KONVERTOR

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English is not my main language so you will certainly find funny sentences. Please tell me .

*(screen captures made with **Flash 32**)*

What is Konvertor ?

Konvertor is a graphic, audio, text and video files viewer/converter, easy to use and supporting many formats. It runs under Windows 9x, 2000, ME, NT 4 and XP.

Features include thumbnail viewer, built-in special effects filters, color adjustment, image cataloging, resources extraction etc…

The software is divided in two parts, the main window which displays thumbnails of the files from the current folder which is used for the conversion and the display window, used for graphic files, which allows modifications of the images, printing, saving etc…

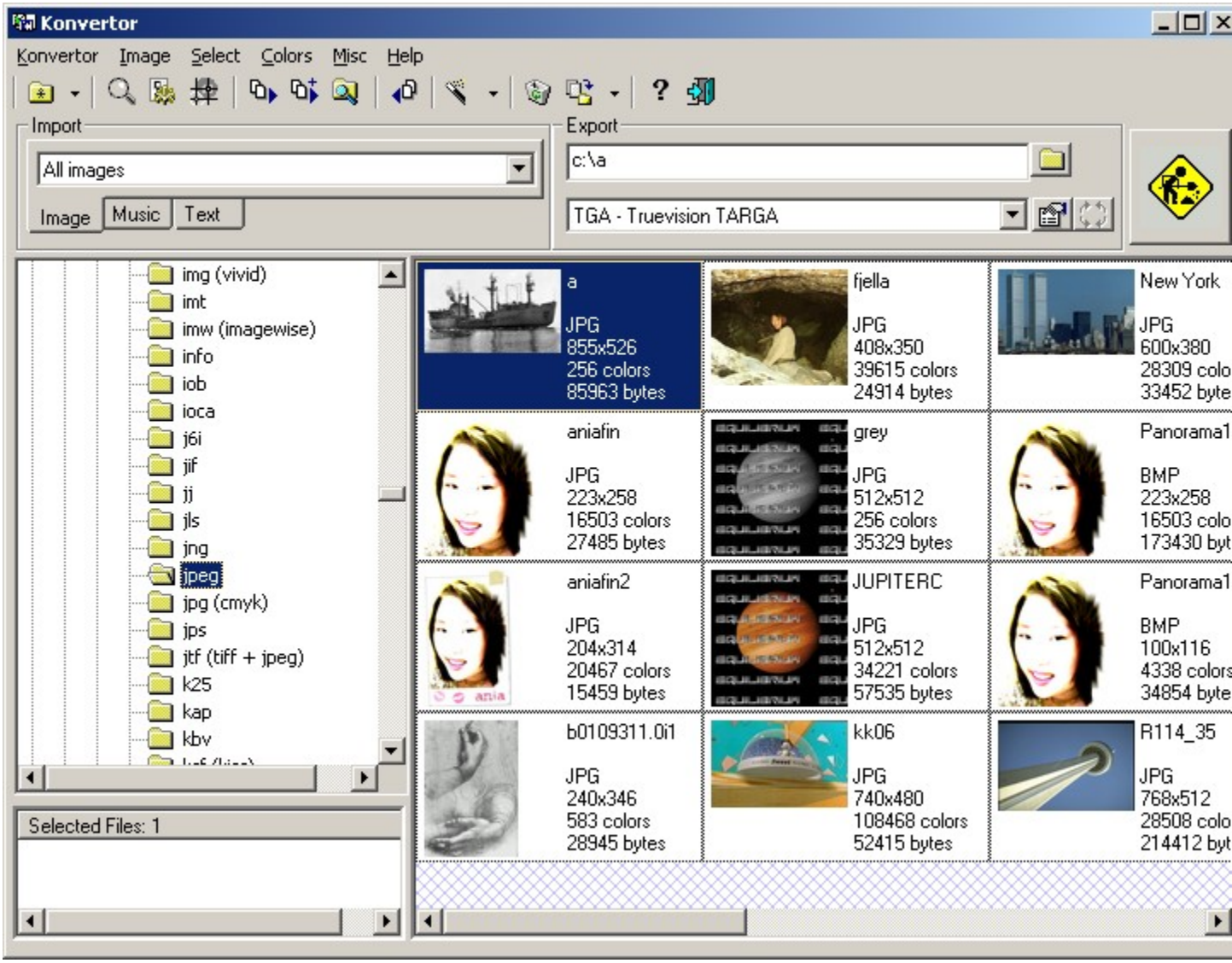
Install / Uninstall Konvertor

The software has been installed on your disk in its folder (default is \Program Files\Konvertor). All the files used by Konvertor are in this folder. Some keys have been added in the registry under \Current User\Software\Konvertor.

To uninstall Konvertor, just click on the uninstall icon.

Main window

This is the main window of Konvertor, in a thumbnail view mode. This window can display thumbnails or list the files from the current folder. The files listed are those that Konvertor can convert. You can customize the display of files.
Click on a widget to get its description.



You can select a file by double-clicking on its thumbnail or by right-clicking on it. A popup menu will give you several items:

Open	Play the video or the music file or open the main display window of Konvertor if the file is an image.

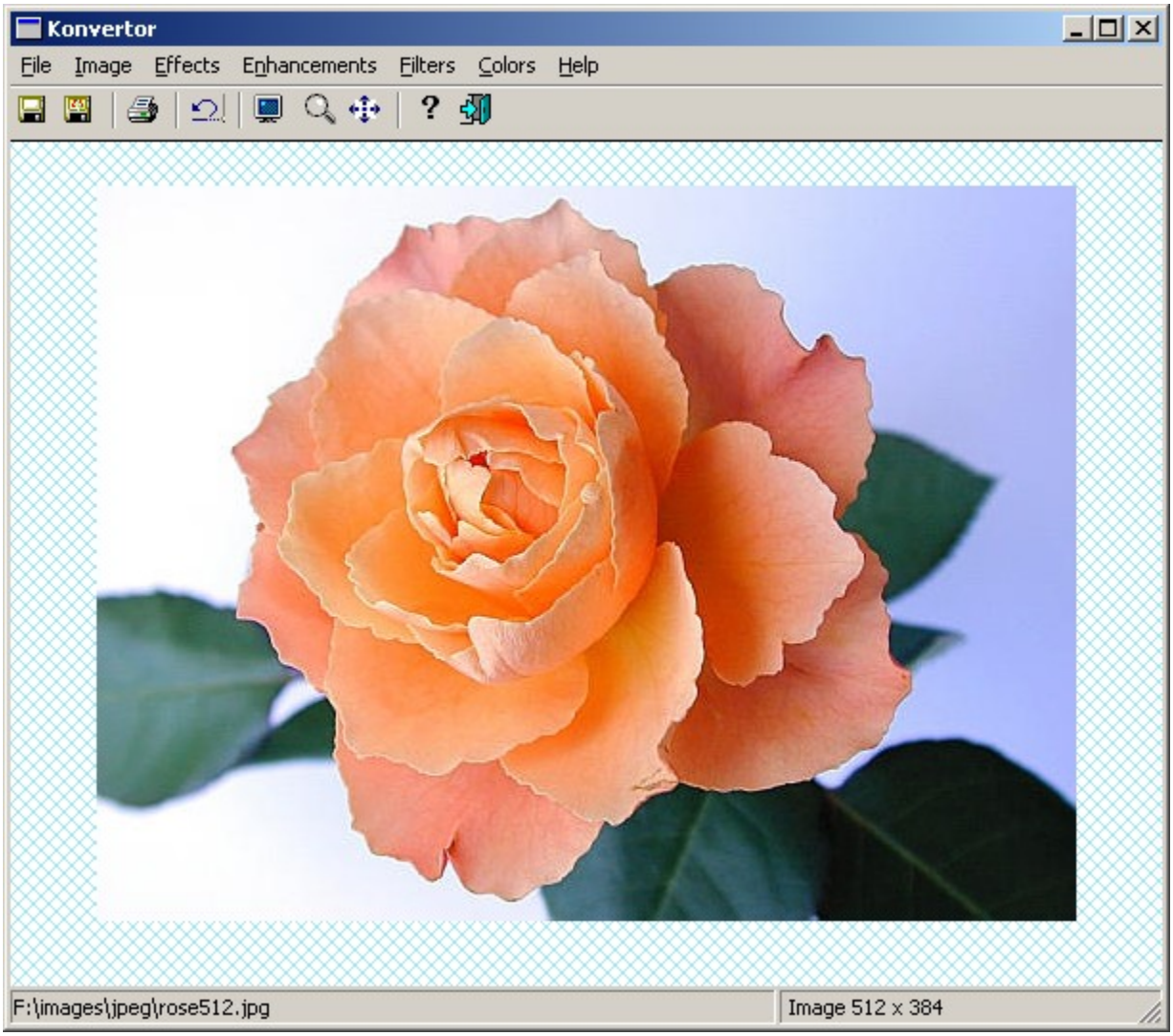
	See *View window* for an image, *Media display* for a video or a music file. This item does not exists if the file cannot be displayed or played by Konvertor.
Select	Add the file to the selected files list. *See also Selecting files*
Infos	Display infos about the file (image) (size, colors, compression type etc)
Describe	Aopy the image to clipboard
Copy	Copy the image to clipboard
Use as wallpaper	Well… use the image as a wallpaper
Email	Email the image/video/music with your favorite emailer
Hexadecimal display	Display the file in a window on hexadecimal form. If several files are selected only the first one is displayed.
Copy To…	Copy the file(s) to another folder
Move To…	Move the file(s) to another folder
Rename To…	Rename the file(s)
Delete	Delete the selected file(s)

See also:

* the toolbar
* the menu

View window

This is the view window of Konvertor, where the image can be transformed and saved. Click on a widget to have its description.



See also:

* the toolbar
* the magnifying glass

The main window toolbar

Save the settings: the source file type and source folder and/or the target file type and the target folder, or both

Konvertor setup for the paths to be used (launch, saving, temp) and other parameters such as tooltips
See also *Setup - Input*

Audio external programs setup
See also *External programs setup*

Hexadecimal display of the selected file

Selection of all the files from the current folder

Selection of all the files from the current folder + from its childern folders, if any

Remove files from the selected file list

Change the display type.
When this icon is on the toolbar , you are on a list display mode, this icon means that you are on a thumbnail display mode. *See also* *Choosing the file types to be displayed*

Search files of the predefined type on a folder.

Delete the selected files after conversion.
PLEASE BE CAREFUL WITH THIS OPTION.

Open a menu with the following items:

- copy the selected files to another folder
- move the selected files to another folder
- rename the selected file

Display help (this file)

Close Konvertor

The view window toolbar

Save the image with the current name and format

Save the image in a different format and eventually with a different name

Print the image

Restore the original image

Display the image full screen
Click to return to the view window.

Zoom the image.
See also *The magnifying glass*

Display the image on the whole window

Display Web filters window

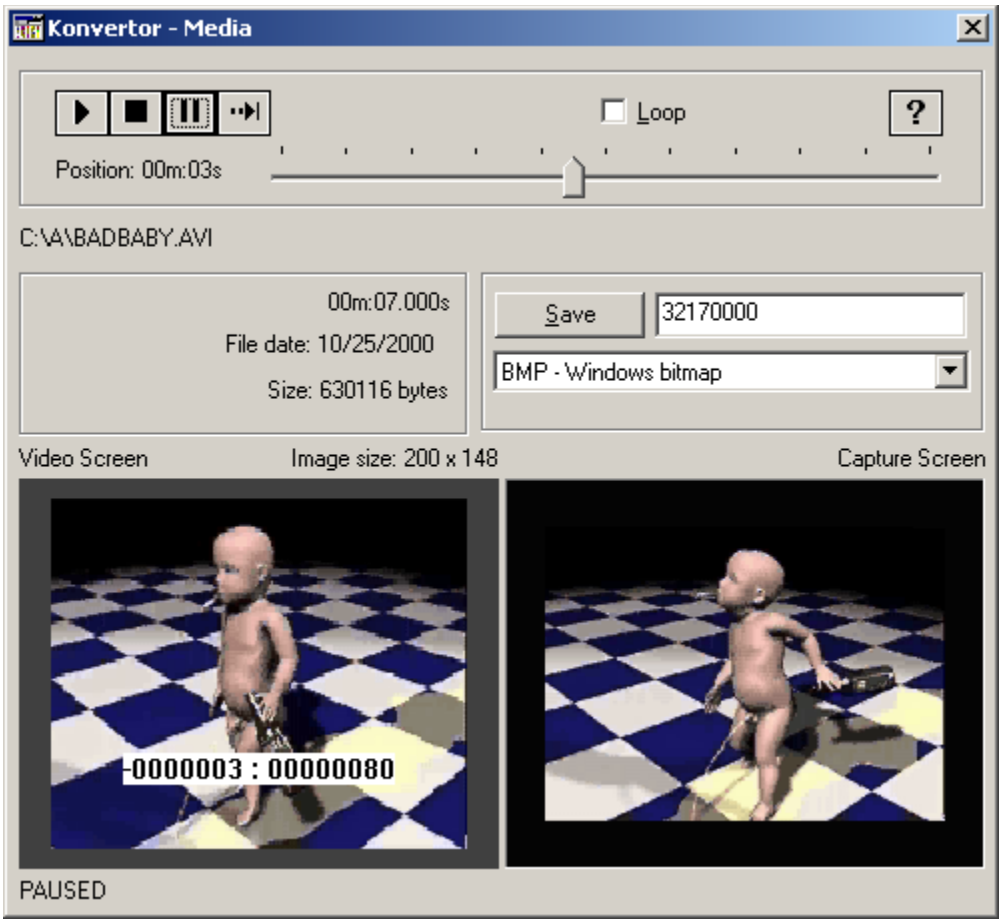
Display help (this file)

Close the view window

The main window Menu

Konvertor	Open the selected file	Open the view window with the selected file. If several files are selected it's the first one in the list which is opened.
	Convert the selected file(s)	Convert the files listed in the Selected files list to the format described in the Export area.
	Shell	Open the selected file using its association.
	Send To	Email ot FTP the files which are in the Selected files list
	Quit	Close Konvertor
Edit	Paste from clipboard	Save the bitmap previously copied to the clipboard from, for example, another program, to the desired format.
Image	Properties	
	Full screen	
	Use as Walpaper	

Media window



This window is used to play audio files, to display video files and to save individual frames from video files. You open it with a right click in the main window.

The following **audio** formats are recognized by Konvertor:
asf, aif, asx, avi, wav, wax, mpeg, mpg, m1v, mp2, mp3, mpa, mpe, mpv2, m3u, ogg

The following **video** formats are recognized by Konvertor:
asf, avi, mpg, wma, mov, mpv, mpx, cmf

Frames can be grabbed from the following video formats:
avi, cmf, mov, mpg, mpv, mpx

▶ Launch the video or the audio file.

■ Stop the display.

⏸ Pause.

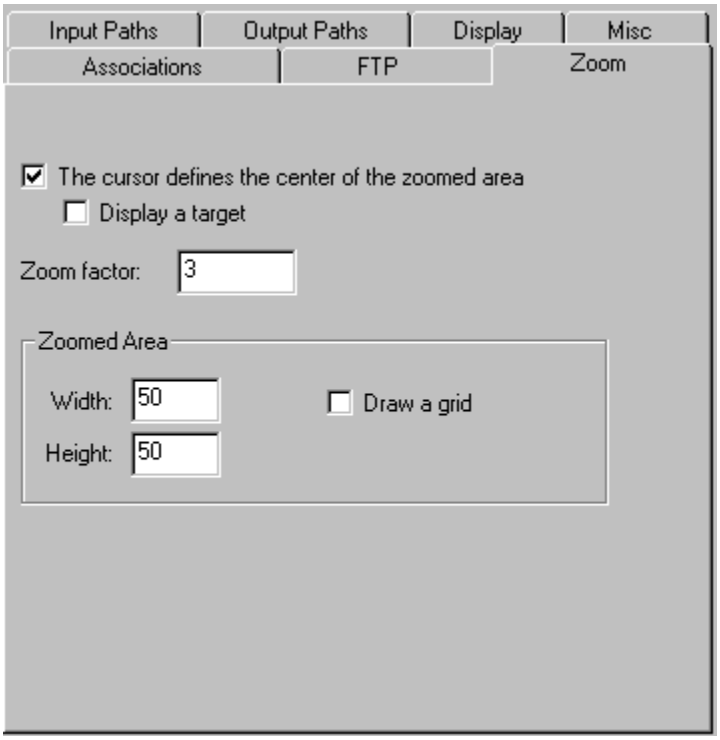
⏭ Display image after image.

To save a frame:

- select the frame you want to save
  - play the video and click pause
  - use the trackbar to select the frame
- click the button Save

The frames are saved in the current Image target folder, the name of the frames is composed of the name of the audio file + the position of the frame, in milliseconds. The available formats are: BMP, GIF, JPEG, PNG.

The magnifying glass



Using the zoom tool

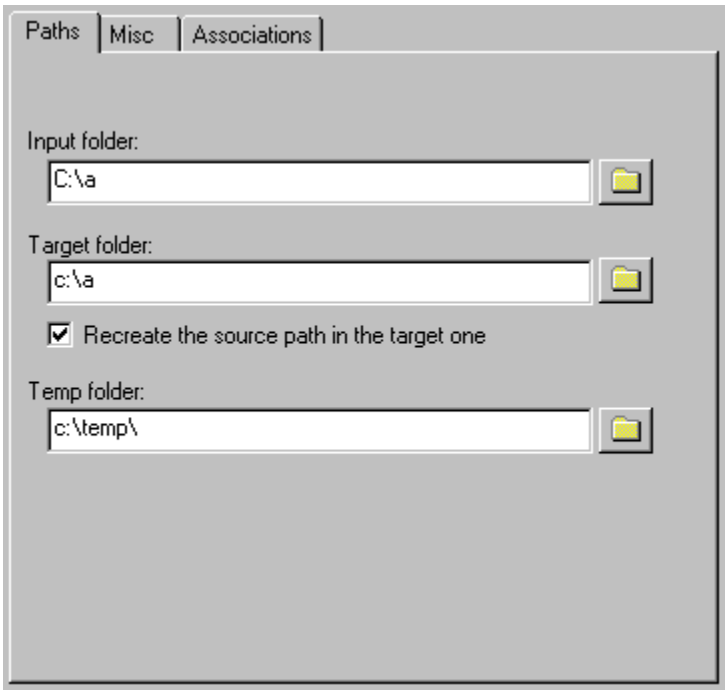
At times you will probably want to see some areas of your image close up. To do this, use the zoom tool. To activate the Zoom tool, click the Zoom tool button on the View window toolbar.
(See View window)

Setup

The zoom factor is the magnification level of an image. For example, if you choose a Zoom factor of 3, the image will be displayed at three times its original size. If you then choose a Zoom factor of 5, the magnification will be five times the original.
The cursor position creates the zoomed area: it can be the upper left corner of the center of the area.
A target can show the position of the cursor in the zoomed area.
The size of the zoomed area is defined in pixels

Setup - Input

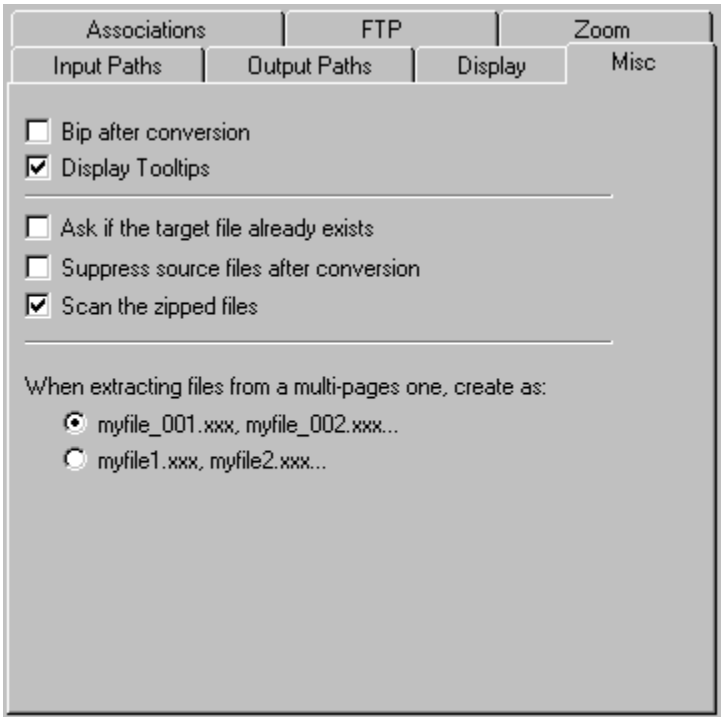
The configuration window is opened via the Konvertor main menu, (‘Misc, then ‘Setup’) or with this button: .



Input folder	The folder used by Konvertor when it starts
Target folder	Where to write the converted files
Recreate the source path in the target one	Example: If the source file is c:\test\test.tga and the target file must be written to the folder e:\converted in the PDF format, the file e:\converted\test\test.pdf will be created.
Temp folder	The folder to be used for intermediate jobs.

Setup - Output

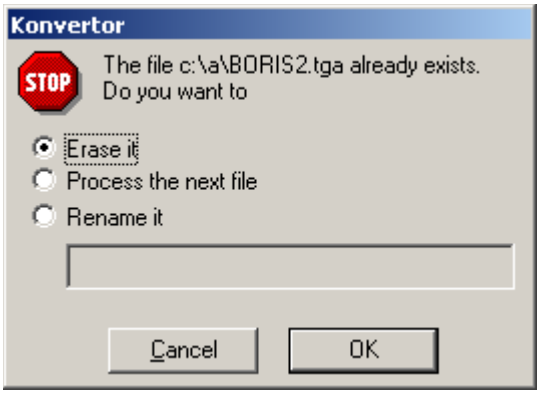
The configuration window is opened via the Konvertor main menu, (‘Misc, then ‘Setup’) or with this button: .



Bip after conversion
A bip will be emitted after each conversion

Display tooltips
When the mouse is over a widhget a small window explaining the use of this widget is opened.

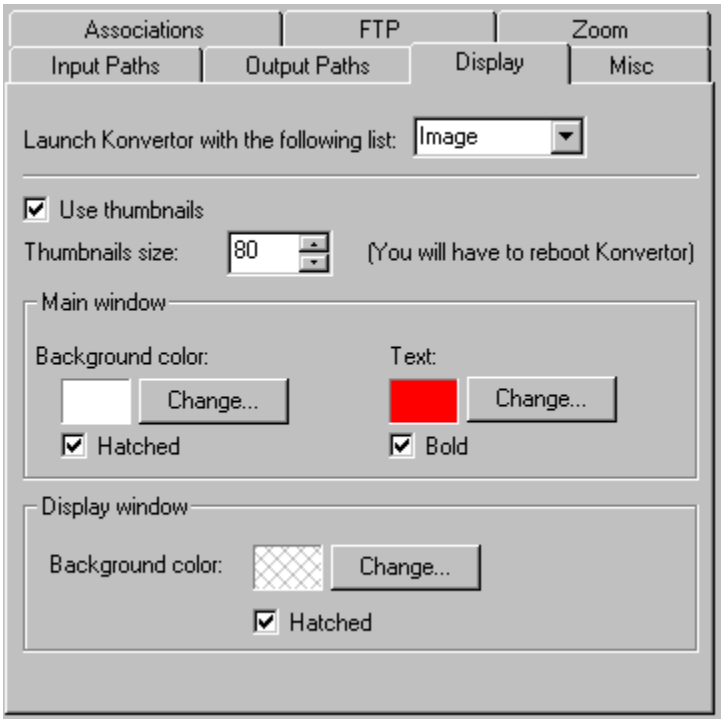
Ask if the target file already exists
If a file with the same already exists in the target folder, Konvertor will ask what to do:



Suppress source files after conversion	Delete the selected source files
Scan the zipped files	Looks inside the zipped files for recognized formats and displays them as folders.
When extracting files…	When you extract files from a multi-pages image, the names of the new images have to be different. Konvertor lets you choose between two forms: If myfile.pdf contains 10 pages and I want to convert it to 10 bmp images, the bmp images will be named Myfile_001.bmp, Myfile_002.bmp … MyFile_010.bmp **OR** Myfile1.bmp, Myfile2.bmp … Myfile10.bmp

Setup - Display

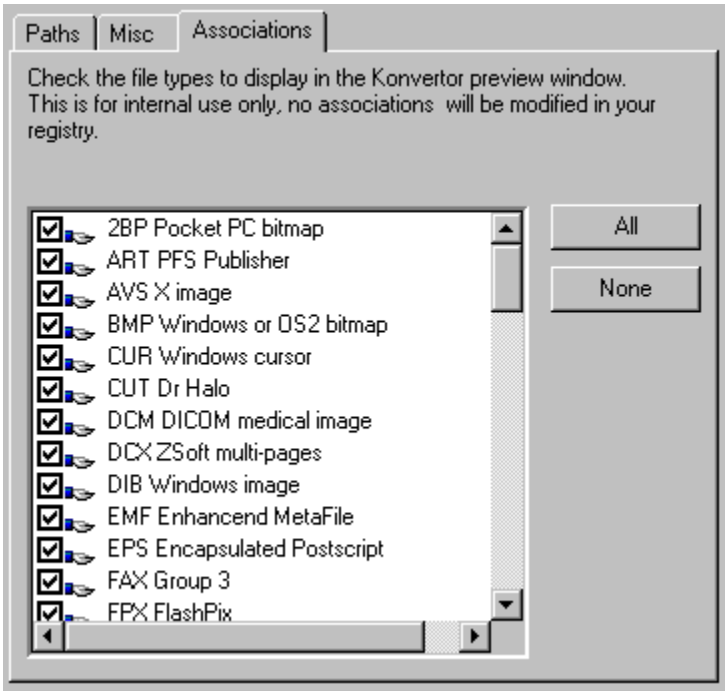
The configuration window is opened via the Konvertor main menu, (‘Misc, then ‘Setup’) or with this button: .



Launch Konvertor with the following list	Displays the image, music or text source files list.
Use thumbnails	The main window of Konvertor can display files either with thumbnails either with a list
Thumbnails size	The images are resized to be displayed on the screen. Choose their size here.
Background color Hatched Text color	Choose the background color for the main and the display windows as well as for the text describing the files.

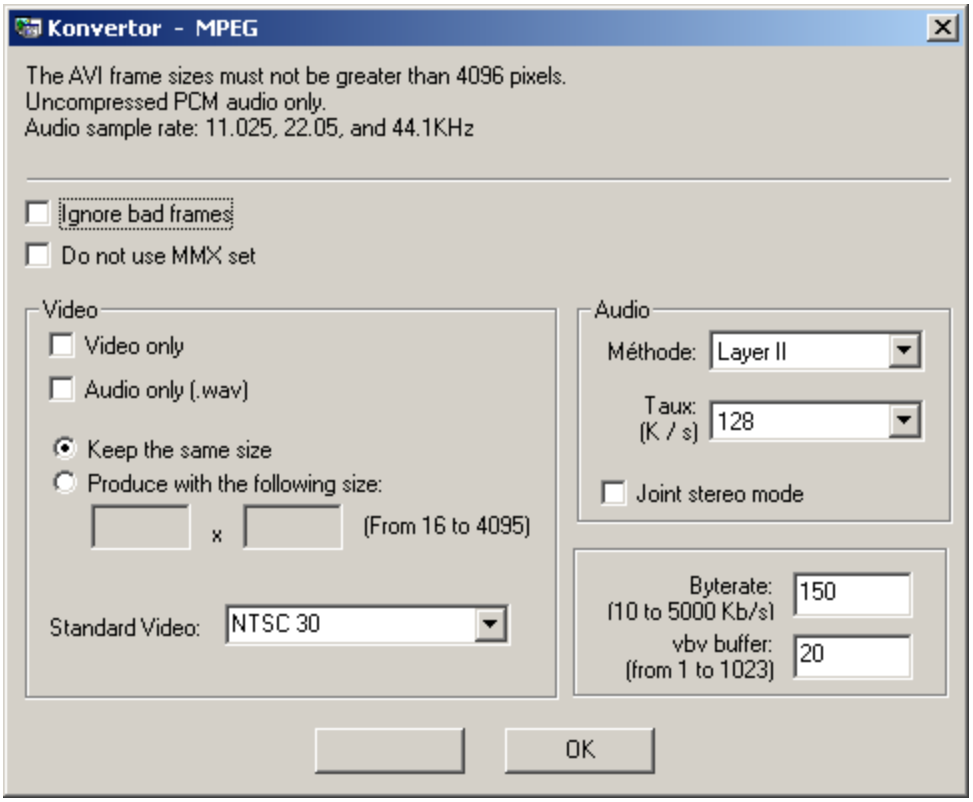
Setup - Associations

The configuration window is opened via the Konvertor main menu, (‘Misc, then ‘Setup’) or with this button: .



In this window you will choose the file types to be displayed as thumbnails in the Konvertor window. That does NOT mean that these file types will be associated with Konvertor in the Shell. It’s just an internal association, it tells Konvertor which file types can be displayed as thumbnails.

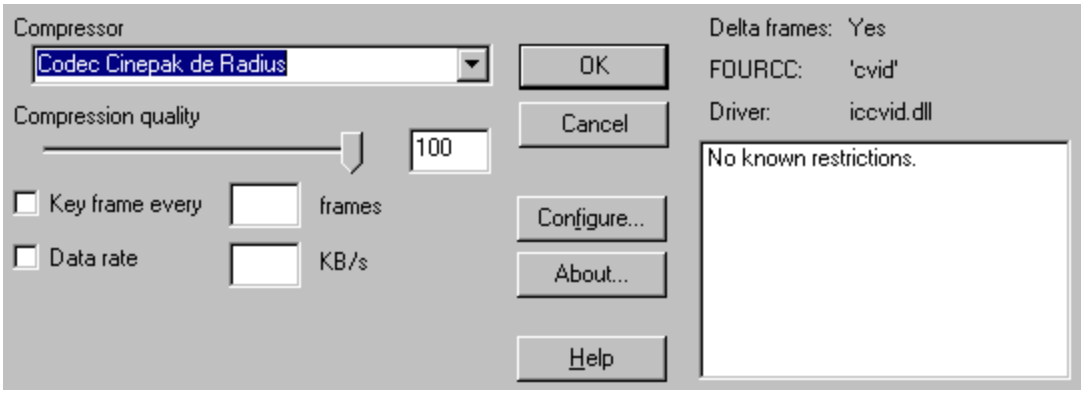
AVI to MPEG



Restrictions about the WAV files:

- only uncompressed WAV files
- only WAV with a samplerate of (KHz) 16, 22.05, 24, 32, 44.1

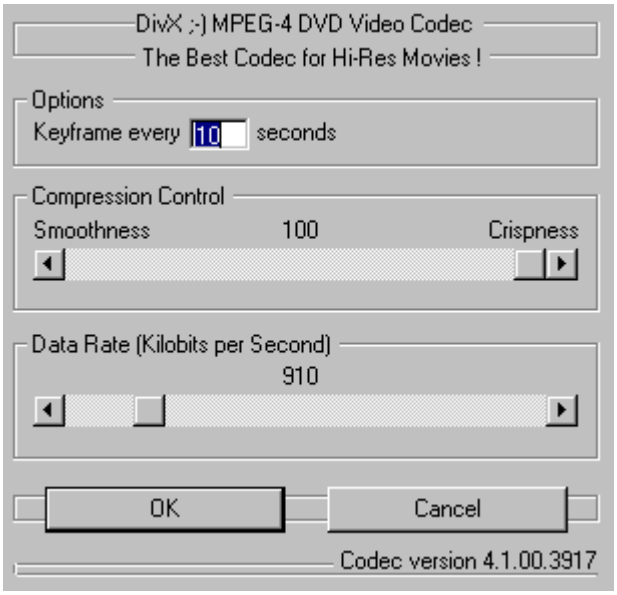
to AVI



Compressor — The combo displays all the codecs installed on your PC.
Some of these codecs may have a setup window. When you select a codec from the combo the button Configure may be grayed. That means that the selected codec has no setup.

Configure — See above.
When you click this button the specific setup windows for the selected codec opens.

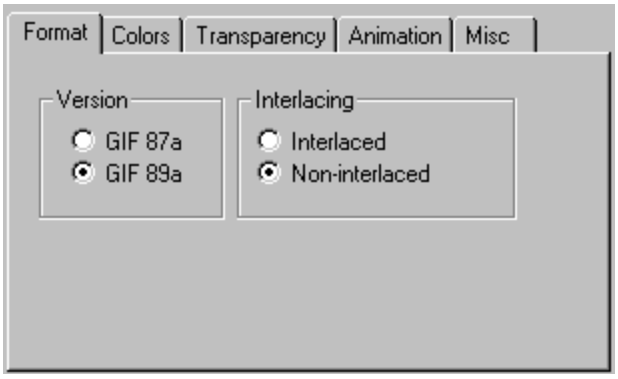
ie: the DivX;-) window



to BMP

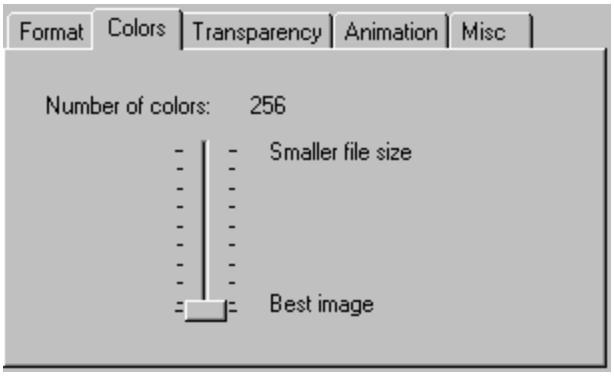
Compression	The compression method used is a type of run-length encoding (RLE). The bmp RLE scheme is loseless.
RGB colors	Bits/pixel (1, 4, 8, 24)

to GIF

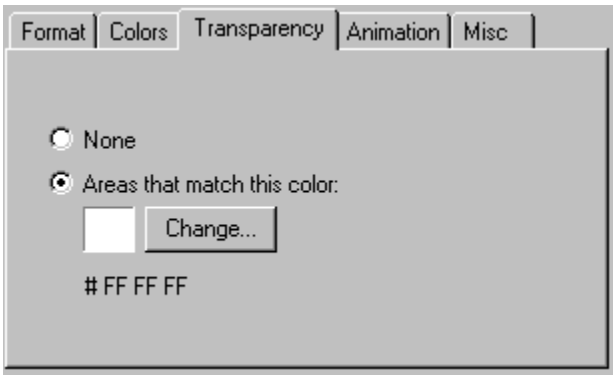


GIF 87a/89a — The GIF89a format is the most recent revision of the format. It was introduced in July 1989.

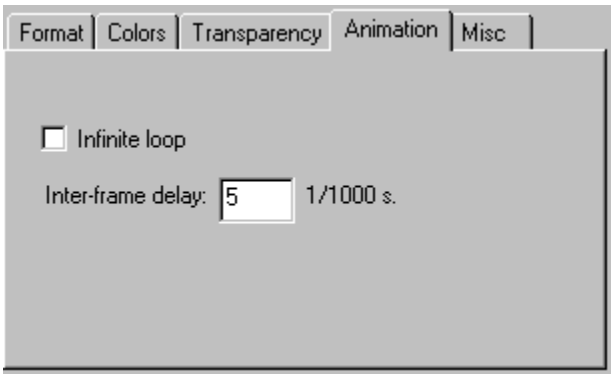
Interlaced — An interlaced image is displayed starting with every 8 rows, then every fourth, then every second ans so on. When the download/display of an interlaced GIF image is only 50% complete, the entire content of the image can be discerned.



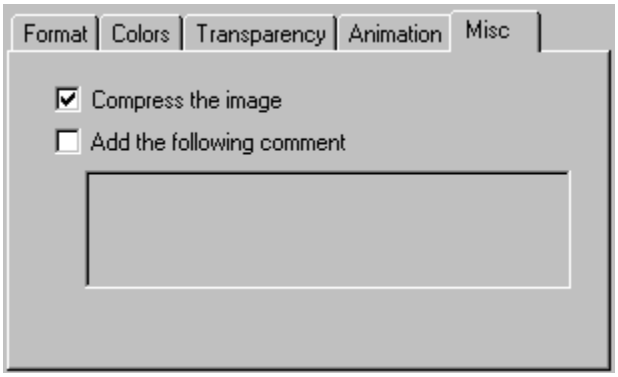
Number of colors — To reduce the size of a GIF image, reduce the number of colors it contains.



Transparency — The GIF format 89a can have a transparent color.
0 Click Change to change the color.

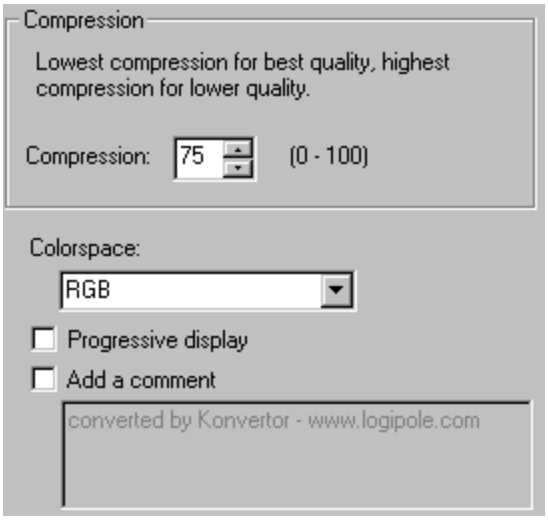


Infinite loop — Means that the animation will loop
Inter-frame delay — The number of 1/1000 of a second that must elapse before the next image is displayed.



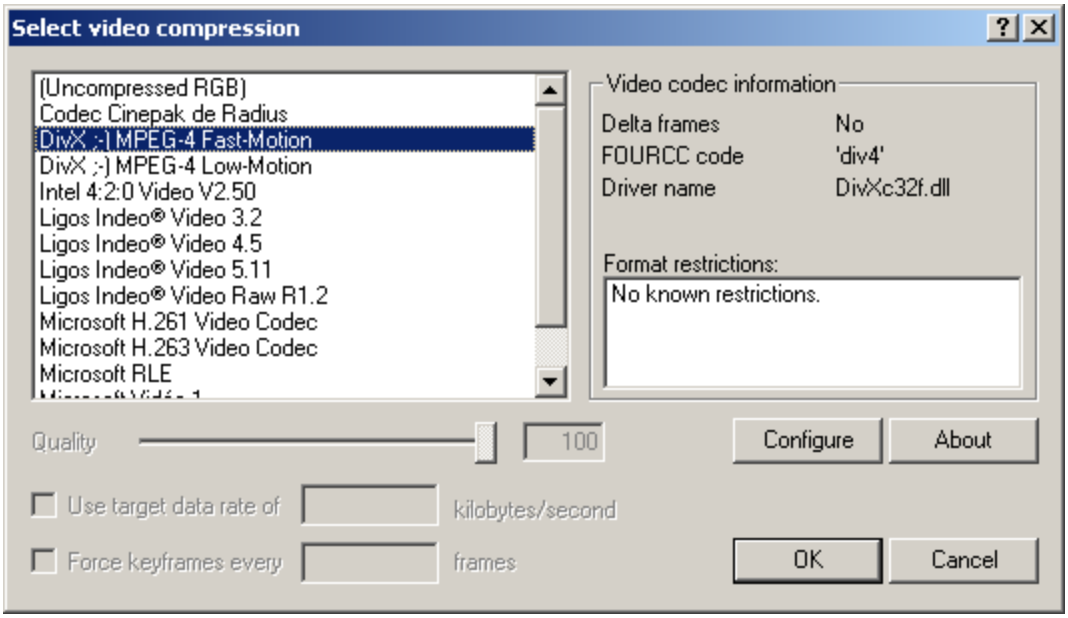
Compress the image — Uses a LZW algorithm.
Add the following comment — The GIF format has a Comment Extension Block which is used to insert a human-readable string of text up to 255 characters.

to JPEG



Compression	The JPEG algorithm reduces the amount of space a compressed image will occupy on disk by selectively removing details from the image. Pictures with fewer details compress more effectively. 1 At the default value of 75, relatively little picture degradation will take place but a significant amount of compression will be obtained. At lower values you'll experience still better compression, but with a marked loss of image quality.
Colorspace	Colors are defined by specifying several, usually three, values. These values specify the amount of each of a set of fundamental colors, which are mixed to produce composite colors. 4 In the RGB color model, the colors **r**ed, **g**reen and **b**lue are considered fundamental and undecomposable. 5 The YUV model is basically a linear transformation of RGB image data.
Progressive display	Konvertor includes support for progressive JPEG. A progressive JPEG file will initially appear blurred if it's part of a web page or other on-line service, and will resolve as more of the file is transmitted.
Add a comment	Enter your own comment in this 512 characters field

MPEG to AVI



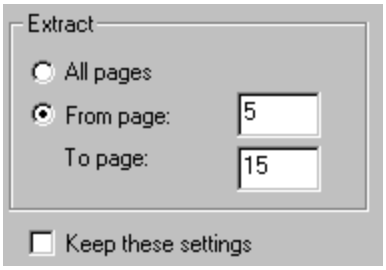
This window is displayed when you click the GO button after the selection of the source file (MPEG) and the target format (AVI).

0 The left window displays all the codecs installed on your computer. These codecs are not in the Konvertor package, so you will have to download them from the Internet.

1 For example: the setup of the DivX;-) codec: .

2 (Note that not all the codecs have their setup window).
3 To display the codec setup window (if any), click on Configure.
4 To get informations on a codec, click on About.

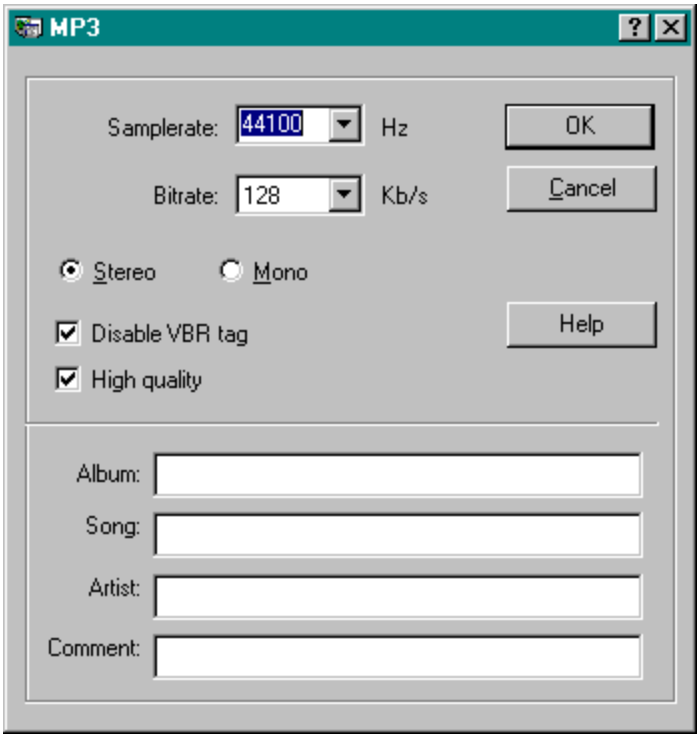
MPEG to xxx



This window is displayed when you click the button .
It allows to select the images which will be extracted from the MPEG file.

If the check box 'All pages' is checked, each frame from the MPEG file will produce a single graphic file.

MP3 setup

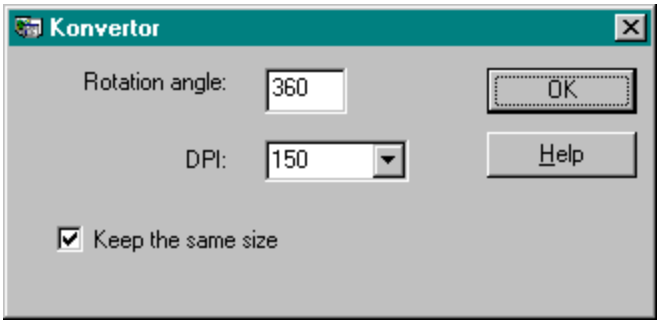


0 Restrictions about the WAV files:

- only 16 bits WAV files
- only WAV with a samplerate of (kHz) 16, 22.05, 24, 32, 44.1

Fields Artist, Album, Song, Comment describe the target MP3.

HP-GL setup



Rotation angle: permits to rotate the image before its conversion.
DPI: increase the resolution.
Keep the same size: the sizes are derived from the HP-GL file assuming that 1 HP unit = 1/40 mm.

MPEG setup

This documentation comes from the MPEG Software Simulation Group

Aspect ratio
Defines the display aspect ratio.

Frame rate
Defines the frame rate (for interlaced sequences: field rate is twice the frame rate). Legal values are:

Frames/sec	Meaning
24000/1001	23.976 fps -- NTSC encapsulated film rate
24	Standard international cinema film rate
25	PAL (625/50) video frame rate
30000/1001	29.97 -- NTSC video frame rate
30	NTSC drop-frame (525/60) video frame rate
50	double frame rate/progressive PAL
60000/1001	double frame rate NTSC
60	double frame rate drop-frame NTSC

Profile ID
Specifies the subset of the MPEG-2 syntax required for decoding the sequence.

Meaning	Typical use
Main Profile	95 % of TVs, VCRs, cable applications
Simple Profile	Low cost memory, e.g. no B pictures

Level ID
Specifies coded parameter constraints, such as bitrate, sample rate, and maximum allowed motion vector range.

Meaning	Typical use
High Level	HDTV production rates: e.g. 1920 x 1080 x 30 Hz
High 1440 Level	HDTV consumer rates: e.g. 1440 x 960 x 30 Hz
Main Level	CCIR 601 rates: e.g. 720 x 480 x 30 Hz
Low Level	SIF video rate: e.g. 352 x 240 x 30 Hz

Color primaries
Specifies the x, y chromaticity coordinates of the source primaries.

Transfer characteristics
Specifies the opto-electronic transfer characteristic of the source picture.

Matrix coefficients
Specifies the matrix coefficients used in deriving luminance and chrominance signals from

the green, blue, and red primaries.

Intra dc precision
Specifies the effective precision of the DC coefficient in MPEG-2 intra coded macroblocks. 10-bits usually achieves quality saturation.

Top field first
Specifies which of the two fields of an interlaced frame comes earlier. The top field corresponds to what is often called the "odd field," and the bottom field is also sometimes called the "even field."

PDF resolution

To get converted files with a better resolution go to the setup PDF window ( ).
The default resolution is 72x72 pixels, try with 150x150; the result will be better but the conversion will be longer.

Create an AVI animation

- From a set of images
  Select all the images, they must all have the same size.
  Click the button to tell Konvertor to gather the selected files.
- From another animation
  Select the animation (animated GIF or MPEG) and click the button .

Filters

Filters are available for the following formats:
2BP, ART, AVS, BIE, BMP, CUR, CUT, DCM, DCX, DIB, EMF, FAX, FPX, FTS, GIF, I6I, ICO, JFF, JP2, JPC, JPEG, JPS, MIFF, MNG, MTV, OTB, P7, PBM, PCD, PCT, PCX, PDB, PDD, PGM, PIX, PNG, PNM, PPM, PSD, PTIFF, PWP, RAD, RAS, SCT, SFW, SGI, SUN, TGA, TIFF, TIM, VDA, VID, VIF, WBMP, WMF, WPG, XBM, XCF, XPM, XWD, YUV

The sample used is the beffroi of Amiens, in France, the photo has been taken by Philippe Marguerie (*www.visitamiens.com)*

Blur blur the image with a gaussian operator of the given radius and standard deviation (sigma) (here, 15/5)

Charcoal simulate a charcoal drawing (here, 3)

Contrast this option enhances or reduces the intensity differences between the lighter and darker elements of the image

Enhance apply a digital filter to enhance a

noisy image

Noise

add or reduce noise in an image. The principal function of noise peak elimination filter is to smooth the objects within an image without losing edge information and without creating undesired structures. The central idea of the algorithm is to replace a pixel with its next neighbor in value within a pixel window, if this pixel has been found to be noise. A pixel is defined as noise if and only if this pixel is a maximum or minimum within the pixel window.

Sharpen

apply a digital filter to enhance a noisy image
(here, 10)

Solarize

negate all pixels above the threshold level. Specify *factor* as the percent threshold of the intensity (0 - 99.9%).
(here, 50)

Spread

displace image pixels by a random amount. (here, 10)

Threshold

Create a bi-level image such that any pixel intensity that is equal or exceeds the threshold is reassigned the maximum intensity otherwise the minimum intensity (here, 100)

See also
Colors setup
Enhancements setup

Colors setup

Filters are available for the following formats:
2BP, ART, AVS, BIE, BMP, CUR, CUT, DCM, DCX, DIB, EMF, FAX, FPX, FTS, GIF, I6I, ICO, JFF, JP2, JPC, JPEG, JPS, MIFF, MNG, MTV, P7, PBM, PCD, PCT, PCX, PDB, PDD, PGM, PIX, PNG, PNM, PPM, PSD, PTIFF, PWP, RAD, RAS, SCT, SFW, SGI, SUN, TGA, TIFF, TIM, VDA, VID, VIF, WBMP, WMF, WPG, XBM, XCF, XPM, XWD, YUV

The sample used is the beffroi of Amiens, in France, the photo has been taken by Philippe Marguerie (*www.visitamiens.com)*

Colorize colorize the image with the pen color. Specify this color.
(here, red=50, green=blue=2)

Colors max preferred number of colors in the image

Colorspace the type of colorspace: GRAY, OHTA, RGB, XYZ, YCbCr, YIQ, YpbPr, YUV, or CMYK
(here GRAY)

Cycle displace image colormap by amount. *Amount* defines the number of positions each colormap entry is shifted
(here, 15)

Gamma level of gamma correction (here, 7)

Monochrome transform the image to black and white

Negate replace every pixel with its complementary color (white becomes black, yellow becomes blue, etc.). The red, green, and blue intensities of an image are negated

Normalize transform image to span the full range of color values

See also
Filters setup
Enhancements setup

Enhancements setup

Filters are available for the following formats:
2BP, ART, AVS, BIE, BMP, CUR, CUT, DCM, DCX, DIB, EMF, FAX, FPX, FTS, GIF, I6I, ICO, JFF, JP2, JPC, JPEG, JPS, MIFF, MNG, MTV, OTB, P7, PBM, PCD, PCT, PCX, PDB, PDD, PGM, PIX, PNG, PNM, PPM, PSD, PTIFF, PWP, RAD, RAS, SCT, SFW, SGI, SUN, TGA, TIFF, TIM, VDA, VID, VIF, WBMP, WMF, WPG, XBM, XCF, XPM, XWD, YUV

The sample used is the beffroi of Amiens, in France, the photo has been taken by Philippe Marguerie (*www.visitamiens.com)*

Border surround the image with a border of color (here, width = 5)

Edge detect edges within an image. Good order values are odd numbers from 3 to 31 (here, 3)

Explode explode image pixels about the center. Specify *factor* as the percent explosion (here, 10)

Implode implode image pixels about the center. Specify *factor* as the percent implosion (here, 55)

Resize scale image with pixel sampling. The filters affect the resizing operation of an image (here, 75x120)

Swirl swirl image pixels about the center. *Degrees* defines the tightness of the swirl (here, 25°)

Flip create a "mirror image" by reflecting the scanlines in the vertical direction

Flop create a "mirror image" by reflecting the image scanlines in the horizontal direction

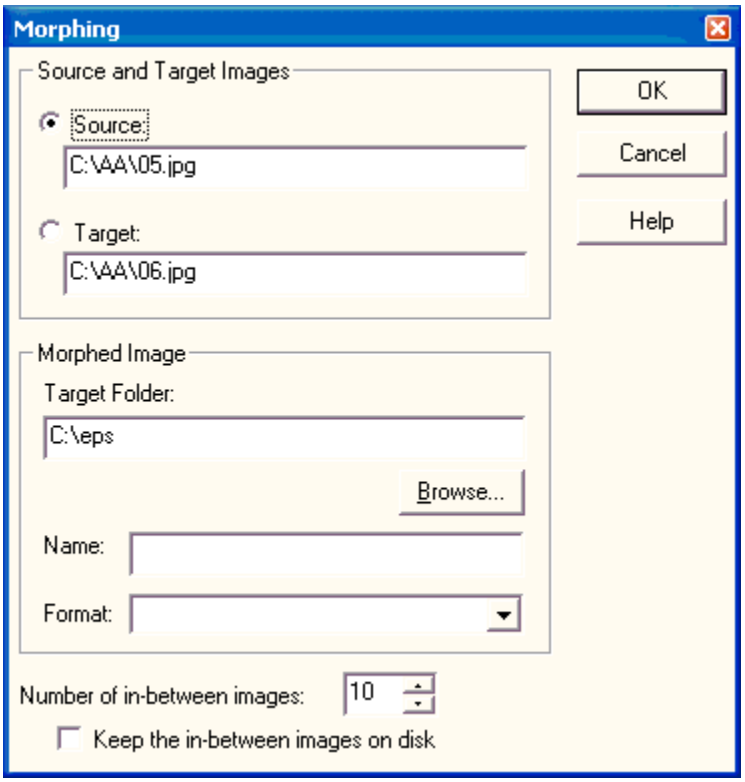
Vave Alter the image along a sine wave

See also
Filters setup
Colors setup

Morphing

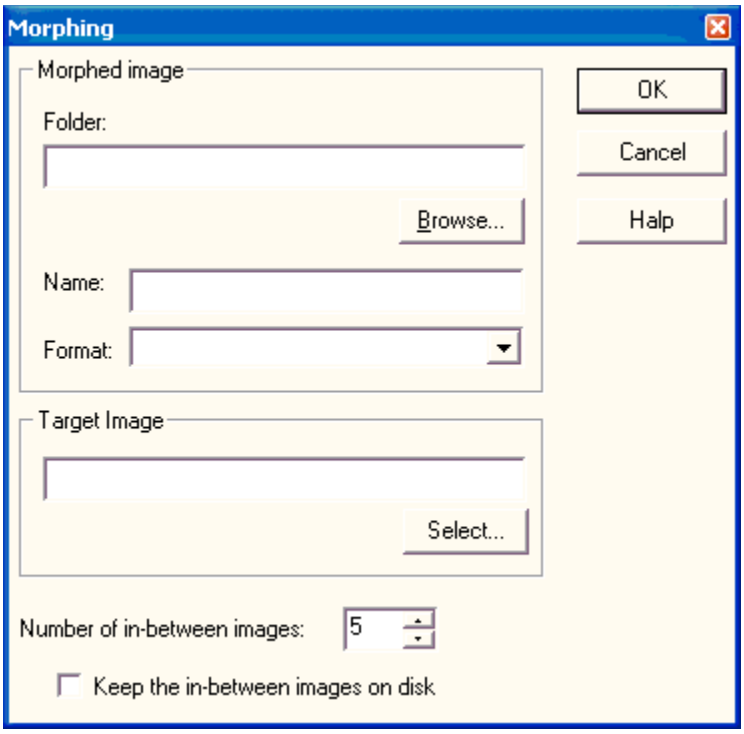
From the main window:

Select two files in the right pane then right click and choose the item 'Morphing'.
The first image will be transformed into the second by a number of intervening images as specified by the in-between frames.



The window displays the names of the two selected files. To change the order (to switch between the soure and the target file) click the radio button 'Source' or Target'.
'Morphed Image' is the name of the resulting file.
Number of in-between images:
Define the number of in-between image to generate. The more in-between frames, the smoother the morph.
Keep the in-between images on disk:
These images are created in the selected temp folder. If this option is unchecked, all the in-between images are destroyed after the process. It can be useful to keep them to produce, for example, an animated logo.

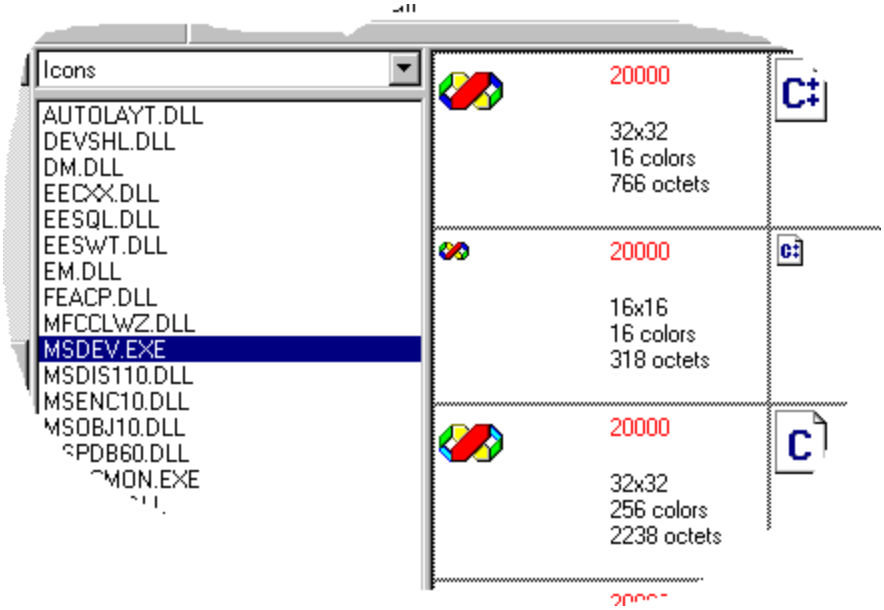
From the view window:



The image displayed in the view window, in its current state, will be combined with another graphic file.

Number of in-between images:
Define the number of in-between image to generate. The more in-between frames, the smoother the morph.
Keep the in-between images on disk:
These images are created in the selected temp folder. If this option is unchecked, all the in-between images are destroyed after the process. It can be useful to keep them to produce, for example, an animated logo.

Extracting resources from EXE, DLL etc...



Programs, DLLs, VBXs etc... contain images which can be extracted and converted to another format. Select the tab Resources in the main window then the type of resource you want to extract (bitmap, cursor, icon).
Each image is displayed with:

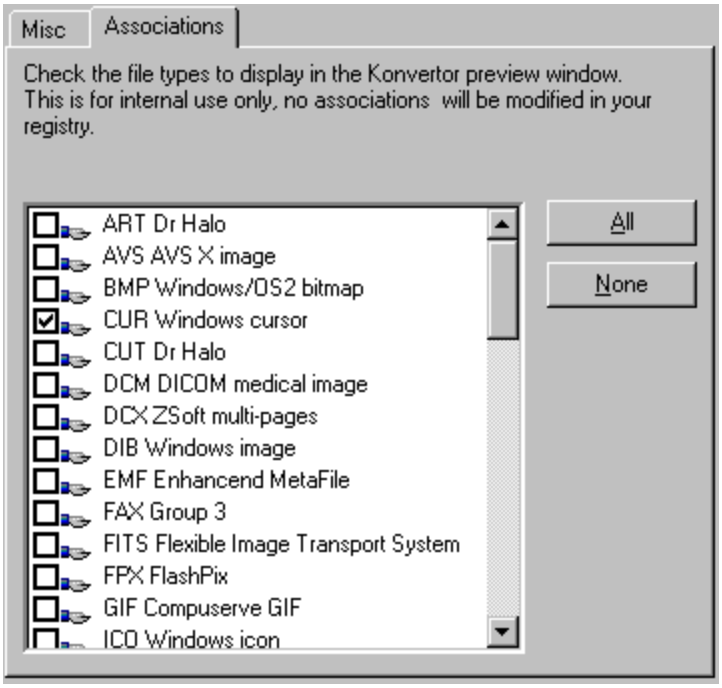
- the identifier of the resource
- its format (width x height)
- its colors
- its size

Icons and cursors

Each icon can contain several images. Konvertor displays each image.

To convert, select the images then right click and choose the menu Convert.

Choosing the file types to be displayed



This window is opened when you push the following button in the toolbar and select the tab Associations.

Check the file types you want to display in the preview window. The button All checks all the types, the button None unselects all.

This setup is for an internal use only. It does no modification in the Registry, it does not associate a file type to Konvertor.

Selecting files

You select files from the file list by using the mouse or keyboard.

Using the Mouse to Select Files

You can use a mouse to select a file or group of files. Before you can select files, they must be visible in the file list. To see the files in the files list select first the folder in the left pane.

To select a file:
Click the filename.

To select multiple items in sequence:
1. Click the first file you want to select.
2. Press the SHIFT key while you click the last file to select.

To select two or more file out of sequence:
Press and hold CTRL while you click on each file.

To cancel the selection of a file:
Press and hold CTRL while you click the selected file.

Using the Keyboard to Select Files

You can use the keyboard to select a file or group of files. Before you can select files, they must be visible in the file list.

To select a file:
Use the following keys to select a file or directory.

Press	**To select**
Up, Down	A file above or below the current selection.
End	The last file in the list.
Home	The first file in the list.
PageUp	The file at the top of the previous screen.
PageDown	The file at the bottom of the next screen.

To select two or more items in sequence:
1. Use the up or down arrows to move to the first file that you want to select.
2. Press and hold down SHIFT while you select the remaining files.

To select two or more items out of sequence:
1. Use the arrow keys to move to the first file that you want to select.
2. Press and release Shift+F8. The selection cursor begins to blink.
3. Move to the next file that you want to select.
4. Press the SPACEBAR to select each file.
5. Press Shift+F8 when you finish selecting files.

All the files with the current format in the current folder will be converted.

You can activate a popup menu by clicking with right button of your mouse, after selecting one or more files.

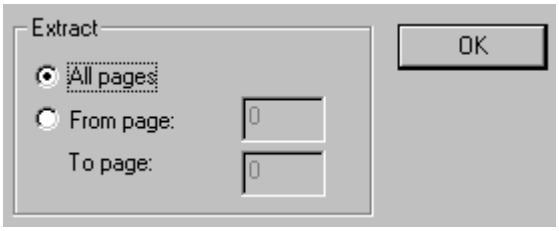
How to convert multi-pages images

You can convert multi-pages images (Image format types such as PDF or TIFF that can have multiple pages of images embedded in one file.) in the following ways:

- Select one multi-page image and convert it to several images: one image per each page in the multi-page image.
- Select more than one image (or more than one multi-page image), and create a single multi-page TIFF (or PDF or else) image

When you select the multi-pages file type in the Import field the Setup button becomes active. Click it to open the setup window for the selected file type and choose the pages to convert.

Example, for the TIFF file format:



Zipping files

This dialog allows you to name the file and select the folder (directory) in which you want the file to be created.

Suppress source files after zipping:
The images selected to be zipped will be suppessed after the zip process.

Using external programs

WAV to MP3

You can convert WAV format to MP3 format either with Konvertor either with LAME (Lame Ain't an MP3 Encoder) either with BladeEnc. To setup LAME or BladeEnc click in the main toolbar. Konvertor uses the setup for LAME v 3.90; you will find it here: http://www.mp3dev.org. Konvertor uses the setup for BladeEnc v 0.94.2. BladeEnc is located here: http://bladeenc.mp3.no.Please use the help file provided with LAME and BladeEnc (switchs.html or lame.1).

Web effects filters

Web Filters are accessed by clicking on in the view window of Konvertor.

-- Button Rollover

Use this to create a Javascript which replaces the image with a second image whenever the user's mouse passes on top of the image. Specify the filename for the initial image and for the second image. You need two images and you can use the current one.

-- Cursor Tail

The code produced by this option will display the selected image under, or next to the browser's mouse cursor. This does not replace the browser's cursor, however (if you need to completely replace the cursor, you will need to obtain a third-party browser plug-in). A line just above the </head> tag in the code reads:

```
cursor.moveTo(x+1,y+1);
```

You can change the numbers in this line to control the distance between the cursor and your image. Use x+ numbers to move the image further to the right of the cursor. Use x- numbers to move the image to the left of the cursor. Use y+ numbers to move the image further below the cursor. Use y- numbers to move the image above the cursor. The default values are x+1, y+1.

-- Zoom

This creates code which will display an enlarged version of the graphic in a separate browser window.

```
var zoomwidth=320*2;   // change zoom window width
var zoomheight=200*2;   // change zoom window height
```

The default magnification is *2. You may use a different magnification power by entering a new value in the 'Magification' field.

E-MAIL

To email images select *Send documents* in the menu *Konvertor*.

Konvertor support for e-mailing files requires that you have an e-mail program installed and properly configured. If there is a problem with your e-mail configuration, then these features will not be functional.

Konvertor uses a Windows feature called MAPI (Mail Applications Program Interface) to "talk" to your e-mail program. MAPI is a standard interface that allows Konvertor and other programs to instruct your e-mail program to create a new message, attach a file to it, etc. If MAPI is not properly configured on your system, then Konvertor and other programs can't create e-mail for you. "Properly configured" means that:
- you have a MAPI-compliant e-mail program installed, and
- the e-mail program properly supports the "Simple MAPI" interface that Konvertor requires, and the e-mail program is configured to be the default e-mail program (sometimes called the "default MAPI client").

Examples of popular MAPI-compliant e-mail programs include (but are not limited to) Outlook, Outlook Express, and Eudora.

Shareware

(This topic is for the evaluation version only.)

Konvertor is a shareware.

You can freely test it for 30 days. This demonstration software is fully fonctionnal.

When you register (when you buy):

You will receive a key which will permit you to use Konvertor and **all** its future versions freely.

How to buy Konvertor:

- Send me by regular mail the register form (the file enrege.wri); it is in the install folder of Konvertor *(usually c:\program files\konvertor)*. You will receive Konvertor by mail, on a CD-Rom.
- Connect to the Internet address http://www.yaskifo.com, where you will be able to pay this software with a credit card in your currency with a secured server. You will receive your licence in the following 2 hours.

Price:

Konvertor is sold US$ 22 each licence plus US$ 5 for shipping if you register with the command form.

Site license:

A site license entitles an organization to receive one copy of the distribution package and duplicate the software as necessary for use within the organization on the specified number of computers.

2 to 9 computers:	US$ 21 each
10 to 19 computers:	US$ 18 each
20 to 49 computers:	US$ 14 each
50 to 99 computers:	US$ 11 each
100 to 499 computers:	US$ 8 each
500 to xxxx computers:	US$ 5 each

If you want some more informations send me an email at jpiquemal@logipole.com

Aknowledgements

Konvertor uses some parts of public sofwares, listed below:

ImageMagick:

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This button launches the conversion.
You must have selected files before, as well as a target folder and a target file type.

This is the preview area. It displays thumbnails of the images from the current folder.

Special thumbnails:

the file is a font

the file is either a ps, either a pdf, either an eps. It will not be displayed but it can be converted.

the file is not displayable but can be converted. Check the appropriate setup window to see if you decided to display it or not.

the file could not be displayed and will probably not be converted. This can occur when a file has the same extension than a known image

List of the target formats available for the selected source format.

This button opens the setup window for the selected target format.
If the target format does not support any setup the button is grayed.

When pressed, this button tells Konvertor to produce a single file with all the selected source files.
When the selected target format does not support multi-framing the button is grayed.

Target folder, the folder where will be written the converted files

Click this button to choose a target folder.

The source folders.

The current source file type.

This button opens the setup windows for the selected source file type.
If the source file type has no setup window, this button is grayed.

Display the size of the image

Display the name of the image

The list of the source formats available.
The thumbnails displayed in the view part of the window will match the current format.
Click a tab to change the list.

The selected files list.
Double-click on a thumbnail to add it to this list.

Stands for **CO**mpress – **DEC**ompressor

Displays the current file name

Displays the size of the current file