# WinGIF

The Index contains a list of all Help topics available for WinGIF. Index items are arranged either alphabetically within each major category or by menu order. You can use the scroll bar to see the entries that are not currently visible in the Help window.

## How to View an Image

WinGIF can be used to view files in GIF, PCX, BMP, and RLE formats. To view an image file in any of these formats, choose the File Open command, highlight the image file name and select Open. WinGIF will then display the image. Since many windows display drivers will only display a standard 16 colors some images will not look correct when you first open the file. It is recommended that you use the Quick Dither option with these displays for previewing  these images. To get the best possible view of such images from your Windows driver, use WinGIF's ability to dither the image by using either the Edit VGA 16 Dither or the Edit Monochrome Dither commands.

## GIF or PCX to BMP Conversion

To create a BMP file suitable for use as Windows wallpaper from an existing image in GIF or PCX format, first load the GIF or PCX file using the File Open command.

After WinGIF finishes opening your file, you might notice that the colors don't look right, this is probably from trying to display many colors on a display that only uses 16 colors under windows. Use the Quick Dither option to get a better preview of the image. Resize the image to the desired size using one of the Resizing commands in the Edit menu. Several of the most common screen sizes have their own menu items, but if you want to specify an exact size, you may do so using the Edit ReSize command at the bottom of the edit menu.

The next step is to use the commands in the Edit Palette submenu to fine-tune the image colors and then choose the Edit Palette Accept Palette command to accept the colors.

Now you have the option of quality dithering your image to reduce the number or required display colors.  You may choose one of two dithering commands in the edit menu: the Edit VGA 16 Dither command or the Edit Monochrome Dither command.  If you have a color EGA/VGA display, choose the former; otherwise, choose the latter.

Finally, you are ready to save your image as a BMP file.  Use the File Save command and choose BMP as the file type.  Save the file in your windows directory if you want control panel to show your BMP file as one of the choices for wallpaper.

## Exiting WinGIF

Choosing the File Exit command or double-clicking on the System Menu will exit WinGIF.  You will not be prompted for a confirmation unless WinGIF is currently processing a command.

## How to Interrupt Processing in WinGIF

To interrupt WinGIF while it is processing during a File Open or a dithering command, you can either press the ESCAPE key or double-click on the system menu and answer no to the message that asks you if you want to quit WinGIF.

## Selecting a Region

You may select a portion of an image by positioning the mouse cursor on the top-left or bottom-right corner of the region desired and then pressing the left mouse button and dragging the mouse to the opposite corner.  You can move the selection box by holding down the SHIFT or the right mouse button and then pressing the left mouse button and dragging the box.  You can also directly select a region by entering its position directly into the Edit Clip dialog box.
Selecting a region is necessary before using the Edit Trim command and is optional before the Edit Clip and the Edit Copy commands.

## Viewing Multiple Files (Slide Show)

You may select more than one file name in the File Open Dialog Box.  Images will then be displayed one after with a delay between images as specified in the

Extended Options Dialog Box.  To select more than one file hold down the Ctrl button and click the left mouse button to select the files.  The Full Window display can be selected for a slide show by pressing F2 during the pause between images.

## File Menu

The File menu includes commands that enable you to open and save files, and to print.

### Opening Files

Choosing the File Open menu command brings up the open dialog box.  Choose an image file, or files, encoded in BMP, RLE, GIF, or PCX format, then click the OK button to open the file.  This command is affected by the following option menu options:  Clean Background, Decode to Screen, Auto Minimize.  Also see How to Interrupt Processing.

### Saving Files

Choosing the File Save menu command brings up the save dialog box.  Choose an image file name and then click on the Format button to choose between the RLE 4, RLE 8, BMP, PCX or GIF format, then click the OK button to save the file.

When you have chosen a format, the other options in the save dialog box are enabled or disabled as appropriate for your format.  The options labeled 1, 4, 8 and 24 bpp determine the number of colors available for you picture.  The option Interlace GIF, available only if the GIF format, saves the image in interlace mode.

### Reopening a File

The ReOpen command will reload the current image from the original file.  This could also be vied as a gross level undo command.

### Deleting the Current File

The Delete Current command can be used to delete the file containing the currently viewed image.

### Saving the Profile

The Save Profile command is used to save the currently selected WinGIF options as the default for future use.

**The File Printer Setup Command**

This command brings up the printer setup dialog box.  This dialog box differs with each printer driver you may be running.  Changes made with this command will affect only WinGIF and not other applications.

**Printing Files**

Choosing the File Print command will begin printing the currently loaded image according to the options set with the File Printer Setup Command and the Options Full Page Print Command.

**Exiting WinGIF**

Choosing the File Exit command or double-clicking on the System Menu will exit WinGIF.  You will not be prompted for a confirmation unless WinGIF is currently processing a command.

## Edit Menu

The edit menu in WinGIF provides commands for manipulating and editing the currently loaded graphic image.  It also provides tools for copying and pasting to the clipboard

**Resizing the Image**

The following commands may be used to resize an image after it has been loaded:

| | |
|---|---|
| Edit Resize X 2 | Doubles the size of the image |
| Edit Resize X 3 | Triples the size of the image |
| Edit Resize to VGA | Resizes to the standard VGA resolution (640 X 400) |
| Edit Resize to 800X600 | Resizes to the standard SVGA resolution 800X600 |
| Edit Resize to 1024X768 | Resizes to the standard SVGA resolution 1024X768 |
| Edit Resize X 1/2 | Resizes to 1/2 original size |
| Edit Resize X 1/3 | Resizes to 1/3 original size |

Edit ReSize...                         Resizes to any specified resolution and contains options for performing dithering at the same time and for preserving the original image's scale.

**Dithering the Image**

Two commands are available to dither an image after it has been loaded.  These two commands are as follows:

Edit VGA 16 Dither            Change the image to use a standard EGA/VGA 16 color palette.
Edit Monochrome Dither      Change the  image to use only black and white.

These commands are most affected by the controls in the Edit Palette Color Adjust Dialog Box.  The Clean Background, Decode to creen, and Auto Minimize options also affect these commands.

These two dithering options are also available from the Edit ReSize... dialog.

**Mirroring the Image**

The Edit Mirror command produces a mirror image (left-right swapped) of the currently loaded image.  Choosing Edit Mirror a second time reverses the action.

**Flipping the Image**

The Edit Flip command flips the currently loaded image so that the top and bottom portions are swapped.  Choosing Edit Flip a second time reverses the action.

**Rotating the Image**

The Edit Rotate command rotates the current image clockwise 90 degrees. Choosing Edit Rotate three more times reverses the action.

**Palette Manipulation**

The Edit Palette menu item brings up the submenu below.  These commands allow you to alter the current image's palette.  The cumulative results of any of these commands except Accept Palette are reversible using the command Restore

Palette

  256 Grays
  64 Grays
  16 Grays
  8 Grays
  4 Grays
  Contrast +
  Contrast -
  Brightness +
  Brightness -
  Gamma +
  Gamma -
  Accept Palette
  Restore Palette
  Color Adjust

**Pasting from the Clipboard**

The Edit Paste Command loads any image in the  Windows clipboard into
WinGIF.  The clipboard image must be encoded in Windows bitmap or DIB format.

**Copying to the Clipboard**

The Edit Copy command copies the current image into the Windows clipboard.
WinGIF exports the Windows bitmap and DIB formats to the Windows clipboard.

If you Select a Region before choosing Edit Copy, only the selected region will be
copied to the clipboard.

**Trimming the Image**

To trim an image, first Select the Region that you would like to keep and then
choose the Edit Trim command.  Trimming may also be done without a mouse
from within the Edit Clip command.

**Clipping the Image**

You may provide precise coordinates for trimming or clipboard copies by using the

Edit Clip command.  This command prompts you for an X and Y Origin.  This origin is the top-left corner of the region to be kept.  It also asks for the X and Y Dimensions which are the width and height, respectively, of the region.

Pressing OK returns you to the image and shows you where your region is.  You may then choose Edit Clip again to modify your region or to press Trim which will trim your image using the region.

If you Select a Region with the mouse before choosing Edit Clip, the selected region will automatically be entered in the X and Y Origin and Dimension fields.

**The ReSize Dialog**

The ReSize dialog is invoked using the Edit ReSize... command.  This dialog lets you resize your image to any resolution, maintain the original scale, apply an new scaling factor, or perform dithering and resizing at the same time.

The Width and Height fields let you specify the size of the image exactly.  If you have the Resize to Scale option checked then whenever you change the Width or Height and press TAB, the other dimension (Height or Width) is updated automatically to preserve the original image's scale.

Entering a number in the Scale Factor field and pressing TAB automatically changes the values in the Width and Height fields by the scale you enter (i.e. entering 2 in the Scale Factor field will double the width and height values).

The No Dither, VGA Dither, and B/W Dither options determine which, if any, dithering should be performed at the same time as the resizing.  VGA Dither corresponds to the Edit VGA 16 Dither command and the B/W Dither corresponds to the Edit Monochrome Dither command.  Stretching and dithering in one step will significantly reduce the memory requirements from those for stretching and dithering separately.

Pressing OK performs the resizing (and dithering, if selected).

# Options Menu

The options menu in WinGIF provides access to WinGIF options which affect may

affect how other commands operate.  All of the commands in the options menu except for Full Screen toggle on and off as you select them.  When options are changed their new setting is saved in the wingif.ini initialization file.

**Full Screen Option**

The Options Full Screen command shows your image on a full screen, using all available colors in the color palette.  Normally windows reserves 20 colors from SVGA displays for system use.  In this mode this feature of windows is disabled to give a full 256 colors.  To return to the normal Windows display, press any key.

**Resize to Scale Option**

The Options Resize to Scale command toggles the Resize to Scale option.
This option affects the commands Resize to VGA, Resize to 800X600, and Resize to 1024X768.

When this option is turned on, the scale of the original image is preserved when the commands above are chosen.  The resulting image is the largest scaled image which can fit inside the specified dimensions.

By their nature, the Resize X 2, Resize X 3, Resize X 1/2 and Resize X 1/3 always preserve scale whether this option is on or not.

**Clean Background Option**

The Options Clean Background command toggles the Clean Background option.  When this option is on, the screen will be erased before showing a new or modified image with the File Open, VGA 16 Dither, or Monochrome Dither command.

**Decode to Screen Option**

The Options Decode to Screen command toggles the Decode to Screen option.  When this option is on, the WinGIF window will show its progress during the File Open, Edit VGA 16 Dither, and Edit Monochrome Dither commands.

When this option is off, you will not see the results of the commands above until WinGIF is finished processing the entire image.

**Memory DIBs Only Option**

The Options Memory DIBs Only command toggles the Memory DIBs Only
option.  This option should be turned on when available memory is getting low.
Screen update times will be slower with this option on.

**Auto Minimize Option**

The Options Auto Minimize command toggles the Auto Minimize option.  When
this option is on, WinGIF will automatically make itself into an icon at the bottom of
the screen whenever opening a GIF file or dithering an image.

**Full Page Print Option**

The Options Full Page Print command toggles the Full Page Print option.  When
this option is on, WinGIF will tell windows to size images while printing to fill the page
as well as possible while still maintaining the original image's scale.

**QuickDither Option**

QuickDither is a WinGIF option which allows previewing 256 color images on 16
color displays.  It uses an 8 color ordered dither to approximate the bigger palette
used in the image.  Unlike the other dither commands this option affects only the
display image and not the memory image itself.

**LTE Gray Display Option**

The Options LTE Gray Display command toggles the LTE Gray Display
option.  When this option is on, WinGIF will choose colors that result in a grayscale
display on a Compaq LTE 386/20.

This command can also be used with some success on other systems; the result
being an abstract and sometimes pleasing posterization of your image.

**Extended Options Dialog**

The Extended Options Dialog box is used primarily to control the slide show
capabilities of WinGIF.

The Label Attributes check box can be used to turn of the dimension display which is added to the window title bar.

When List Loop is selected WinGIF will loop on image list (slide show) displays.

The Auto Resize option causes WinGIF to resize its window to fit each image if possible.

Delay Seconds is the number of seconds that WinGIF will wait between displaying images.

## Keyboard Shortcuts

The following keys may be used within WinGIF:

|  |  |
|---|---|
| F1 | Help |
| Shift F1 | Help Mode |
| F2 | Full Screen |
| Shift F2 | Show Image in Full Window (hide menu and title bar) |
| Alt F2 | Show Image in Full Window and use the full palette |
| F3 | Clip |
| F4 | ReSize |
| F5 | Accept Palette |
| F7 | Brightness - |
| F8 | Brightness + |
| F9 | Contrast - |
| F10 | Contrast + |
| SHIFT F7 thru SHIFT F10 | Same as F7 thru F10 but in larger increments |
| Alt F9 | Gamma - |
| Alt F10 | Gamma + |
| ALT  g | Color Adjust Dialog |
| Cursor Keys | Scroll the Image. |