

# **GZIMPORT.DLL**

## **Decoding DLL for the Bitmap Formats**

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### **1 Introduction**

There exists a great number of bitmap formats. Each one has its particularity and its special domain of application. While using Gazelle Author, one can see 3 main reasons not to use the standard Windows BMP format:

- space restrictions. If you want to stock many pictures on a limited medium, you have to consider compression solutions. The best technique depends on the domain considered. For example, the JPG format for photos is a good choice. On the other hand, for images with vast portions of uniform colors, the RLE is more suitable.
- compatibility. If you want your users to transfer your pictures and reuse them, you have to consider a format that is unanimously used. For example the TIF format is compatible with the Windows and the Macintosh platforms; furthermore, it is widely used in the graphic industry.
- inheritance. You may want to present a stock of pictures that have been stored in a different format. Instead of converting all of them, you can prefer to import them directly in Gazelle Author, never mind the penalty that it can cause. This can be the case for the various formats that are also supported in Gazelle Author.

Beside these three special cases, for speed and quality reasons, we strongly advise you to stick with the standard BMP format.

### **2 Description**

The GZIMPORT.DLL format import filter works with GZBMP.DLL, the graphic engine of the Gazelle Authoring System. The GZIMPORT.DLL is called by GZBMP.DLL to get a memory DIB from a non DIB file, the memory DIB is then handled by GZBMP.DLL. The decoding per se is performed by ACCUV516.VBX. This decoding engine has a "dithering" algorithm that enhances greatly the image display on 256 color video devices. This dithering is automatically disactivated for devices from 32,000 to 16 million colors.

### **3 Content**

The import filter for various bitmap format consists of the following files

- GZIMPORT.DLL Import filter in GZBMP.DLL (Copyright (C) Editions Gazelle).
- BIVBX11.DLL VBX Emulation Library (Copyright (C) Borland International Inc, 1993 )
- ACCUV516.VBX Image Format Library VBX 16, decoding bitmap formats  
(Copyright (C) Accusoft Corporation, 1995 )

### **4 Licence**

GZIMPORT.DLL, BIVBX11.DLL and ACCUV516.VBX can be distributed by authors in conjunction with GZVIEWER.EXE.

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