u> opens with a slider control that allows you to set the value of brightness you want. In the Brightness control, the value starts at zero, and you can move the slider down to -255 (less bright,) or up to +255 (more bright.) Click on one of the arrows to move the setting slowly. Click the area between the arrows to move the settings more rapidly. Put the mouse directly on the control bar (the box that starts at the zero setting,) press the left mouse button and hold it, and <u>drag</u> the bar to change the settings very rapidly. Most slider controls are similar.

SND
Sun-workstation sound file, similar to AU.

sub-menu
On a Windows menu, an extra menu that "pops up" when you point the mouse at one of the menu choices. This sub-menu gives further control over the choice. An example: on the Image menu, point the mouse at Effects; a sub-menu will appear to let you choose which effect to perform.

SUN
Sun Raster: The native bitmap file format for Sun Microsystems workstations.

SWF
Macromedia's Shockwave format

tabs

Small extensions at the top of a <u>dialog</u> box; they look like tabs on a file folder; clicking one changes to a different section of the dialog, allowing access to other options.

task bar
The area of Windows along the bottom of the screen. This displays various information about Windows' status, such as the clock in the lower right corner. Also shown in the bar are the buttons representing open programs, such as IrfanView. If you <u>minimize</u> a program, you remove it from the screen, but leave it active. Only its button shows, until you click the button to restore it.

TGA

Truevision Advanced Raster Graphics Adapter (TARGA): Format by Truevision, Inc, used to support image capturing; used with a series of high-resolution graphics adaptors released under the TARGA name.

thumbnail
A small version of a larger <u>image</u>. Thumbnails are used as "stand-ins" for images where space is a problem. Example: pages on the WWW often use thumbnails to represent images stored at the website. The thumbnails take a fraction of the time to load that the large images would take. Usually, the thumbnail is linked to the large image, so that a click on it will load the full-sized version.

TIF

Tagged Image File Format: a widely used raster format, jointly supported by Aldus; used mostly in desktop publishing; can be viewed on both Macs and PCs; this is the format used by most fax machines.

TIFF

Tagged Image File Format: a widely used raster format, jointly supported by Aldus; used mostly in desktop publishing; can be viewed on both Macs and PCs; this is the format used by most fax machines.

TIFF/TIF

Tagged Image File Format: a widely used raster format, jointly supported by Aldus; used mostly in desktop publishing; can be viewed on both Macs and PCs; this is the format used by most fax machines.

transparent color
One color in an <u>image</u> that does not show onscreen. This is most often used to allow an image background to be invisible against other colors. An example would be a company logo used on an internet web page; a transparent background color would allow it to be placed directly over other images on the page, and all will still be visible.

WAV

Windows audio file; they take up a lot of space, but can serve as a go-between for converting between some of the other sound formats.

Windows Clipboard

An area used by Windows to store various file information for cut/copy/paste operations. For programs that support the clipboard (most do,) you can cut or copy from one application, and paste into another. An example: an image edited pixel-by-pixel in Windows Paint can be copied to the clipboard, then pasted into IrfanView, from which it can be saved in a variety of formats. (Paint only saves as bmp.) Each time you cut or copy to the clipboard, it replaces whatever was there before.

WMF
Windows MetaFile format; Microsoft vector graphics file, more compact and portable than bmp images.

XBM
X11 Bitmap

XPM
X11 Pixmap