

## Contents for ALLVUE V2.11

The Contents lists Help topics available for **ALLVUE**

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## Instructions

**ALLVUE** is a graphic file viewer. If you've ever tried to find a bitmap or GIF file in a directory which has many of these files within, you know the time-consuming task you have ahead of you. ALLVUE really speeds up the process of finding or reviewing multiple image files many fold. First, all you do is select the drive and directory or sub directory which houses the image files. Then you can view fifteen images at one time in what we call Multi-View, and select and view the next or the prior fifteen images. It's that simple and that quick and easy.

ALLVUE is very easy to use. Just follow the sequence described below:

- 1) Whenever you start ALLVUE by clicking on its icon, you will see ALLVUE's window and must first select the disk drive and directory which has graphic files. That's as easy as selecting the File Select menu item.
- 2) The disk drive and directory dialog box is now displayed and allows you to select the location of your image files. The file box on the right will display the names of the files in the selected directory. The filenames are displayed here to help you find the files initially. Once you've used ALLVUE several times, you can use the File List Menu to quickly go back to the most recent locations.
- 3) Now the titlebar will display the selected directory and you will see displayed, any image files existing in the selected directory. If **ALL** is selected in the File Type Menu, all the displayable image files in the directory will be shown. Otherwise, only the selected file type will be displayed. The default is to show all the image types that ALLVUE displays at one time (BMPs, GIFs, JPEGs, PCXs, and TIFFs). However, if you'd like to see only the GIF files, you can select that type and view only GIFs. Once you click on the OK button, you can quickly switch among groups of fifteen at a time by using the scrollbar. The scrollbar always moves 15 images at a time.

In directories with many image files (hundreds or thousands), you can use the scrollbar to quickly move among files. As you do, the number in the bottom left of the window will show where you are in the range of files in the current directory and the names under each of the image windows in Multi-View mode will change. Because the names are alphabetized, this is a very quick way to find an image if you have even a vague idea of its name.

Note: If you had the image caption set to a different option than name, you will still see the file names while you are moving the scroll box. The captions will return to their original setting as soon as you release the mouse button.

- 3) Once you are viewing images, you can change them in several ways. The View-Size Menu item allows you change the way the images are displayed in Multi-View and when you click on them with the left mouse button and enter Zoom mode. In this mode, the image filename will be displayed in the titlebar and its width and height in pixels and the number of colors will be displayed in the menu bar. To return to Multi-View, just click on the zoomed image.
- 4) The Zoom Size Menu item determines whether the expanded view fills just ALLVUE's window or the entire screen. This menu is used when ALLVUE is NOT maximized. When it is, the **Full Screen** setting is the same.
- 5) If you right-click on an image in Multi-View, the Right-Click Menu pops up and file-management options are presented for the image under the mouse cursor.

The Image Caption buttons allow you to determine the information appearing under each image.

The screen can be resized or maximized to suit your preferences. The size and location of the ALLVUE window is saved upon shutdown.

If you are loading many, large, image files (800X600 or bigger), or loading them across a network, it will take more time to load all fifteen windows. Image files get larger and take longer to load, regardless of the software used, for two reasons:

- 1) They are higher in resolution (more pixels).
- 2) They use more colors.

As a result, high-resolution images with many colors, such as 65,536 or 16,777,216 (16 bit and 24bit color, respectively), will use up the most space on your disk and take the longest to load. Smaller files and faster computers do make a difference. However, this is the fastest code for loading multiple images we know about and we are constantly working to decode, decompress, and load those images at faster speeds.

## **File/Select Directory**

Displays the “Select Disk Drive and Directory” Dialog box which allows you to select the drive and directory containing the graphics files you wish to view.

### **Disk Drive and Directory Box**

The disk drive and directory dialog box allows you to select the location of the image files you wish to view. It also allows you to select which image file types you want to view. The selection can also be made from the **FileType** menu item on the main window.

### **File Box**

The file box will display the names of the files in the selected directory. Though you may click on one or more file names if you wish to highlight them, it will have no effect. ALLVUE is designed to display ALL of the image files of the selected file type in the chosen directory.

**Networks:** To view graphic files across a network, you may use the **Network** entry in the directory list or you can map the desired network drive and it will appear in the drive directory box the next time you select File/Select from the menu. Then select it like you would any other drive on your system.

## **File/Refresh**

Refreshes the Multi-View display. This is equivalent to re-selecting the same directory and reloading the image files from the existing directory. It is most useful after you have been reviewing files in a directory and have deleted those you deemed useless. The deleted files are depicted as blank windows with the caption indicating they have been deleted. After the refresh, you will see only the remaining files.

## File/Print Multi-View Images

Prints a page of the images displayed in ALLVUE's window. This command allows you to generate libraries of your image files just as you see them in ALLVUE: 15 images at a time. A message box with a default title will be displayed on screen and will give you the option of changing it to suit your needs. If you click "CANCEL", the output will print without a title.

The output from this command is sized for an 8 ½ x 11 inch page in Landscape mode. Landscape mode will be forced, even if you select Portrait mode. If at least some of the images are in color and you have a color printer, ALLVUE can print the images in color. If you select another printer, Windows can take from 5 to 60 seconds to change the default depending upon your computer, amount of memory, etc.

There are two other print commands:

File/Screen Print Multi-View Window sends a copy of ALLVUE's actual window to the printer as displayed on the screen.

Print Image File(s) is accessible from a right mouse-click while the mouse cursor is over an image window and will print a full page-of an individual image.

Note: Some printers have a problem with aligning the images and their captions when using this command. You will have to test your own printer to determine whether your printer has this problem. If so, you may want to use File/Multi-View Screen Print instead.

## Screen Print Multi-View Window

Prints an image of ALLVUE's window. This command allows you to generate libraries of your image files just as you see them in ALLVUE: 15 images at a time.

The size of the printed image is determined by the size of ALLVUE's window on the screen. If the image is too large for the sheet, you can either change the format from **Portrait** to **Landscape**, or you can re-size ALLVUE's window on the screen to make it smaller and then reprint. If at least some of the images are in color and you have a color printer, ALLVUE can print its window in color.

There are two other print commands:

File/Print Multi-View Images sends a copy of the fifteen images in ALLVUE's window to the printer. Though this option prints the same images, it does so without including any of the other artifacts of ALLVUE's window which ARE included in **Multi-View Screen Print** described above.

Print Image File(s) is accessible from a right mouse-click while the mouse cursor is over an image window and will print a full page-of an individual image.

## File List Menu

The File List is a list of the last eight locations that you've used ALLVUE to display image files. The most recent is at the top of the list and goes down to the least recent. You can click on any location in the list to immediately display the image files in that directory without going through the **Select Directory** process.

Also see **ERROR 52** in [Problem Tips](#).



## **File/Exit**

The **File/Exit** menu item terminates execution of ALLVUE.

## File Type Menu

To change the image file type displayed, select the **File Type** menu item and select the type from the submenu. If you select **ALL**, then all image file types capable of being decoded by ALLVUE will be displayed.

### BMP

BMP is the standard abbreviation for bitmap images and almost always implies the standard created by Microsoft and used with its “Windows” product. They are the most common image type and they are the kind created with the accessory program “Paintbrush” supplied as part of the Windows operating system.

### GIF

GIF files are lossless, compressed image files. They and JPEG files are used extensively on Web pages.

### JPEG

JPEG files are lossy, compressed image files. JPEG is an international standard originally designed for use with the digitization of photographs. The amount of compression/detail-loss can be selected at the time of digitization. JPEG and GIF files are used extensively on Web pages.

### PCX

PCX files are minimally compressed, bitmap images. The format was created by Zsoft.

### TIFF

TIFF image files often create problems. The format was originally created by Aldus/Adobe. The TIFF specification allows many variations to the point that not even the original creator’s products can’t decode all TIFF images. ALLVUE’s image engine supports uncompressed TIFF and those using several compression techniques, but not all. The supported schemes currently include: CCITT 1D, Group 3, Group 4, packed bits, and LZW.

Keeping up with different compression techniques and image file types is a continuing battle. Rather than attempt to decompress and decode all current image file types, we have elected to address those we believe make up the preponderance of image files used by most users. We will continue to assess this situation and add the ability to display those file types that come into the mainstream as it occurs. However, the price to be paid is one of a bigger and slower program. By waiting and adding only those types that are in the mainstream, we hope to gain the benefits of faster processors as we add these capabilities in the future as they are needed.

## View-Size Menu

The **View-Size** menu item allows you to select how images will be displayed. It is divided into two sections: Multi-View and Zoom View.

### Multi-View

When one or more images are displayed in ALLVUE's window, they are displayed based upon the Multi-View selected.

### Zoom-View

Clicking on any one image with the left mouse button will zoom the view depending upon the View option selected. To return to the default display of up to fifteen images (Multi-View), just click anywhere in the zoomed image window.

## **Multi-View**

### **Best Fit**

The small images shown in Multi-View with up to fifteen images displayed at one time are depicted at their correct aspect ratio but reduced to fit within the confines of the image box.

### **Actual**

The small images shown in Multi-View are depicted at their correct aspect ratio and actual size. For those images that are larger than the image box, scrollbars will appear on those axes which exceed the dimension of the image box. In other words, if the height of the image is larger than the height of the image box and this option is set, a vertical scrollbar will appear on the right side of the box. The same is true of the image width. However, the scrollbars are independent and only appear if needed for each axis.

### **Stretched**

The small images shown in Multi-View are stretched to fill the image box. Aspect ratio is not maintained except in the rare instance that it matches that of the image box.

Also See: [Zoom Size Menu](#)

## Zoom-View

### Best Fit When Clicked

When clicked, the image will be sized to fill the entire ALLVUE's window WHILE maintaining the aspect ratio of the image. It will not be distorted or stretched in any way. This is the initial default mode of the View command so that you can examine image details without having to take the additional time necessary to scroll the image. If you want the image even bigger than ALLVUE's window, you can also change to **Full Screen** mode via the [Zoom Size Menu](#) option.

### Actual Size When Clicked

When clicked, the image will be displayed actual size unless it is larger than the screen size. In that case, you will see a portion of the image in the window and scroll bars will be displayed for the dimension(s) that exceed the screen's size. If it's too big to see it all, you may want to change to **Best Fit**.

### Stretched When Clicked

When clicked, the image will be stretched or reduced to fill the entire ALLVUE's window. Unless the aspect ratio is identical to that of the ALLVUE's window, it will be distorted to fill the window both in length and width.

### Fit Both Sides

When clicked, the image will be sized so that its sides fill the width of the window. If the height exceeds that of ALLVUE's window, a scroll bar will appear on the right side to allow you to scroll to the top and bottom of the image. The actual aspect ratio of the image will be maintained.

### Fit Top and Bottom

When clicked, the image will be sized so that the top and bottom will fill the full height of the window. If the width exceeds that of ALLVUE's window, a scroll bar will appear on the bottom to allow you to scroll the left side to the right side of the image. The actual aspect ratio of the image will be maintained.

Also See: [Zoom Size Menu](#)

## **Zoom Size Menu**

This option determines the size of the ALLVUE's window when an image is zoomed by left-clicking on it. At that time, the image is expanded to allow the user to examine the image more closely.

### **Standard ALLVUE Window**

This setting will enlarge the image to fill ALLVUE's window. ALLVUE's window will almost fill the screen when the video is set to 640X480 mode. When set for a higher resolution such as 800X600 or 1048X768, the window will only use part of the screen and stays at the same size that it is while displaying 15 image files in Multi-View. Standard is the initial default.

### **Full Screen Window**

This setting will expand the image to fill the entire screen regardless of the selected video resolution mode. Upon clicking on the expanded image, ALLVUE's window will return to normal size to display in Multi-View.

Also See: [View-Size Menu](#)

## Orientation Menu

When you left-click on an image to zoom in, the **Orientation** menu item will appear. This menu item allows you to reverse an image on the horizontal or vertical axis. It works in cooperation with the Rotate menu item. These settings WILL AFFECT the way an image is printed. That is done intentionally to allow you to change, view, and print images in any orientation you select.

### Normal

Normal is the actual orientation of the image as loaded and is displayed based upon the image itself and any reversal flags set in the image file. It is NOT being changed by ALLVUE.

### Mirror

Mirror allows you to display the image with the left and right sides reversed as if you were viewing the image in a mirror. The top and bottom stay the same.

### Flip

This command flips the image vertically. The bottom becomes the top and the top becomes the bottom. The left and right sides stay the same.

Orientation changes are not kept from one ALLVUE session to another.. ALLVUE always starts in **NORMAL** mode. These options are provided just to allow you the flexibility to quickly and easily change images when viewing in zoomed mode and to select how you want them printed.

Also see **Upside-Down Images** in [Problem Tips](#).

## Rotate Menu Item

Rotate reverses an image on both the horizontal and vertical axes. It is the same as rotating a physical photograph in your hand so it is upside down—both the top/bottom and left/right sides are reversed. Therefore, it is also equivalent to both mirroring and flipping the image at the same time. If you want to change just one axis without affecting the other, such as just flipping it without mirroring it, use the [Orientation Menu](#) item.

You can determine the current status of the display by selecting the **Orientation Menu** item. If **Normal** is checked, then the image is displayed without any reversals. If both the **Flip** and **Mirror** menu items are checked, then the image is rotated. If just the **Flip** or **Mirror** items are checked, the image is just flipped or mirrored.

### Rotate

When you left-click on an image to zoom in, the **Rotate** menu item will appear. You can click on it and the image will rotate 180 degrees for your view and inspection. All zoomed images will continue to be displayed in this orientation until **Rotate** is again selected or ALLVUE is shutdown.

Image rotation changes are not kept from one ALLVUE session to another. ALLVUE always starts in **NORMAL** mode. It is provided just to allow you the flexibility to quickly and easily invert images when viewing in zoomed mode and to select how you want it printed.

Also see **Upside-Down Images** in [Problem Tips](#).



## Right-Click Menu

One of ALLVUE's many functions is to help you sort and manage image files. Several of these commands allow you to select multiple image files for copying, deleting, or printing. The selection process is achieved by clicking on the caption under each image you want handle. The caption will indicate selection by highlighting the background. If you inadvertently click on a wrong caption or change your mind, just click on it again to de-select it. Though these commands will work with the image caption set to **SIZE** or **COLORS**, it is most helpful if it displays **NAME** during this operation. If you want to discard your selections, just click on **CLEAR ALL SELECTIONS**.

Once you have selected all the images you want to handle during this pass, click on the right mouse button and select the operation: **COPY**, **DELETE**, or **PRINT**. A list of the filenames selected will be displayed for your review and you will have the option of clicking **YES** to copy them or **NO** to abort the operation.

If you only want to copy, delete, or print one image file, there is no need to select it first. Make sure no other images are selected and place the mouse cursor over the image before you right-click it. The operation you select will only affect that image.

NOTE: Multiple file selection for the copy, delete, or print operations occur one screen at a time. You cannot select several on one screen, use the scrollbar to view the next or prior screen, and continue selecting files. Once you move the scrollbar to view another screen, the currently selected captions are de-selected. Only selected images on the current screen are active.

When the right-mouse button is clicked while the mouse cursor is over an image, a pop-up menu is displayed offering the following choices:

Open

Print Image File(s)

Copy Caption

Copy FileName w/Path

Copy File(s)

Rename File

Delete File(s)

Clear All Selections

Properties

## **Copy Caption – Copy FileName w/Path**

### **Copy Caption**

Clicking this option will copy the filename (without the path), image size, or number of colors to the clipboard. The actual information sent to the clipboard depends upon the setting of the Image Caption buttons. From there, you can easily paste it into your HTML Web-page or anywhere else.

### **Copy FileName w/Path**

Clicking this option will copy the filename, complete with the entire path including the device name (disk drive) to the clipboard. From there, as above, you can easily paste it anywhere.

This is quicker, easier, and more reliable than temporarily writing the entire path onto a piece of paper after you have found the desired image and then re-entering the name into your Web-Page, another application, etc.

The setting of the **Image Caption** buttons has no affect on this command, only the **Copy Caption** command.

# Copying, Renaming, and Deleting Files

## Copy Image File(s)

Selecting this option will bring up the Save As dialog box to allow you to select the location at which to make a copy of the image file. You may enter any legal filename for the copy. This command may be used to copy more than one file at a time.

## Rename Image File

Clicking this option allows you to rename the image file.

## Delete Image File(s)

This option allows you to delete the image file itself. A click on the command is followed by a confirmation box to help avoid deleting images by mistake. The image window will go blank and the caption will display: **\*\*\*DELETED\*\*\***. Deleted images will remain this way as you proceed forward and backward sorting, moving, and culling image files. When you reload the image files in this directory for viewing again, there will be no remnants of the deleted files. This command may be used to delete more than one file at a time.

**CAUTION:** When you click on the “YES” button of the delete confirmation dialog box, the file is **NOT** sent to the recycle bin – it is deleted at that time.

## Open

This command allows you to open the file in whatever image editor is associated with the file-type of the image you select. The editor is NOT part of ALLVUE. It is merely called by ALLVUE. This concept, integrated into Windows95 and Windows NT, allows one application to call another that is designed for the task. For example, if you select this command on the **Right-Click** popup menu for a bitmap file, that is, one with a “BMP” extension, Paintbrush will automatically be started and the image loaded, ready for you to make changes and modifications to the image.

Associations are often made by applications when they are installed or by the user using the Windows Explorer file manager (not Internet Explorer). If you have an image editor capable of loading a particular file-type which you would like to associate with that editor, then do the following:

Open Explorer, click on the **VIEW** menu item and the **OPTIONS** sub-item. Then click on the **File Type** tab. Click on **New Type** and enter the required information. The Explorer help file is available if you need assistance.

**Note:** You should perform a **Refresh** immediately after editing an image. This will update ALLVUE's display.

# Clearing All Selections & Properties

## Clear All Selections

This command easily and quickly clears all selected image files. Clearing also occurs when you use the scrollbar to change screens and when you use **COPY**, **DELETE**, or **PRINT** in managing files.

## Properties

This command displays a dialog box which displays, in one place, the filename, modified date, file size in bytes, image size in pixels, and the number of colors in the image palette. It also displays three check boxes showing the file's **Archive**, **Hidden**, and **Read Only** status. You can change any of these file attributes by checking or unchecking the appropriate box. The setting changes the moment you make it.

**Note:** If you make a file hidden, you will not see it displayed in ALLVUE unless you have the Include Hidden Image Files option selected.

## Print Image File(s)

This option allows you to print a FULL-PAGE, hard-copy of the image(s) you have selected (in color if it or they are color images and you have a color printer). This command may be used to print more than one image file at a time. The filename is used as the title of image of the image. However, if you are printing out just one image, a message box will give you the option of changing it to suit your needs. If you click "CANCEL", the image will print without a title.

You can change the image orientation with the Orientation and the Rotate menu items that appear when you left-click on an image and zoom in. Though orientation or image rotation changes are not kept from one ALLVUE session to another, you can use them to determine how an image will print. **Note:** Orientation, as described here, pertains to the image only and should not be confused with the page orientation setting of Portrait or Landscape.

There are two other print commands:

File/Screen Print Multi-View Window sends a copy of ALLVUE's actual window to the printer as displayed on the screen.

File/Print Multi-View Images sends a copy of the fifteen images in ALLVUE's window to the printer. Though this option prints the same images, it does so without including any of the other artifacts of ALLVUE's window which ARE included in Multi-View Screen Print described above.

# Options

## Date Format

This option allows you to determine the format of file modification dates when displayed as the caption under each image. This caption is displayed with the Time Format described below.

## Time Format

This option allows you to determine the format of file modification times when displayed as the caption under each image. This caption is displayed with the Date Format described above. One of the options is “No Time”. If knowing the last modification time down to the hour, minute, or second is not important to you, you can select the “No Time” option which will display only the date of the last file modification.

## Include Hidden Image Files

If this option is checked, then all image files of the appropriate File-Type are displayed whether they are set as hidden files or not. If it is not checked, then hidden files are not displayed. You can change the Hidden attribute of a file from Right-Click Properties dialog.

**Note:** Some programs, like Microsoft Internet Explorer, keep their cache files in a hidden directory. To be able to see a hidden directory in the select directory dialog box, use the Explorer File Manager that comes with Windows. Open Explorer and click on View/Options, then select the View tab. Select the “Show All Files” button and click OK, then shutdown Explorer. From then on, you will see all directories and files, hidden or otherwise, in the open file dialogs boxes of all applications, including ALLVUE. Then, by using the **Include Hidden Image Files** option described here, you can also display hidden image files in ALLVUE. However, even though you have used Explorer to turn on display of hidden files and directories in file dialog boxes, the display of hidden image files in ALLVUE is controlled by this option and the actual attribute of the file (which you can change from the Right-Click Properties dialog as described above).

## Caption Font Size

This option allows you to change the font-size of the captions under each image in Multi-View mode. If you need to see more characters because of longer file names, you have several options: use a smaller font, size the ALLVUE window larger, or both. If your monitor is small and text is hard to read, you can size the ALLVUE window larger and use a large font.

## Default Window Size

Many users will move and resize ALLVUE’s window to suit their needs. Others prefer to always work with a maximized window and to switch among them using the task bar. Whatever your preference, we have tried to provide the flexibility to allow you to work the way that’s best for you. However, should you wish to instantly revert to the initial, default window size with which you began the first time you used ALLVUE, just click this option. It will not change any other saved settings.

## Save Settings Now

Some users like to put their settings in stone and rarely change them. If a problem occurs, they can always shut down the application and restart it. Upon coming up, their favorite defaults are again set. This menu item is for those people. It will save certain option settings as they currently are set. The saved settings are the View, View Size, and Image Caption settings.

### **Save Settings On Exit**

If you're one of those users who likes to find everything in an application just the way you left it, including all settings, then this option is for you. Regardless of what your settings were, with this option selected, ALLVUE will save the settings in effect at the time of program shutdown.

### **Note:**

Regardless of which option you use to save settings, when you terminate ALLVUE, its size, location on your screen, and the last directory you were in are also saved. This is done to permit you to resume your work exactly where you left off in the previous session.



# Help Menu

## Help

The Help command displays help for the program by offering instructions to the new user and descriptions of the program's options.

## Contents

The Contents command displays the Table of Contents of ALLVUE's Help system.

## Instructions

The Instructions command displays a page of instructions that quickly and easily allows the first-time user to use ALLVUE.

## Registration

The Registration command displays the registration entry form if the version of ALLVUE running is unregistered. If it is registered, the introductory form displaying the license number and the licensed owner of the running copy of ALLVUE is displayed.

## About

The About command displays the About Box which contains the version number, release date, copyright notice, etc.

# File Compression

File Compression: Lossless and Lossy

All compression schemes fall into one of two categories: either lossless or lossy.

The JPEG compression technique is lossy. Because it is lossy, some detail is lost upon decompression and cannot be recovered. This detail is almost always on the high-frequency end of the image spectrum and represents the finest detail such as the crispness of corners and diagonals. On the other hand, images undergoing compression with lossy techniques can be compressed significantly more than say, GIF files. The result is that the compressed image takes up significantly less space than a lossless, compressed file. If the use is only that of viewing, chances are that no one will ever notice the loss of detail as long as it is not overused on the image. Usually, images that will be compressed and decompressed only once and then viewed can use a lossy compression scheme. And because they can be compressed so much, their download is quicker and the needed storage space is less. The download of movies from a limited bandwidth network is a good application for a lossy system. Missing detail is not noticed and the purpose of the download is for viewing and not the making of multiple-generational copies.

GIF files are an example of a lossless compression scheme. Because it is lossless, they are reconstructed in their entirety when decompressed. All of the original detail is present and none has been lost. This is necessary when images are compressed for transmission and will be decompressed at the receiving end and perhaps reedited, for example. In this application, it is paramount that no detail be lost in the compression/decompression process. The editing and transmission of the images may occur multiple times. Multiple compression/decompressions using lossy compression techniques would render the images as muddy, poor, and most likely useless, long before they were ready for viewing. The price to be paid for this ability is a lesser degree of compression than lossy techniques.

# Image Caption

## Image Caption

This caption displays selected information under the images displayed in ALLVUE's main window while in Multi-View. When the user clicks on an image to zoom it for viewing, the selected caption for the zoomed image will be displayed in ALLVUE's titlebar.

## Name

When you first select a drive and directory and load its images into ALLVUE, the name of the file will be displayed directly under each image so that you can find and identify the one you're after.

## Size

This option will display the image size in pixels. The left-hand number is the width of the image and the right-hand number is its height.

## Colors

This option will display the actual number of colors in each image.

## Date

This option will display the date and time of the last modification of each file.

## Bytes

This option will display the size of each image file in bytes.

## ALLVUE Registration

Contact Technological Solutions in one of the following ways to register ALLVUE and pay your registration fee of \$25.00 in U.S. dollars (CT residents must include 6% sales tax):

By Email: software@techsolut.com    By FAX: (860)887-8580    (Use the form below)

We need the following information:

**Your Full Name**

**Your Company Name** (if applicable)

**Street Address**

**City, State, And Zip Code**

**Your Email Address** (VERY IMPORTANT - This is how we return your license registration number, provide technical support, alert you to updates, etc.)

**Daytime Telephone** (Optional, but often helpful in reducing delays if contact is necessary)

**Credit Card Issuer (M/C, Visa, or Discover), Number, and Expiration Date**

We will process your registration and return license information via email. You will enter it into the registration form which can be accessed from either the registration notice (which you have no doubt seen) or from the help menu. Once complete, the large bars will no longer cover the middle and bottom image rows. You will also no longer see the license agreement and registration reminder when you start the program. Please allow at least three working days for the registration process, though we are usually able to handle it the same day. **NOTE:** We DO NOT sell registration information to anyone. That information remains confidential. Website: [www.techsolut.com](http://www.techsolut.com)

## ALLVUE V2.11 Order Form

Name \_\_\_\_\_

Company Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ ZipCode \_\_\_\_\_

Country \_\_\_\_\_

Telephone Number \_\_\_\_\_

FAX Number \_\_\_\_\_

Card Issuer \_\_\_\_\_ Expiration \_\_\_\_\_

Credit Card Number \_\_\_\_\_

Signature \_\_\_\_\_

Email Address \_\_\_\_\_

**Fax the above, completed form to: (860)887-8580 in the U.S.A.**

# **ALLVUE License Agreement**

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## Problem Tips

### Registration Difficulties

Registration difficulties usually result from one of three causes:

- 1) Insufficient information - You didn't include the User Name or the Company Name (if applicable). Please be sure you include all the information you were given on your registration receipt.
- 2) Incorrectly entered information - The User name, Company Name (if applicable), and Password must be entered as given. Case must be observed. In general, the first letter of every word in User Name and Company Name is capitalized and the rest are lower case. There is no case for the digits in a Password. Do not include any extra spaces before words or after them.
- 3) Incorrect password. Be sure you have an authentically provided password from Technological Solutions.

**Note:** You must click on the Validate button once you have entered the necessary information into the Registration form. **DO NOT HIT ENTER.** You will lose the information you have entered and will have to re-enter it.

If the Registration is successful, the program will indicate that fact by displaying the license screen with the information you have entered. It will be clear to you that proper registration has taken place and all reminders and limitations you previously experienced in the unregistered evaluation mode will go away.

If you have adhered to the rules above and still cannot properly register ALLVUE, contact Technological Solutions' [Technical Support](#) for help.

### Upside-Down or Reversed Images

Some images may be displayed upside down. At this point, we are only aware of this happening with JPEG image files and is most common with digital photographs. The reason for this is that there are flags in JPEG files which indicate proper display orientation (upright, reversed, etc.). Many image viewers do not follow the specifications fully. We do, and if the invert flag is set, we invert the image. We will therefore display an image as directed by the image file itself, and this may cause the image to appear different from those viewers which do not follow the specifications as closely.

You can change the image orientation with the [Orientation](#) and the [Rotate](#) menu items that appear when you left-click on an image and zoom in.

### Drive or Directory No Longer Available

Unlike a hard drive on the user's current computer, some devices are not always available due to their normal operating modes. For example, CD-ROM drives and floppies use removable media. Therefore, while you may have been able to access image files on that drive moments earlier, they are no longer available once you remove the media or replace it with different media with different directory and file names. Likewise, drives accessed across a network may become unavailable if the host



computer is shutdown, disconnected, or if the network itself goes down. In fact, this situation will also occur if you delete or move the currently accessed directory.

In these situations, ALLVUE, like any other software accessing non-hard drives, will be unable to access the original device or directory yet must be given a viable path if a program crash is to be avoided. To recover, ALLVUE will automatically change its path to the root directory of the "C:" drive. This drive will always be available to support the operating system and therefore provides a reliable path to recover from this condition. If the "C" drive should become unavailable, you will either be turning off the system or, in any other event, will have bigger problems than finding a valid path for ALLVUE.

## **Error 52**

On two occasions, customers reported this error while selecting a directory to view image files over a network. Upon clicking on the OK button of the error message box, the box goes away and shuts down ALLVUE. The error message is usually associated with a user entering a bad filename, that is, one which may have illegal characters in the name. Usually, the operating system traps for this error and returns a more meaningful message. In the case of ALLVUE, a user doesn't normally enter a filename except in the case of renaming or copying an image file. We trap for the error in that context. In both cases of the reported errors, we traced the cause to an attempt to access a directory on a password protected device over a network from the most recently used directory list on the file menu.

A way around this problem is to use **File/Select Directory** rather than the directory list for the first access. When you attempt to access the directory, ALLVUE will indicate that the device is password protected and give you the opportunity to enter a password. Once the correct password has been verified, you will be allowed access to that location using the directory list until the system with the password protected device is rebooted. At that time, you will have to use Select Directory to re-submit the password.

## **Incomplete or Corrupt Image Files**

At times, you will select a drive and directory which contain one or more incomplete or corrupt image files. Incomplete image files are much more common now that many users download images and files from the Internet. Often, while on the net, users are disconnected or will terminate a download before the entire contents of the file are received. Though the browser should delete the incomplete image file rather than to allow it to remain on the system in this state, it may be unable to perform the cleanup or may not even try depending upon the browser you use. ALLVUE will deal with such a file by displaying it as blank and gray rather than terminating execution.

## **Technical Support**

If you have registered ALLVUE, you are eligible for [Technical Support](#). If you have not yet registered but find ALLVUE helpful, you can learn how to do so by [clicking here](#).

## Technical Support

Registered users can receive technical support by mailing a description of their problem to the Email address below:

software@techsolut.com

Be sure to include your full name and license number. But first, if you haven't already done so, please check out [Problem Tips](#) in this Help file. It just might have the answer you're looking for.

Please be sure to provide as much information as possible. We genuinely want to help registered users get as much value from their use of ALLVUE as possible. Not only does it make for a happier customer, it also gives us insight into the types of work you're trying to do and once we've solved it for one customer, it's much easier to provide the solution to others and to fix it in the next release of the product. In this way, we may already have the solution to your problem, we only need to know what your problem is. Also, in-between product updates, we try to include a known problem and its work-around in the **Problem Tips** section of this Help file. But it is very difficult to help you if we don't understand your problem or have insufficient information with which to determine the problem and its resolution. Therefore, please take the time to provide a clear description and all pertinent information about the problem. Not only will it save us time, it will save you time as we will not have to email a series of questions back to you as we attempt to diagnose the cause.

Finally, we can not assure you that we can resolve every problem of every nature on every system, but we can assure you that we will make our best attempt with the information you have provided.

Multi-View mode is the default display of ALLVUE. It displays up to 15 graphic image files at one time. The other view is Zoom mode.

Zoom mode is obtained by clicking on one of the 15 displayed images on ALLVUE. It cause the image to zoom-in to actual size or to fill the ALLVUE or screen window for closer inspection. The other view is Multi-View.

Windows 95, Windows NT, Explorer, Internet Explorer, and Paintbrush are trademarks of Microsoft Corporation.

Pixels are the smallest addressable unit of graphic measurement of a screen. It is independent of the actual screen size and is determined by the resolution set by the video card and monitor settings.

The titlebar is the bar at the top of a window that displays the applications name and is used to move the window.

