

040b73747265616d747970656481a203840163c48403737373810a0a810b0b815f5f84012584067f411b312d37OneVision-Image: Image Information

## TMSImgInspector.tiff ▾ Image Information

The *Image Information* panel provides information about the selected image, including image type, required memory, image size, original resolution, and display resolution.

### Image Type paste.tiff ▾

This informs you about the color model and the color depth (per channel) of the selected image. If you have selected a grayscale image, the color well on the right shows its base color. You can change this color calling the color selection panel with the color well icon. For other image types than grayscales (e.g., CMYK, RGB), this color well has no meaning.

You can find a discussion about all image types available in OneVision-Image in the chapter <Image Types> (`../TMSImg/PictureFormats.rtf`;▾).

### Information 198241\_paste.tiff ▾

*Figure: Information from the Image Inspector panel*

The *Image Information* panel shows also the following information:

- Image Size: the image's vertical and horizontal number of pixels and the memory it requires when it is saved
- Original Resolution
- Display Resolution

The values for *<Original Resolution>* and *<Display Resolution>* can be modified. Changing the original resolution of an image changes the size of an element. This alteration only becomes visible after you select the command *<Original>* from the *<Size>* pull-down list of the Element Inspector (`;/OneVision/MainMenu/Element/ElementInspector.rtf`; ;↵).

If you resize the element frame of an image by moving a corner handle, the resolution of the display changes accordingly. The number of pixels used for the image remains the same, so spreading them over a larger area, for example, reduces the number of pixels per inch. Likewise, making the dimensions of the image smaller increases its resolution by increasing the number of pixels per inch of the image.

Note: This is different than scaling images, where changing the dimensions of the image causes pixels to be added to or removed from the image.

## **Apply**

Your changes take effect only after clicking the *<Apply>* command.

## **Revert**

This changes your newly entered values back to the original ones. This command is only available for changes that have been made since the last use of the *<Apply>* command.

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