Image Eye

*v*3.11

Written by:

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Contents

Terms of Use

The following files must always supplied:

FILE_ID.DIZ   Short program description.
IMAGEEYE.EXE   The actual viewer program executable.
IMAGEEYE.HLP   Program Manual in WinHelp hypertext format.
IMAGEEYE.JPG   A small test file.
REGISTER.TXT   Registration form.
README.TXT   Installation instructions.

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Getting Started

Welcome to Image Eye!

These are the design goals for Image Eye:
- The only image viewer you should need for browsing images.
- Very fast; See if you can find any faster image viewer!
- Optimized display in all video modes - no compromises in image quality.
- No frills user interface - No scroll bars or window menus taking up precious space.
- Supports most common image file formats.
- Full screen display when the window is maximized.
- Adapts to 'on-the-fly' video mode changes (use with Microsoft's 'QuickRes' utility).
- Index feature with fast image thumbnail creation (no need to cache them on disk).
- Does *not* attempt to be any half-baked semi-editor or file format converter.
- Takes up very little space (if you put it on a floppy you still have plenty of space left on it for images!).
- Includes a simple slide show scripting language - roll your own presentations!

For installation instructions, read the README.TXT file that comes with the program.
In this section you will be given basic instructions on the rather minimalistic user interface.

Start the program by running ImageEye.Exe.
An '*Open image file*' dialog comes up. Here you select the image file you want to view and click *View*.
If everything goes well, the image now turns up in a window on the screen. A special feature of Image Eye is that this window is completely free from scroll bars, tool bars, or any window menu that otherwise would occupy precious space and clutter up your desktop.
If the image is larger than the window, the mouse cursor changes shape when you move it over the window, indicating in which direction(s) it can be scrolled. To scroll, you press down the left button and drag with the mouse. As an alternative you can scroll with the keyboards arrow keys. Insert, Home, Delete, End scrolls to the corners of the image.
If you double-click with the left button on the image it is maximized (or restored if already maximized). In maximized mode, it will occupy the whole screen; no (disturbing) title bar!
Now you may ask, where is the program menu? Click with the right mouse button on the image and it will pop-up!
The complete menu choices are described in the Viewer Commands section.
Apart from those things, the usual Windows conventions for handling windows apply.

There are seven ways that you can open an image file:
1) Run ImageEye.Exe, select one ore more files in the dialog box that pops up and click *View*.
2) By clicking on an image button in an 'index' window. An index window contains buttons with so called thumbnail icons (small images) for all image files in a directory. You can bring up an index window by either clicking the '*Index*' button in the '*open image file*' box, or (if you have allowed Image Eye to associate file types with itself) by right clicking on a directory in any Windows shell program (like the Explorer) and selecting '*Image Eye index*'.
3) If Image Eye has been associated with a file type; just double click on one or more files in Windows Explorer.
4) In a running Image Eye window, select *Spawn new* from the right mouse button menu. See 1).
5) In a running Image Eye window, select *File->Load new* from the right mouse button menu. See 1). This will replace the current image.

6) Drag an image file from the Windows Explorer to a running Image Eye window.
7) In an open image window; press PgUp or PgDn to display the previous/next image in the current directory.

I *hope you will enjoy using Image Eye!*

✖

Viewer Commands

Pressing the right mouse button over the image viewer window brings up a menu with the following commands:

Spawn new...   Opens a new image file in a new window.
Load new...   Opens a new image in the current window.
File ->   Save as...   To save the image in .BMP format (can be read by most
programs).
          Delete file...   Lets you delete the current image file from the disk.
          Copy to clipboard   Puts the image on the clipboard so that you can paste it into other
apps.
          Print image...   Lets you make a paper copy.
View -> Next image file   Display the (alphabetically) next image file in the current
directory.
          Previous image file   Display the (alphabetically) previous image file in the current
directory.*Size window to image*   Adjust the windows size to the image size.
          Size image to window   Adjust (resample) the image size to the window size.
          Restore originals size   Restores the image to the size it had when you first opened it.
          Use as desktop wallpaper Sets the image as desktop wallpaper (background image).
Properties   Opens a dialog with image information and program settings.
                                      For help, press [?] and then click on the control you want help
with.
Help   Opens this help text.

There is also the following keyboard commands:

Arrow keys   Scroll in the arrows direction.
Insert   Scroll to upper left corner.
Home   Scroll to upper right corner
Delete   Scroll to lower left corner
End   Scroll to lower right corner
PgUp   Display the previous image file in the current directory.
PgDn   Display the next image file in the current directory.
Esc   Close window.

Index Commands

Pressing the Index button in the open image file dialog creates a thumbnail index window for all the images in the current directory. These thumbnails will be recreated every time you do this, they will not be stored on disk (so it will not eat up any disk space). Note! this feature is only available when running under Windows 95 or under NT 4.0.

Pressing the right mouse button over an index window brings up a menu with the following commands:

Spawn viewer...	Opens the 'Open image file' dialog.
Properties	Opens a dialog with index window and other program settings. For help, press [?] and then click on the control you want help with.
Recreate	Opens this help text.
Help	Opens this help text.

There is also the following keyboard commands:

Esc	Close window.
Home	Scroll to the top.
PgUp	Scroll up one thumbnail
End	Scroll to the bottom
PgDn	Scroll down one thumbnail

Slide Show Scripts

You can display simple slide shows using Image Eye. There is currently no integrated slide show editor so you will have to construct the slide show file by hand.

A slide show file is a text formatted file with an .IES extension. It must start with the text "ImageEye SlideShow {" followed by a variable number of statements and terminated with an "}". A statement is a commands string followed by a variable number of argument strings terminated by a ";". A string is a sequence of characters terminated either by a white space or a ";". If you want to include spaces or ;'s in the string, enclose the whole string in "'s. To insert a " character in a string, use "". You can also use C++ style comments: /* ... */ for a multiline comment or // for a until-end-of-line comment. Here is an example named TEST.IES:

```
/*
 * This is an example slide show file
 */

ImageEye SlideShow {

  // First display a welcome picture and play a sound!
  display welcome.jpg;
  shell "Play" "c:\windows\media\chord.wav";
  delay key;                    // Wait for a keypress

  // Then display some product adds
  display prod1.bmp; delay 5;
  display "product 2.jpg"; delay 5;

  // Finally pop up a text file with further info
  shell open moreinfo.txt;

  // Toggle between two images until user press Esc
  loop {
    display "forever.png";
    display "and ever.png";
  }
}
```

These are the currently available commands:

delay num Pause *num* seconds before continuing the slide show.
delay key Wait for the user to press any key or left mouse button.
display str Display the image file *str*.
*loop { ... }*Loops the statements ... until Esc is pressed.
loop num { ... } Loop num times the statements ....
shell str Run the program file *str*.
shell verb str Execute the Windows shell command '*verb*' on the document '*str*'

File Formats

Image Eye can read and display the following image file formats:

File Extension:	Description:
BMP, DIB, RLE, ICO, CUR	**Msft Windows/IBM OS/2 (Device Independent) BitMap / Icon / Cursor**. 1,4,8,24 bits/pixel. Uncompressed or RLE.
IFF, LBM, BBM	**Electronic Arts Interchange File Format**. This is a more general data format; only 'ILMB' data are handled: 1..8,24 bits/pixel planar type 49h and 8 bits/pixel type 50h. Compression types supported: No Compression (0), Byte Run/RLE (1).
FIF	**Iterated Systems Fractal Image File format**. 24 bits/pixel. Fractal compression. This format has the very special property of being resolution independent but Image Eye will always decompress these file to the same resolution as the image had before compression. *Note!* You need to install the free 32bit decoder (Deco_32.dll) from Iterated systems in order to be able to view these files. This file can be downloaded separately from FMJ-Software's www site.
GIF	**CompuServe Graphics Interchange Format v87a, v89a**. 1..8 bits/pixel. LZW compression. Uninterlaced or interlaced. Multiple image files, animations and overlay text *not* supported.
JPG	**Joint Photographic Experts Group, JPEG - JFIF**. Baseline JPEG support: sequential DCT based Huffman compression with 8 bits/component data precision. Can also read extended precision quantization tables (word size) and an extended number of Huffman tables (max. 4DC & 4AC). YCbCr, RGB and Grayscale color spaces supported.
MAC	**MacPaint image**. 1 bit/pixel. 576x720 res. RLE.
NEO	**Atari Neochrome image**. 1..4 bits/pixel. Uncompressed.
PCX	**ZSoft image - PC Paintbrush**. 1,4,8, 24 bits/pixel. Uncompressed or RLE.
PIC	**Pictor / PC Paint**. 1, 4, 8 bits/pixel. RLE.
PNG	**Portable Network Graphics**. Inflate/Deflate compression. Uninterlaced or Adam7 interlaced.

Grayscale: 1,2,4,8,16 bits/pixel.
Palette: 1,2,4,8 bits/pixel.
RGB: 8,16 bits/pixel.
Any alpha channels, transparency colors, gamma corrections, an color correction table are ignored.

RAS, SUN   **Sun Raster format**.
1, 8 or 24 bits/pixel. Uncompressed.
No support for text formatted data.

PBM, PGM, PPM   **PBMPLUS Portable BitMap, GrayMap, PixelMap**.
1,8,24 bits/pixel.
Uncompressed or Ascii text format.

TGA   **Truevision TARGA image**.
8, 15, 16, 24, 32 bits/pixel. Uncompressed or RLE.
No support for interlaced files.

TIF   **Tag Image File Format**.
1, 2, 4, 8, 24 bit/pixel supported.
Uncompressed, Packbits, LZW and Predicted (type 2) LZW compression.
Color and grayscale response curves are ignored.

Image Eye can write to the following image file formats:

File Extension: *Description:*
BMP   **Msft Windows BitMap format**.
8 or 24 bits/pixel.

RID   FMJ-Software, Raw Image Data Descriptor Files.
RGB, YCbCr, HSI and Grayscale color spaces, 8 bits/component only.
An ASCII text file containing a   description   of how an uncompressed
(raw) image is stored in another file or files. This provides for a way to
view images and data dumps,   like satellite imagery, which are very
often stored uncompressed in simple, but nonstandard formats.

Revision History

future versions,

Things that I may (or perhaps, may not) implement in future versions:
-       More input formats; send me a description of any format(s) you want me to include and I may add it.
-       A slide show editor and more slide show commands.

version 3.1,   <97-01-20>

This is the first officially promoted release of Image Eye.

Removed the 'nag box' from the unregistered versions (it was a little too cruel...) - instead the text 'unregistered' is painted in the upper left corner of images and the software will disable itself after 30 days of use. The slide show feature is now also available in the unregistered version.

Added view->Next image file / view->Previous image file (also accessible through the PgUp / PgDn keys) to quickly view the (alphabetically) next / previous image in the current directory.

Added 'optional' support for .FIF files - Fractal Image Files. To enable it, you must have installed Iterated Systems free 32bit decoder library; Deco_32.dll version 6.0 or later. This file can downloaded from my www site.

Image files must now have the correct file extension to be recognized by the index feature. The previous version tried to determine if it was an image file even if it had an incorrect extension. However, some file types simply were not constructed in such a way that they can be 100% reliably detected which sometimes caused the index feature to load a non-image file as some image file type, which in turn could make it crash...

The first time the program is installed, it now asks if it should associate file types with itself. There's also a little checkbox that you can use to toggle all file associations on or off.

Added new slide show script command "delay key" to wait for a keypress.

Fixed a bug with missalignment of some 4bit .BMP files.

Fixed a bug that made it crash on a few .GIF files.

Fixed a serious bug in the printing code.

Added the option to measure the time it takes to load an image - for comparing performance with other viewers...

Licensed the LZW algorithm used in GIF and TIFF files from Unisys.

version 3.0,   <96-12-10>

First 32bit Windows release.

Last of the (by now long forgotten) DOS versions.

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PVP:

The number of times you have opened an image file in the program.

The number of times you have saved an image from the program.

Windows version and build number.

CPU type and number.

Display resolution and color depth.

The image files resolution and color depth.

The complete name of the image file.

Program version number.

PGP:

➤ *FMJ-Software* is a pseudonym for *F. Markus Jönsson,* who wrote this program.

If you are connected to the Internet and have a www browser installed, you can click here to visit FMJ-Software's www-site!

Check this box if you want Image Eye to register itself for the '*open*' command in the Windows shell for the supported image file types. This will let you open an image file from the Windows Explorer simply by double-clicking on it.
Note! You will always be prompted before any association made by another program is overwritten.

Click to enter your registration keycode.

Click to uninstall the program and clean up the registry.

Licensee.

POP:

Normally, in 8bit (256 color) modes, Windows uses 20 fixed colors and 236 modifiable. Checking this box will set it to use only 2 fixed colors (black and white) which leaves 254 modifiable. It will make the images look better but all window controls and stuff will become black and white as long as an image window is open.

Check this box to use a fixed standard palette when displaying images in 8bit (256 color) modes. This will let you have multiple image windows open without them 'stealing colors' from each other. Image quality is still quite ok if you enable dithering as well.

When displaying an image in a video mode with lower color depth than the image has, enabling Floyd Steinberg dithering can drastically improve the subjective image quality. It tales a little extra time to compute but is definitely recommended.

When displaying a 24bit image in a 15 or 16bit video mode, enabling Floyd Steinberg dithering can improve the subjective image quality. The improvement may not be very noticeable though and it does take some extra time to compute...

Check to run the program with the image window maximized.
Check to display the image resolution in the window title bar.
Check to display the time it took to load the image in the window title bar.

Check to automatically size the image to the window when you resize a window.

Check to use a faster but less accurate DCT algorithm for JPEG decompression. The image quality degradation isn't very noticeable but neither is the time saving...
Check to use a box filter for upsampling subsampled JPEG-color components instead of a more accurate triangular filter. The subjective image quality differs very little and most decoders just uses the faster box filter...

PIP:

Check to show directories in the file listing.

Check to show non-image files the file listing.

Check to display image resolutions and color depths

Check to display image file sizes.

Enter maximum horizontal size of image icons (in pixels).

Enter maximum vertical size of image icons (in pixels).

Enter spacing between image icons (in pixels).

Troubleshooting and Frequently Asked Questions

Q   How do I register Image Eye, what does it cost and how do I pay for it?
A   Look in the file REGISTER.TXT that comes with the program. It contains detailed instructions. You can pay by credit card, by cheque, by bank transfer, or by cash.

Q   How do I uninstall Image Eye?
A   Run the program and open an image file. Click with the right mouse button on the image and select 'Properties' from the popup menu. Select the program tab and click on the 'Uninstall' button.

Q   Why don't you do a French/Dutch/Japanese/whatever language version?
A   Partly because I do not have the necessary language skills, but mostly because developing and maintaining several different language versions would mean a huge amount of additional work and I believe that 99.99% of the users knows enough of the English language to use the present version. If anyone would like to translate the help file, then I'd be happy to supply the necessary English source texts.

Q   I select, say 25 files, and try to open them all simultaneously but I get all sorts of errors!
A   Well, you are probably running Windows 95 (or 3.1, shudder...), right? Trying to open that many files at once will eat up so many 'resources' (file handles, bitmap handles and stuff, this is not the same as free memory) that the OS runs out of 'resource space'. Try setting FILES=50 or something like that in your CONFIG.SYS file and it will probably help! (See it's still running on top of old DOS!).
If it doesn't, well remember that a typical 24bit full screen image takes up about 3MB so 25 such images eats up 75MB! That's enough to make any OS feel just a little bit unhappy! (i.e. if you don't happen to have tons and tons of memory)

Q   Is it possible to license Image Eye for use in / bundling with other products?
A   *Yes* it is available for *low-cost* mass-licensing! Please contact me for price information!

Q   When trying to run under Windows 3.1, it complains about not being able to load COMCTL32.DLL when I try to start it.
A   You must have a Win32s version that supports the common controls introduced in Windows 95.When this was written, this means Win32s v1.3. Look in the WIN32S.INI file in the ...\ WINDOWS\SYSTEM directory to determine what version of Win32s you have. If you need an update you can get it from Microsoft, or, you can download it from my WWW-page.

Q   I see no '*Index*' or '*View*' buttons in the *Open image file* dialog!
A   These are only available when running under Windows 95 or Windows NT 4.0.

*The following selected **Q**&A's have been reproduced from the Shareware FAQ by kind permission of Mitchell Friedman, ASP Public Relations. The Shareware FAQ is copyright 1995-1997, Association of Shareware Professionals, All Rights Reserved.*

Q   What is shareware?
A   Shareware is a marketing method, not a type of software. Unlike software marketed through normal retail channels, where you are forced to pay for the product before you've even seen it, the shareware marketing method lets you try a program for a period of time before you buy it. Since you've tried a

shareware program, you know whether it will meet your needs before you pay for it. Shareware programs are just like programs you find in major stores, catalogs, and other places where people purchase software -- except you get to use them, on your own computer, before paying for them.

Q   What happens if I like a shareware program?
A   You pay for it at the end of a trial period (typically 30 days) by sending the author a fee he or she has established for the program.

Q   Why should I pay for and register a shareware program?
A   The same reason you should pay for any program: because it is the honest thing to do. Shareware is commercial software, fully protected by copyright laws. Like other business owners, shareware authors expect to earn money for making their programs available. Paying for and registering a program also entitles you to support from the author and other benefits, as specified by the author. Moreover, the more consumers who pay an author to use a program, the more likely the author will continue to improve it and to offer new programs.

Q   How do shareware programs compare with other kinds of software?
A   Consumers who purchase shareware programs receive a level of product support that exceeds what traditional software manufacturers deliver. Shareware users who need support often speak directly to the actual developer of the program, who is intimately familiar with how it operates and therefore can provide excellent technical support. Shareware authors often fix bugs in programs and add features quickly, based on feedback from users. There is a wide price range for shareware, as there is with software distributed through other channels. In general, many shareware programs cost less than other kinds of software, while some programs cost about the same as retail counterparts.

Q   What do I receive when I pay for a shareware program, besides the use of the program?
A   Typically, the same things you receive when you pay for other software: support by telephone, fax, computer bulletin board, and/or through online services such as America Online, CompuServe, and Microsoft Network. Many authors also send manuals, reference cards, and other printed materials, and may offer free upgrades. Every shareware program is different, so the version you purchase comes with different materials. Documentation files included with the program describe the benefits you receive by paying for and registering a particular shareware program.

Q   What happens if I don't like a shareware program?
A   You simply stop using the program, and remove it from your system. Since you have had the opportunity to try the program first before paying for it, you lose only the tiny amount of money you spent to download the program or to acquire it from a vendor or other source.

Q   I ordered a shareware program from a catalog and paid for the disk. Why should I pay more now?
A   Shareware vendors distribute shareware versions of programs, charging a small fee for the costs of disk duplication and advertising, plus a small profit. Most shareware authors allow this type of distribution so you'll have a chance to try their programs. However, none of the money paid to a shareware vendor goes to the author. If you try a shareware program, then continue to use it after the trial period, you must pay for and register the program. The same principal applies if you buy a shareware disk at a computer show or find a shareware program on a CD-ROM disc or at a store.

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