

## **File Commands**

[Open File](#) - select/display graphics file.

[ReOpen File](#) - redisplay file with latest viewing/gray options.

Abort Viewing a File - Press any key or click the mouse.

## **View Commands**

[Toggle Scrollbars](#) - hide/show scrollbars and AutoWindow button.

[AutoWindow](#) - optimally resize/center your window.

[AutoReOpen](#) - automatically reopens file with changed options.

[GIF 89a Prompt](#) - enable/disable [GIF89a](#) detect message.

**VGA Options** (for optimal viewing in [VGA](#) or 16-color displays)

[AutoMode](#) - Selects best display method in VGA /16-color modes.

[VGA ColorMatch](#) - Dithers 16-colors from 16-color palette.

[VGA Posterize](#) - Dithers 127 colors from 16-color palette.

[VGA Superpixel](#) - Dithers 4912 colors from 16-color palette.

**Gray Options** (for enhanced detail on monochrome portables)

None (color) - Uses color palette, no gray conversion.

256 shades - For photo-realistic, [TrueColor](#) modes.

64 shades - For [SVGA](#) 256-color modes.

32 shades - For [HiColor](#) modes or Notebooks/Laptops with SVGA drivers.

16 shades - For standard VGA mode.

## **[Feedback](#)**

**Open File**

Brings up the File Dialog screen for picking files. Only [GIF](#) files are supported with this version.

1. From the Main Menu, select File.
2. Select Open File.
3. Change to desired drive and/or subdirectory.
4. Click Accept to view.

**ReOpen File**

Reselects/displays last graphics file viewed with selected options for color, gray shades and/or VGA/16-color rendering options.

1. From the Main Menu, select File.
2. Select ReOpen File to view.

**Abort Viewing a File**

Press any key or click the mouse.

**Auto Window**

Optimally resizes your viewing window to the largest possible and centers it on your desktop (default setting). Use this when you have resized the window and want to restore it to default settings.

When scrollbars are shown, a small button with an "X" on the lower right corner will call this feature.

**Toggle Scrollbars**

Hides or shows scrollbars for panning a large image in your window. Showing the scrollbars also activates the AutoWindow button.

Hiding the scrollbars show more of the image at its current panned position. Showing the scrollbars returns controls for positioning the large image inside your viewing window.

Note: *When viewing with [multiple instances](#) in [SVGA](#) 256-color modes, scrollbars are automatically hidden when you change [focus](#) to another program or instance due to [SVGA](#) palette management demands.*

**AutoReOpen**

When this option is checked, the current file will be automatically reopened to show any change in selected options for conversion to gray shades or VGA/16-color algorithms.

**AutoMode**

As default mode, it optimally selects the best algorithm for detail and/or color depth. For best results in 16-color modes, keep this mode activated (checked).

Note: *These options are disabled with [TrueColor](#), [XGA](#), [HiColor](#) or [SVGA](#) 256-color modes since your card can show most or all the colors required to display the mages.*

**VGA Colormatch**

16-color files can specify 16 out of 16.7 million colors. Windows uses a fixed 16-color palette. This mode creates a 127-color palette and displays the closest 16 colors. Highly recommended for viewing dithered, 16-color EGA/VGA images.

**VGA Posterize**

Creates a 127-color palette and displays all matching colors with up to 127 simultaneous, perceived colors. Highly recommended for enhanced detail on images with 32 to 256 colors.

**VGA Superpixel**

Creates a 4912-color palette and displays all matching colors with up to 256 simultaneous, perceived colors. Highly recommended for color accuracy on images with 32 to 256 colors.

**Enabling/Disabling GIF 89a Prompt**

The GIF 89a format has advanced features which, if not supported, will result in an inaccurate display of the graphics. This RGBVUE version has limited [GIF 89a](#) support (full support is planned in future updates) and will abort decoding, or show the first image (if any) if the prompt is disregarded. This option enables or disables the message.

### **Suggestions & Feedback**

We hope that you are enjoying RGBVUE. This program represents over a year of learning and mixed language programming in Windows (*Visual Basic, Turbo Pascal for Windows and MASM*). We will continue developing RGBVUE and other Windows graphics apps, but need your ideas and feedback. RGBVUE v0.99 is [Freeware](#); updates will be distributed as [Shareware](#). Planned updates will include TGA, PCX, BMP, TIF file formats, special effects, image processing, printing, conversion and Multimedia support.

Tells us if you like (or don't like) this program. Any feedback, suggestions for enhanced updates, or "bug reports" (we hope not) are requested and sought. Kindly, write to:

Lawrence Gozum  
100 Oriole Parkway #310  
Toronto, Ontario M5P 2G8 (Canada)

(If you don't know the postage to write to Canada from the US, paste two domestic stamps and it will arrive.)

CompuServe subscribers can leave E-Mail (GO EMAIL) for Lawrence Gozum [73437,2372] or leave a message at the PICS Forum (GO PICS).

**VGA (Video Graphics Array) vs. SVGA (Super VGA)**

VGA cards have 256KB of RAM limiting video modes to 640x480x16 colors. SVGA cards typically have 512KB or 1MB of RAM with 16-color and 256-color modes at 640x480, 800x600, 1024x768 and up!

**HiColor, XGA (eXtended Graphics Array) and TrueColor**

HiColor cards are basically enhanced SVGA cards with 32768-color modes at 640x480, 800x600 and up; cards modeled after the XGA are similar, but show 65536-color modes. TrueColor cards have video modes with 16.7 Million (possible) colors (or 256 shades) at 640x480 and up.



**GIF (Graphics Interchange Format)**

CompuServe's popular graphics file format that supports multiple B&W to 256-color images. There are two versions - GIF87a and GIF89a. Both support multiple images in the same file, the latter includes additional features such as plain text, graphics control, user and timed inputs and transparency. It is pronounced as "jif".

**multiple instances**

The ability to run several copies of the same program on your desktop.

**palette management**

The way a single 256-color palette is shared by several programs or instances in a multitasking environment. Since each instance or program has its own set of 256 colors, only the program with focus will have accurate colors; all others will have their colors matched to the the 256 colors of the program with focus.

**focus**

The Windows program that is actively receiving all mouse or keyboard input. Typically the app with focus has a window with a different color from the rest. In 256-color modes, this Window (app) has all its colors accurately rendered. When running multiple instance or several graphics apps in SVGA 256-color modes, click on the picture to set focus and restore original colors.

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