Chapter 2 Viewing Images with NCSA PC Show

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Chapter Overview

This chapter delineates the various commands which concern the display of animations or multiple images. The chapter contains tables which depict two of the online help screens featured by PC Show-the General Help Screen and the Image Help Screen.

Displaying Mutiple Images

The multiple image function of PC Show assumes that the images reside either as multiple images inside an HDF file or as members of a list in a file of image names of a binary file.

For example, to display on a NO9 monitor the HDF file images.hdf, which contains multiple images, enter:

```
C:\ > pcshow –9 images.hdf
```

Notice that the command line to display multiple images from an HDF file does not differ from the command line to display a single image from an HDF file. This is one advantage of storing your images in HDF files.

To display on an EGA monitor multiple images from a binary file named images.1st of the dimensions 256 by 320 with the palette test.pal, enter:

```
C:\ > pcshow –b 256 320 –m test.pal images.1st
```

when the file images.1st is a list of the binary images to be displayed, one image name per line. Such an image listing file should resemble the list below:

```
myimage1.256
```

```
myimage2.256
testimage.256
lastimage.256
```

You may wish to make the extension of your image file the width of the image, as the example above demonstrates, to prompt your memory.

The first image in the file is automatically displayed after entering the command to execute PC Show. After the first image is viewed, it is possible to modify the palette or the image using the commands listed on the help screens. To quit viewing the current image and view the next image in the file, type **q**. This will cause PC Show to advance automatically to the next image. In this manner, all the images in the file may be viewed once. To repeat viewing of any image re-execute PC Show.

Animations in PC Show

The following sections present the various animation and manipulation command keys in PC Show and describe their functions.

General Image Commands

Table 2.1 lists general commands that deal with the image itself. They do not concern the actual location of the image on the screen.

Table 2.1 General Image Command Keys

Command Key	Function
i	Displays information concerning the current image or animation being displayed. The information shown includes: the current x and y coordinates of the upper-left corner of the image, the x and y dimensions of the image, and indicates that the image is part of an animation and the mouse is activated, if such is the case.
a	Runs the animation sequence again. If the current image is not part of an animation sequence, the command is invalid, and will have no effect.
k	Causes PC Show to treat the current image as merely a single image and to eliminatefurther animation. If the current image is not part of an animation sequence, the command is invalid.
o	Toggles the VGA screen off and on. Does not affect other types of monitors.

NOTE: Turning the VGA screen on or off affects neither the actual operations of the software, nor the retention of information concerning the image or its display upon the screen.

q	Displays the next image in the HDF file, or the next image in the list of binary file names. In either case, if the current image is the last, the program returns to DOS.

m	Activates or deactivates the mouse if one is present.
/	Slows down animation.
*	Speeds up animation.

Table 2.1 General Image Command Keys (Continued)

Command Key	Function
, (comma)	Asks for the upper-left and right hand corner coordinates and magnifies the image to fill the screen.

Online Help Screens

Three online help screens are available during program execution-the General Help Screen, the Palette Help Screen, and the Image Help Screen. To view the General Help Screen, press **?** while the image is displayed on the monitor. When you press **?**, PC Show enters the sequence of help screens. To advance through the help screens, press **ENTER**; pressing any other key returns to the image display. For easy reference, the General Help Screen is presented in Figure 2.1.

Figure 2.1 General Help Screen

```
i               Shows Information About The Image
a               Shows Animation Again
k               Ends Animation Mode
o               Toggles VGA Screen Off Or On
q               Exits Viewing Image Or Animation
?               Shows This Help Sequence
m               Activates/Deactivates Mouse
/               Slows Down Animation Speed
*               Speeds Up Animation Speed
,               Asks For Upper Left Hand Corner And
Lower Right Hand Corner Coordinates Of    An Area On The
Screen To Magnify To    Fill The Screen.
```

PC Show does not accept commands that are entered while you are viewing the help screen. Help screen commands are valid only while you are viewing the image. To continue viewing the image, press any key but **ENTER**. If you press **ENTER**, PC Show advances to the Palette Help Screen.

Scrolling Through the Image

Due to the limited size of video monitors, often only portion of an image is displayed on the screen. To allow viewing of an entire image, scrolling functions are available. Figure 2.2 lists the scrolling functions as they are listed in the Image Help Screen.

Figure 2.2 Image Help Screen

```
left arrow          Moves Image Left Ten Pixels
up arrow            Moves Image Up Ten Pixels
```

```
down arrow          Moves Image Down Ten Pixels
right arrow         Moves Image Right Ten Pixels
page up             Pages Up A Full Screen On The Image
page down           Pages Down A Full Screen On The     Im-
age
home                Moves To The Upper Left Hand  Corner Of
Image
end                 Moves To The Lower Right Hand Corner Of
Image
x                   Inputs X And Y Coordinates For      Up-
per Left Hand Corner
```

This help screen is only accessible by entering the command **?** and pressing **ENTER** twice to pass both the General Help Screen and the Palette Help Screen.