Graphic Viewer Help Index

 The Index lists Help topics available for Graphic Viewer. Use the scroll bar to see entries not currently visible in the Help window.

 To learn how to use Help, press F1 or choose Using Help from the Help menu.

Commands

File Menu Commands
Edit Menu Commands
Help Menu Commands

Procedures

Working with the toolbar
Viewing a graphic
Saving a graphic
Saving the Clipboard contents

File Menu Commands

Use the scroll bar to see more commands.

Open
Opens an existing file.
Graphic Viewer can open:

* Bitmaps (.BMP) created with Paintbrush or another bitmap drawing program.

* Metafiles (.WMF), scaleable pictures supported under Windows.

* Icons (.ICO) used with Program Manager, Visual Basic, and other programs.

* Compressed Bitmaps (.RLE) used to make custom startup screens.

Related Topics
Viewing a graphic

Save As
Saves the graphic being displayed *in its native format* .   For instance, if a metafile (.WMF) is being displayed, it will be saved as a metafile; Graphic Viewer does not provide for converting between formats in this release.

Because of the way Windows works with bitmaps, compressed bitmaps (.RLE) save in uncompressed form (.BMP).

Related Topics
Saving a graphic

Exit
Exits Graphic Viewer.

Edit Menu Commands

Use the scroll bar to see more commands.

Copy
Copies the graphic being displayed and places it onto the Clipboard, leaving the original intact and erasing the previous Clipboard contents.

Use Paste to place the copied graphic in another document or another application.

Due to the way Windows supports its file formats, icons cannot be copied to the clipboard.

Paste
Pastes a copy of the Clipboard contents into Graphic Viewer.   Once the graphic is pasted, it can be saved in a file.

Related Topics
Saving the Clipboard contents

Border
Turns the border around the graphic on and off.   Turn on the border to accurately see the bounds of a graphic.

Help Menu Commands

Use the scroll bar to see more commands.

Index

Opens the Help Index for Graphic Viewer.

About

Pops up the About box for Graphic Viewer, which contains the version number, the date, freeware information, and how to get in touch with the author.

Working with the toolbar

 Graphic Viewer makes use of a toolbar.   The toolbar provides point-and-click access to the program's functions.

 There are five icons on the toolbar:

 Open: Pops up the file open dialog box, just as if one were to pull down the File menu and click on Open.

 Save: Pops up the file save dialog box, just as if one were to pull down the File menu and click on Save.

 Copy: Copies the graphic being displayed and places it onto the Clipboard, leaving the original intact and erasing the previous Clipboard contents. (Due to the way Windows supports its file formats, icons cannot be copied to the clipboard.)

 Paste: Pastes a copy of the clipboard contents into Graphic Viewer.   Once the graphic is pasted, it can be saved in a file.

 Exit: Exits Graphic Viewer.

Viewing a graphic

To view a graphic:
1. Click on Open from the File menu, or click on the open button.
2. Enter the filename, or click on a filename in the list.
3. Choose OK.

Related Topics

Saving a graphic

Saving a graphic

To save a graphic:

1. Click on Save from the File menu, or click on the save button.

2. Type the filename that you want the graphic to be saved in.   Full pathnames are accepted.   If you type the name of a file that already exists, Graphic Viewer will overwrite it with the new file.

3. Choose OK.

Related Topics

Viewing a graphic

Saving the Clipboard contents

 Graphic Viewer can be used to save the contents of the Clipboard.   This is useful, since the Clipboard does not provide this facility (except through its bulky, nonstandard .CLP files).

To save the Clipboard contents:
1. Click on Paste from the Edit menu, or click on the paste button.
2. Click on Save from the File menu, or click on the save button.
3. Type the filename that you want the graphic to be saved in.   Full pathnames are accepted.   If you type the name of a file that already exists, Graphic Viewer will overwrite it with the new file.
4. Choose OK.