Pixel Characterizer version 0.20

Introduction:

How to use:

Tricks:

Limitation:

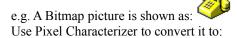
Contact:

Original purpose:

History:

Introduction:

Enclosed is my first Visual Basic program - *Pixel Characterizer*. The purpose of the program is to map each pixel of a small bitmap picture to a character. Then you are able to put/edit graph in your non-graphic text/terminal. And pretty pictures/icons/signatures can be put in your regular text files. Don't hesitate to give it a try. Dump it to your trash if you don't like it.



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How to use:

- 1. you need to have visual basic runtime library *vbrun200.dll* in you path.
- 2. use your favorite graphic program/capture utility to obtain your bitmap picture in clipboard.
- 3. click *Get BitMap* button to paste bitmap to *Pixel Window*.
- 4. change number of rows/columns if needed. The default size is 24x72. Because the regular terminal is 24x80. I use 72 instead of 80 due to the reason of using VI editor(set number is used).
- 5. change the color number if needed. The default color is black(0).
- 6. change output character if needed. The default character is *.
- 7. click *Convert BitMap to ASCII* button or *Character-Scale* button to convert bitmap to *ASCII Window*. The converting time depends on the configured number of rows/columns.
- 8. using *Convert BitMap to ASCII* any pixels which match specified color are converted to the specified character; other pixels are converted to space; using *Character-Scale* button pixels are converted to appropriate characters according to their gray-scale numbers(or luminosities) and depth selection.
- 9. use Send to Clipboard button to send text in ASCII Window to clipboard.
- 10. paste text in clipboard to your editor/dumb terminal/e-mail.
- 11. enjoy yourself.

Tricks:

- 1. Clicking the pixel of bitmap picture in *Pixel Window* shows its color number in *ASCII Window* using hexadecimal system.
- 2. In addition to above function, *Alt-Click* assigns the color number of the clicked pixel to the *color # box*.
- 3. The color number in this program is in Visual Basic convention, where hexadecimal value is used.
- 4. The default convertible size is 24X72. Click *Get BitMap* button to switch between maximum and default size or Choose *Maximum* in *Size* menu to let all picture be convertible if necessary.
- 5. The default depth is 4 and luminosity is evenly divided into 4 ranges. Character-Scale depth and mapping characters can be configured as you wish. Test it by yourself.

- Limitation:

 * The width of convertible picture size is limited in *Pixel Window*.

 * The maximum convertible width of a bitmap picture is 79.

 * *Multiple pixels to single character* scheme is not supported.

<u>Contact:</u>
Users are welcome to send me any comments/bugs/encouragement.



S.Y. Chen (**Sy Chen**) 120-4 Marshall Drive W. Lafayette, IN 47906 U.S.A.

e-mail: sychen@gn.ecn.purdue.edu

Original purpose:

I designed this program to show Chinese in dumb terminal. It is very difficult for me(or other Chinese, I believe) to read pinyin(or romanized) Chinese in any English operation system. Using this I can send out Chinese(or pictures) to dumb terminal users (They, unlike me, can't access graphic terminal or Chinese system easily). This program can enhance the communication in a more elegant style. Believe it or not, it works for other language system too.

<u>History:</u>	
0.00 11/26/92	the 1st release(VB version 1.0 is used).
0.05 11/29/92	* add scroll bar for <i>Pixel Window</i> .(larger picture can be shown).
	* bitmap picture size is shown in <i>Text Window</i> .
	* row and column numbers reduce when smaller bitmap picture is loaded.
0.06 12/10/92	convertible picture height is not limited in <i>Pixel Window</i> any more.
0.07 12/11/92	* message box is reorganized using 2 buttons.
	* release to anonymous ftp site.
0.08 12/12/92	enlarge the width of <i>pixel window</i> to cover 79 pixels
0.09 12/20/92	output character is choosable.
0.10 12/21/92	change part of the color on the icon file.
	* fix the bug while larger bitmap is moving up for converting.
	* change waiting message to row number counting.
0.12 12/29/92	* add the test color function in <i>pixel window</i> .
	* mouse pointer changes to cross-hair on the top of bitmap picture
	* converting is not limited to black anymore. add a color number box.
	* add three menus: Color, Size, and Help
	* alt-click enhancement in changing color numbers.
	* restore the picture position after converting.
0.13 01/01/93	* write pixchar.doc and compile it to pixchar.hlp file.
	* simplify pixchar.txt for short browsing.
	* change Help menu and delete <i>How to use</i> button.
	* the correct small Courier font size is used to show text.
0.15 01/02/93	* add bitmap to Help file.
	* add my Chinese name in Help file.
	* correct some typos in Help file.
	* warning message for row number smaller than 1.
	* The first trial to add Character-Scale scheme.
0.4 < 0.4 /0.2 /0.2	* add one more click to obtain maximum convertible size.
0.16 01/03/93	shows RGB and luminosity number while clicking.
0.20 01/08/93	* swich to VB 2.0
	* add depth menu and 4-depth character-scale dialogue
	* design Character-Scale configuration icon.