

Graphicconverter V1.5.4

A converter for the Macintosh®

Documentation

©1992, Thorsten Lemke

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1. Introduction

1.1. Possibilities

Graphicconverter converts the most famous ATARI, Amiga and IBM formats to Macintosh formats and back.

Additional you can edit pictures and generate lists with picture informations.

1.2. Requirements

Graphicconverter needs a Mac II (or LC), System 7 and 2 MB free memory.

1.3. Registration

Graphicconverter is Shareware. You can test the program. If you like it, you should registrate yourself.

The registration costs:

Germany	\$20
Europe	\$25
Rest of the world	\$30

Send the money to the following address:

Thorsten Lemke
Insterburger Str. 6
W-3150 Peine
Germany

The registration contains two updates.

A german version is also available.

1.4. Restrictions

Graphicconverter should only be copied in the complete version with the program, documentation and 'read-me' file.

1.5. New Features

Version 1.5.1

- program reads CCITT3 and LZW compressed TIFF's
- diashow shows films (PICS, FLI etc.)
- diashow can display the content of subfolders
- new functions: Segment and Select exist
- you can rotate, mirror and invert selections
- Graphicconverter has new better icons for documents

Version 1.5.2

- you can't open windows with the same name
- the information window opens direct under then picture window
- I added some forgotten translations
- in the open dialog is a new button "Open PICT with 32 bit", you need this for JPEG compressed PICT's because the picture utility package analyze 1 bit

Version 1.5.3

- I display now the popup menus in the toolbox so that they are visible everytime
Version 1.5.4

- you can now save pictures in the GIF format
- you can now save TIFF pictures LZW compressed

1.6. Errors

If you find some errors in the program, please send me a list.

1.7. For me

If you have informations about other graphic formats, please send me a copy and a disk with some files in that format.

1.8. Thanks

I thank the following persons for their help: Wolfgang for the dither algorithms and Jochen for testing.

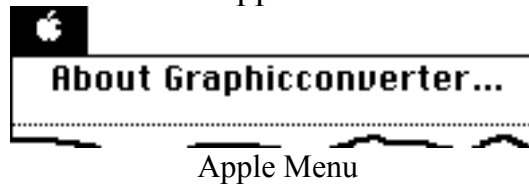
2. Installation

The Installation is very simple. You only have to copy the Graphicconverter on your harddisk. No other files are needed.

3. Menus

3.1. Apple-Menu

The **Apple** Menu gives you information about the Graphicconverter. Also it contains the desk accessories and the files in the apple folder.



3.1.1. About Graphicconverter...

This function gives you information about the version and the shareware agreement.

3.2. File Menu

The **File** Menu contains all functions for the in- and output of pictures.

File	
New	⌘N
Open	⌘O
Close	⌘W

Save	⌘S
Save as	

Diashow	

Page Setup	
Print	⌘P

Preferences	

Quit	⌘Q

File Menu

3.2.1. New

You get a dialog to set the following things:

- ① Width - the width of the picture
- ② Height - the height of the picture
- ③ Depth - the bits per pixels (1, 2, 4, 8, 16 or 32)

Graphicconverter sets the color table to the system color table of the choosen depth.

3.2.2. Open

You can open a picture or a layout with this function.

You have to select the format with the popup-menu.

You need "Open PICT with 32 bit" for JPEG compressed PICT's because the picture utility package analyze 1 bit.

3.2.3. Save

With this function you can save the content of the active window with its name.

3.2.4. Save as

You save the content of the active window with a new name and format.

You choose the format with the popup-menu. If you select TIFF or IFF then you get a additional popup-menu. You select with this menu the type of the compression. You should prefer „uncompressed“ for TIFF and „RLE“ for IFF. If you choose "Save only selection", Graphicconverter saves only the selection.

3.2.5. Diashow

You choose one file of a folder. Graphicconverter then displays all pictures in that folder.

You stop the diashow with ⌘-..

3.2.6. Page Setup

You choose the format and quality for prints.

3.2.7. Print

Graphicconverter prints the content of the active window.

3.2.8. Preferences

You get a dialog to set the preferences:

- automatic display information window
- automatic display toolbox dialog
- don't show error alerts in the diashow

3.2.9. Quit

You exit the Graphicconverter.

Graphicconverter saves the changes of the preferences automatically.

3.3. Edit Menu

You find in this menu functions to edit pictures and exchange them with other applications.

Edit	
Undo	⌘Z
Cut	⌘H
Copy	⌘C
Paste	⌘U
Clear	
Select all	⌘A
Select exist	
Segment	
Show Clipboard	
New Picture with Clipboard	

Edit Menu

3.3.1. Undo

You undo the last drawing in the active window.

3.3.2. Cut

You copy the content of the selection in the active window to the clipboard and delete the content of the selection.

3.3.3. Copy

You copy the content of the selection in the active window to the clipboard.

3.3.4. Paste

If a PICT is in the clipboard, then the program insert it in the active window.

3.3.5. Clear

Graphicconverter deletes the content of the selection in the active window.

3.3.6. Select all

You select the complete content of the active window.

3.3.7. Select exist

You select only the content of a picture and not the unique coloured borders.

3.3.8. Segment

You destroy the non selected parts of a picture and get the selection as the result.

☞ You save memory with this function.

3.3.9. Clipboard

You get a window with the content of the clipboard.

3.3.10. New Picture with Clipboard

You get a new picture with the content of the clipboard.

3.4. Picture Menu

The **Picture** menu allows you to change the complete content of a picture.



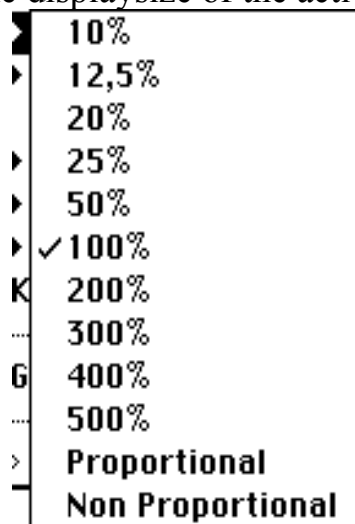
Picture Menu

3.4.1. Information

A little information window appears in the right, lower edge of the screen, which shows some details about the picture in the active window (size, depth etc.).

3.4.2. Size

You get a submenu to select the display size of the active window.



Submenu for the size

3.4.2.1. Selection of a procentnumber

You resize the window with the procentnumber.

3.4.2.2. Proportional

You get a dialog to type in a procentnumber in the range from 10 to 1000%.

3.4.2.3. Non Proportional

You get a dialog to type in the width and height of the window in pixels.

3.4.3. Colors

You get a submenu to change the colortable of the active window. You can only change the colors of pictures with a depth from 1 to 8 bit.



Submenu for the colors

3.4.3.1. Greyscale

You change the colortable to a greyscalecolortable.

3.4.3.2. Edit Colortable

You get a dialog to edit the colors of the colortable.

If you click behind the numbers, then you increment or decrement the number by 100.

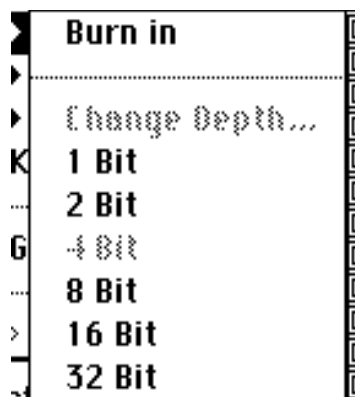
3.4.4. Invert

You invert the colortable of the picture in the active window. This is only possible for picture from 1 to 8 bit.

3.4.5. Special

This sub menu contents very hard function.

☞ Undo not possible!



Submenu for special

3.4.5.1. Burn in

You copy the picture in the changed size in a new bitmap.

☞ Undo not possible!

3.4.5.2. Change Depth

You change the color depth of the picture. Often you get very “funny” results.

☞ Undo not possible!

3.4.6. Rotate

You get a submenu to select the rotation (90°, 180° or 270°).

3.4.7. Mirror

You get a submenu to select the mirror (horizontal or vertical).

3.4.8. Toolbox

You get a new window with drawingtools. See also “Toolbox”.

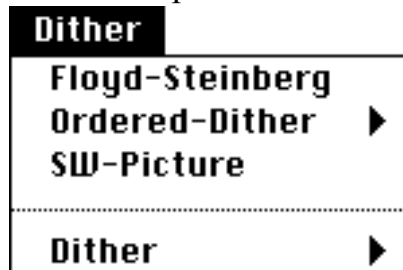
3.4.9. Full Screen

You display the picture in front of a black background.

3.5. Dither Menu

The Dither-Menu contains function to convert a color-picture to a black-and-white-picture.

☞ All dither-functions generate a new picture and don't change the original.



Dither menu

3.5.1. Floyd-Steinberg

You convert the picture with Floyd-Steinberg-Algorithm in a black and white picture with the same size.

3.5.2. Ordered-Dither

You get a submenu to select the squaresize (2x2, 4x4 oder 6x6). Graphicconverter dithers your picture with the selected size.

3.5.3. S/W-Picture

You convert the picture direct to a black and white picture.

3.5.4. Dither

You get a submenu the select the size (2x2 to 8x8) of one point in the destination picture.

You use dither do print out a color-picture with a printer with a better resolution than the monitor.

☞ If you print a 72dpi picture with 300dpi printer use a 4x4 matrix for dithern.

3.6. Special Menu

The **Special** menu contains function for additional use.



Spezial Menü

3.6.1. Layout...

You generate and edit with the following two points a layout.

3.6.2. New page

You open a new page.

3.6.3. Options

You get a dialog to change the parameters of the layout:

- font, size und style
- name of a picture
- display the picture on the screen

3.6.4. List...

You generate and edit with the following three points a list

You can open only one list.

3.6.5. Generate

You select in the standard getfile dialog a file of a folder. Graphicconverter opens then all files in the folder and looks on them. You get the result in a window. If a list-window is already open it is closes automatical.

3.6.6. Open Window

If you close a list-window, you reopen it with this function.

3.6.7. Option

You get a dialog to change the parameters of the list:

- font, size und style
- margins

3.6.8. Copy File into Resource

You copy with this function the datafork of a file into the resourcefork of another file:

1. You select the source file.
2. You select the destination file.
2. You select the new resource type.

3.6.9. Generate STR# List

You generate a list with the contents of one STR# resource.

- ☞ I added this function because it is in ResEdit not possible to print a complete STR# resource

3.6.10. Invert SW-Gif's

You invert all SW-GIF's of a folder.

- ☞ You need this function because SW-GIF's from an IBM are often inverted.

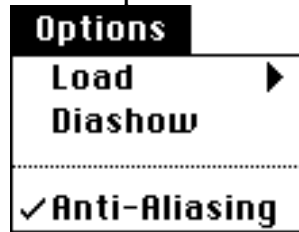
3.6.11. Convert direct GEM to PICT

You convert a GEM-Metafile direct to a PICT.

- ☞ You don't lose the vectors of the GEM-Metafile.

3.7. Options Menu

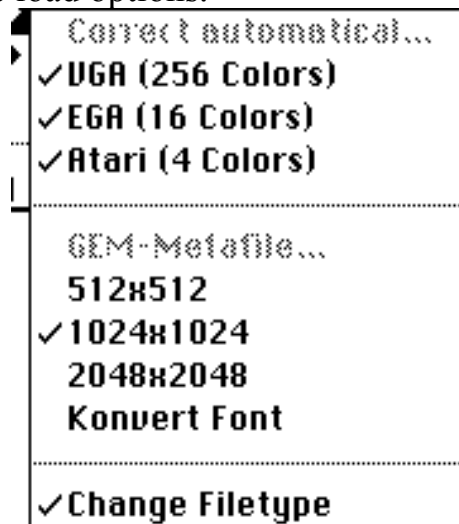
The **Options** Menu allows you to set the preferences for the top functions.



Options Menu

3.7.1. Load

You get a submenu with the load options.



Load Submenu

3.7.1.1. Correct automatical

If you select one of the following three points the graphicconverter resizes the picture:

Format	Source Pixels	Dest. Pixels
VGA (256 Colors)	320x200	320x240
EGA (16 Colors)	640x350	640x480
Atari (4 Colors)	640x200	640x400

3.7.1.2. GEM-Metafile

You set with the following four points the options for GEM-Metafiles.

3.7.1.3. 512x512, 1024x1024, 2048x2048

You set the maximal size of a bitmap.

3.7.1.4. Convert Font

You get a dialog. You set the relations between GEM- and MAC-fonts.

3.7.1.5. Change Filetyp

If you check this point graphicconverter automatic sets the filetype of a picture to his own when you load a file.

3.7.2. Diashow

You get a dialog to set the preferences for a diashow.

The dialog contains the following points:

- ① Display name - displays the name of the current picture at the left top corner
- ② Grow up little pictures - resizes little pictures to the full screen size
- ③ Minimal showtime - sets the minimal time the picture appears

3.7.3. Anti-Aliasing

You allow the MAC to dither pictures if they have not the original size. You get so a better view.

- ☐ Anti-Aliasing slows the display.

3.8. Window Menu





The **Window** Menu allows you to arrange and select windows.



Window menu

3.8.1. Arrange

You get a dialog to arrange the open windows. You have the following possibilities:

1. 
2. 
3. 
4. 

3.8.2. Windownames

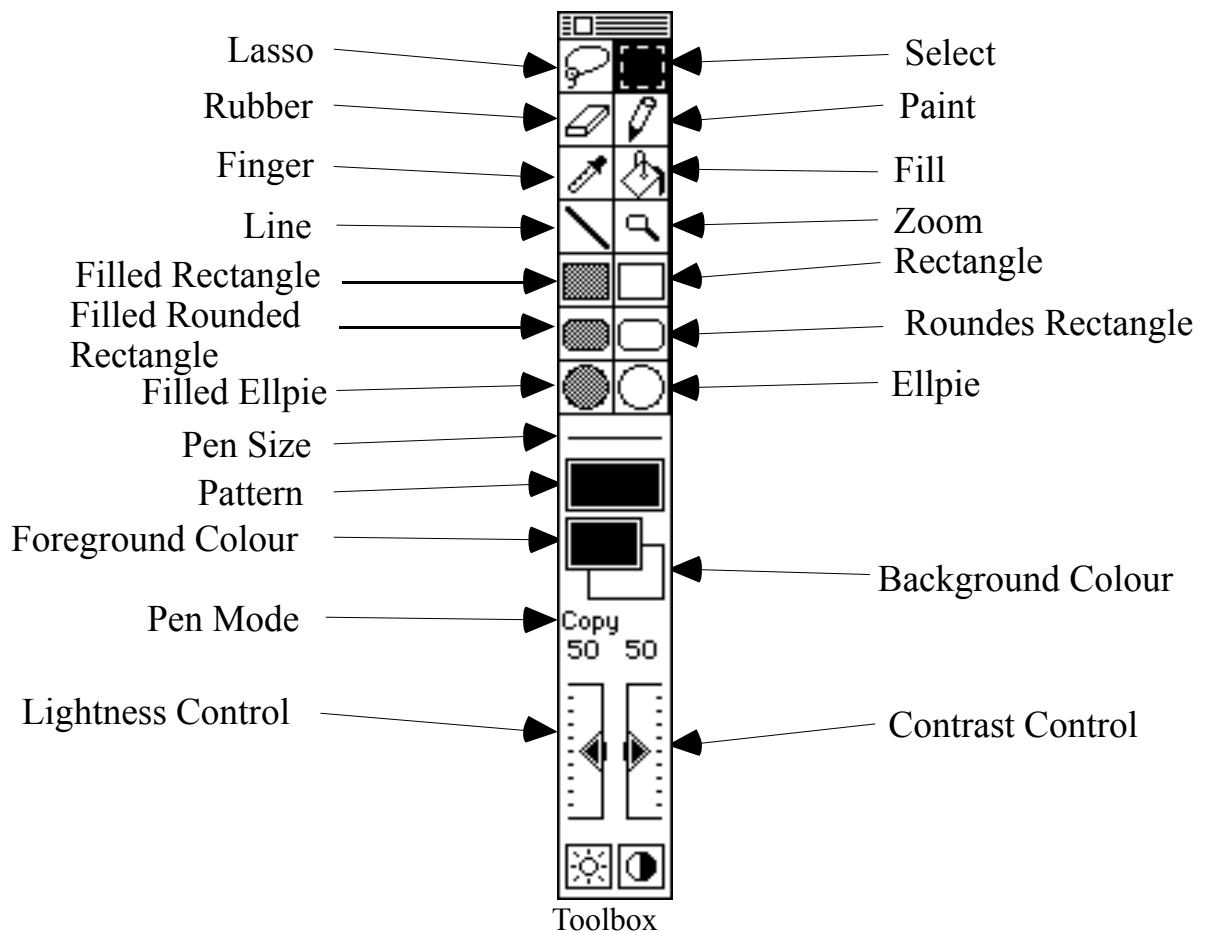
You bring the window with the selected name to the top.

4. Edit

I describe in this chapter the tools to edit a picture.

4.1. Toolbox

You have the following tools in your toolbox:



4.1.1. Lasso

You select and move a non rectangular selection.

4.1.2. Select

You can select or move a frame.

☞ If you press the apple key, you select only the content of the frame.

4.1.3. Rubber

You erase with the background colour.

4.1.4. Paint

You draw with the current foreground colour and pensize.

4.1.5. Finger

You touch a pixel to make his color the foreground colour.

4.1.6. Fill

You fill a figure with the foreground colour and pattern.

4.1.7. Line

You draw a line with the foreground colour and pen size.

☞ If you press the shiftkey, you can only draw vertical or horizontal lines.

4.1.8. Zoom

You zoom in the picture.

☞ If you press the altkey, you zoom out.

4.1.9. (Filled, Round) Rectangle

You draw a (filled, round) rectangle with the foreground colour, pensize and pattern.

☞ If you press the shiftkey, you can only draw a square.

4.1.10. (Filled) Ellipse

You draw a (filled) ellipse with the foreground colour, pensize and pattern.

☞ If you press the shiftkey, you can only draw a circle.

4.1.11. Pensize

You get a popup menu to select the pen size between one and ten points.

4.1.12. Pattern

You get a popup menu to select the pattern for filling.

☞ You can tear of the menu.

4.1.13. Foreground and Background Colour

You get a popup menu to select the foreground or background colour.

☞ You can tear of the menu.

☞ If you have a black and white picture the colours toggle between black and white.

4.1.14. Pen Mode

You get a popup menu to select the transfer mode. You have the following modes: Copy, Or, Xor, Bic, Not Copy, Not Or, Not Xor and Not Bic

4.1.15. Controls

You set the lightness and contrast with the controls.

4.2. Changing the Selection

You change the size of a rectangular selection with the little boxes on the frame.

5. Layout

You can generate simple layouts. This means that you can place some pictures on a page with different sizes.

5.1. Insertion

You get a popup menu to choose one of the open pictures if you click in a layout window with pressing the apple key.

5.2. Moving

You move a picture if you click in one and move the mouse.

5.3. Change Size

If you select a picture, you change the size with the little squares.

6. List

The list window gives you an overview about pictures or “STR#” resources.

6.1. Change Page

if you click in the “+” or “-” button you change the page.

6.2. Borders

The black frame shows the printable size. The red border shows the selected frame.

7. Filme

The Graphicconverter can play the following film formats:

- ① *PICS - Animated PICT's
- ② *.ANI- Animated NeoChrome
- ③ *.FLI - Autodesk Animator
- ④ *.GIF - Animated GIF's

If you load a film the Graphicconverter displays in the left bottom corner of the window a play button.

If you click in this button you get the film. You stop the film with a mouse click.

8. Shortcuts

8.1. Everytime

Shortcut	Result
Alt key and click in the window title	You get a popup menu with all open windows. You bring the selected window to the front.

8.2. In Pictures

Shortcut	Result
Ctrl key in the content	You get a popup menu to select the picture view size.
Alt key in the content	You change the drawing function to finger.
Cursor keys	You change the size of a rectangular selection.

8.3. In Layouts

Shortcut	Result
Apple key and click in the content	You get a popup menu with all open pictures to insert one.
Apple key and click in the content over a picture	You get a popup menu to select the picture size.

9. Formats

I show in the table the picture formats my program can read and write.

Name	Read	Write	Discription
PICT	x	x	standard Macintosh format, include bitmaps or vectors
MacPaint	x	x	black and white picture, Resolution 576x720 pixels
TIFF	x	x	complex format from 1 to 24 bit per pixel Graphicconverter reads all classes (B, G, P, R) and the following compression algorithms: uncompressed, packbits, CCITT3 and lzw it writes uncompressed, lzw and packbits
PICS	x		Animated PICT's
GIF	x	x	from CompuServe Incorporated for pictures from 1 to 8 bit per pixel
PCX	x	x	from PC-Paintbrush for pictures with 1, 4 or 8 bit per pixel
SCR	x	x	from the Capture program for word for Windows and DOS, same as PCX
BMP	x		standard Windows format, not compressed
PIC	x		for pictures with 16 bits per pixel, not compressed
FLI	x		from Autodesk Animator, contains 8 bit film with the size 320x200 pixels
IFF	x	x	standard format of the Amiga
LBM	x	x	same as IFF for the IBM
PAC	x		from ATARI program STAD for black and white pictures with the size 640x400 pixels
Degas	x		from the ATARI program Degas for the following pictures: - 320x200 pixels, 16 colours (*.PI1, *.PC1) - 640x200 pixels, 4 colours (*.PI2, *.PC2) - 640-400 pixels, 2 colours (*.PI3, *.PC3)
NEO	x		from the ATARI program NeoChrome for 320x200 pixels, 16 colours pictures
PIC	x		ATARI screen shot, 640x400 pixels, 1 bit
SPC	x		from the ATARI program Spectrum 512 for 320x200 pixels, 512 colours pictures, automatically converted to 16 bit
ANI	x		film from NeoChrome, you need additional a NEO-file
GEM	x		GEM-Metafile, vector format from the ATARI program GEM-Draw
Imagic	x		from ATARI program Imagic, contents pictures in the

			three ATARI standard formats
--	--	--	------------------------------