USER'S GUIDE

version 2.0

SimpleImage

Welcome to SimpleImage

SimpleImage is a simple but powerful image- and movie-viewing application that lets you view all the most popular image and movie formats, like JPEG, GIF, animated GIF, TIFF, PICT, PNG, MPEG, AVI and more in a single, sleek application. (Some file types may require QuickTime 3 or a Power Macintosh.)

With SimpleImage you can

- View images with or without scrollbars
- Transform images and movies by rotating and reflecting them
- Crop and zoom images
- View images and movies full-screen or in a slide show
- Create Snapshots — small files you can double click to reopen groups of windows exactly the way you left them

With QuickTime 3 SimpleImage can also be used as a simple conversion utility, with the ability to save both images and movies in several formats.

SimpleImage is Mac OS 8 savvy, correctly adopting the new Mac OS 8 look and making extensive use of contextual menus.

Opening Files

There are several ways to open a file in SimpleImage:

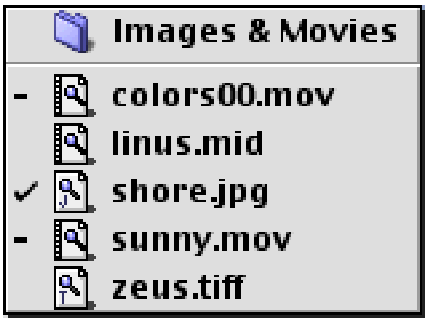
- **Double-click the icon in the Finder.** If the file “belongs” to SimpleImage (see below), this is the easiest way to open it. To find out how to make a file belong to SimpleImage, see *Changing files’ creators*.

How do you know if a file belongs to SimpleImage? Look at its icon. If it has a SimpleImage icon like one of those shown above, it’s a SimpleImage file.

- **Drag the file onto SimpleImage’s icon or any window open in SimpleImage.** If you have an image or movie window already open in SimpleImage, you can open files by dragging their icons onto the open windows. If the file is in a format SimpleImage can open (see *File Types SimpleImage Can Open* for a complete list), the window will highlight as you drag the file over it. You can also drag folders to open all the images and/or movies in them.
- **Choose ‘Open’ from the File menu in SimpleImage.** The standard Open File dialog box will appear. (If you’re using Mac OS 8.5, you’ll see a new, improved Open dialog box which lets you shift-click to select multiple items to open at once.)
- **Choose the file from the Reopen menu in SimpleImage.** If you’ve viewed the file recently in SimpleImage, its name should be listed in the Reopen menu. To find out how to change the number of items that appear in the Reopen menu, see *Changing Preferences*.
- **Choose “Open Previous File” or “Open Next File” from the Special menu, or choose an item from the Open sub-menu located in every window’s contextual menu.** See *Using the Open menu.*

Using the Open menu

Every window’s contextual menu has an Open menu which lets you see the folder the window’s file is in and all the items in the folder that SimpleImage can open.



An Open sub-menu, sorted by file name

To see a window's contextual menu, hold down the control key while clicking anywhere in the window. (The window doesn't have to be frontmost for you to make its contextual menu appear.)

The Open menu lists the window's "parent" folder (i.e., the folder that contains the window's file) at the top, separated from the rest of the menu by a divider. Below that all the files in the folder that SimpleImage can open are listed, with dashes (–) beside all the items that are currently open in SimpleImage, except the file that belongs to the window you clicked in to make the contextual menu appear. This item is marked with a checkmark (√). Choose an item to open it in SimpleImage or to bring it to the front if it's already open.

The items in the Open menu are normally listed alphabetically by file name. To see the files listed by creation date, with the most recent files at the top and least recent at the bottom, hit the caps lock key before contol-clicking in a window.

Closely related to the Open menu are two commands in the Special sub-menu: "Open Previous File" and "Open Next File." These commands open the next or previous file, relative to the contextual menu's window or the frontmost window, depending on whether you chose the command from a contextual menu or from the menu bar.

Normally, these commands open the next or previous file alphabetically by file name, but if you hit the caps lock key before selecting them, they open the file by creation date—with the caps lock key down, "Open Next File" opens the next most recent file in the folder, and "Open Previous File" open the next least recent file.

Using the Reopen menu

The Reopen menu gives you instant access to as many as the last 99 files you've opened in SimpleImage.

SimpleImage adds a file to the Reopen menu when you close its window in SimpleImage (or the last copy if you have multiple copies of the file open. See *Duplicating Windows*). When you open a file, SimpleImage checks to see if it's listed in the Reopen menu and, if it is, removes it.

The Reopen menu remembers the files listed in it even after you quit SimpleImage.

The Reopen menu maintains very robust links to the files it lists. SimpleImage will still find the file even if it's been moved or renamed. If the file is on a disk that has been removed, SimpleImage will tell you the name of the disk the file is on and prompt you to insert it. If the file has been deleted, SimpleImage will tell you it can't open the file and remove it from the Reopen menu.

To reopen more than one item at a time, choose “Reopen...” from the bottom of the Reopen menu. A dialog box will appear with a list of all the items in the Reopen menu, letting you select which items to open. (Shift-click items in the list to select a range of items, and command-click to select items that aren’t contiguous.)

If you wish to close a window without adding its name to the Reopen menu, hold down the Delete key while clicking in the window’s go-away box.

If you wish to remove a file from the Reopen menu without reopening it, select the item while holding down the Delete key. Similarly, you can remove all the items in the Reopen menu by selecting “Reopen...” while holding down the Delete key. SimpleImage will ask you to confirm that you really want to remove all the items from the menu.

You can also make a fresh start and clear the contents of the Reopen menu by holding down the Delete key while SimpleImage is starting up.

You can specify the number of files to list in the Reopen menu in the Preferences dialog box. (See *Changing Preferences*.)

Duplicating windows

When you try to open a file that’s already open in SimpleImage, SimpleImage will bring the file’s window to the front and expand it if it’s collapsed instead of opening the file in a new window. If you want to view multiple copies of a file, open the file and choose “Duplicate Window” from the Window menu. The duplicated window inherits all the characteristics of the original—its view, size, selection, and transformations.

When you close a window that’s been duplicated, SimpleImage doesn’t add the window to the Reopen menu until you close the last copy of the window.

Changing files’ creators

Every Macintosh document has an invisible code associated with it that tells the Finder which application to open when you double-click the document’s icon. When SimpleImage opens a file it optionally attaches its creator code and icon to the file, so the next time you want to open it you only have to double-click it and the Finder will automatically open it in SimpleImage.

You can control whether SimpleImage changes files’ creator codes and icons or not by selecting or deselect the “Change image files” and “Change movie files” options in the Preferences dialog box. By default, these options are disabled.

Snapshots

With SimpleImage you can create *Snapshots* of groups of windows. A Snapshot is like an alias, but whereas an alias points to a single file, a Snapshot can point to any number of files, plus it records the state of each image or movie — its size, position, zoom level, transformations, etc. — so you can reopen a group of windows exactly the way you left them, just by opening a single Snapshot file. You can also create a Snapshot of a slide show.

Creating Snapshots

To create a Snapshot, first open the windows you want to be included in the Snapshot, arrange them the way you want them, and choose "Make Snapshot" from the File menu. A standard Save As dialog box will appear, letting you choose where and under what name to save the Snapshot. (You can specify a default folder for saving Snapshots, as well as a default name. See *Changing Preferences*.) To create a Snapshot of a slide show, simply begin a slide show by opening two or more windows and choosing "Slide Show" from the View menu (See Slide Shows), and then choose "Make Snapshot" from the File menu.

Opening Snapshots

You open Snapshots exactly the same way as other SimpleImage files (see Opening Files). Before opening the images or movies recorded in the Snapshot, SimpleImage will display the "Open Snapshot" dialog box:

You can toggle between icon and preview view in the Open Snapshot dialog box by clicking the "Preview" checkbox.

You can open any Snapshot as a slide show by selecting the "Slide show" checkbox. If the Snapshot was saved as a slide show, the checkbox will already be selected.

The Open Snapshot dialog box gives you a chance to see what items are in the Snapshot and what disks they're on before opening them. If the disk the item is on isn't currently inserted, SimpleImage displays the disk's name in italics. Similarly, if the disk the item is on is inserted but the item can't be found, SimpleImage displays the item's filename in italics.

You can also use the Open Snapshot dialog box to open part of a Snapshot by selecting only the items you wish to open.

Opening slide show Snapshots

By default, before opening a slide show Snapshot SimpleImage first closes all the currently open windows so they won't be added to the slide show. You can, however, disable this feature by deselecting the "Close windows before opening slide show Snapshot" option in the Snapshot pane of the preferences dialog box. With this option turned off, if you open a slide show Snapshot, SimpleImage will add all the currently open windows to the slide show recorded in the Snapshot.

When Snapshot items are already open

When you open a Snapshot that contains items which are already open, SimpleImage will not reopen the items, but will apply whatever transformations are necessary to make the items' windows match the information recorded in the Snapshot.

Missing items

Hold down the option key while clicking"Search" to search for all the missing items in a Snapshot.

Hold down the option key while clicking "Cancel" to skip all the missing items in a Snapshot.

If you try to open a Snapshot item that can't be found, SimpleImage will offer to search for it. If you try to open a Snapshot item that SimpleImage thinks is on a disk that isn't currently available, SimpleImage will ask you to insert the disk or give you the option of searching for the file. If you decline to search for a missing item or insert the requested disk, SimpleImage will simply skip it and open the items in the Snapshot that can be found. If you let SimpleImage search for the item, it will search all the currently inserted disks.

If you open a Snapshot that contains one or more items that had to be searched for, SimpleImage will suggest that you resave the Snapshot. Resaving the Snapshot will save the updated information about the location of all the items and help ensure that you don't have to search for the same items again the next time you open it.

Can I delete a file after saving it in a Snapshot?

A Snapshot doesn't contain any image or movie data — it only contains the information necessary to help SimpleImage open and arrange the images and/or movies recorded in it. Snapshot files are therefore typically very small, but they'll only work as long as they can find the original files they point to.

Viewing And Transforming Images

SimpleImage gives you a choice of three different ways to view an image: in a window with scrollbars (*scroll-bar view*), in a window without scroll bars (*snap-to-window view*) or without a window at all (*full-screen view*).

Snap-to-window view

Tip: Hold down the shift key while choosing "Snap To Window" or type command-shift-E to quickly change all open images to snap-to-window or scroll-bar view.

When an image is in **snap-to-window** view, SimpleImage doesn't display any scroll bars or resize box and shrinks the image, if necessary, to fit in the space available on the monitor. In snap-to-window view all the image is always visible, so there's no need for scroll bars.

Although a window in snap-to-window view doesn't have a resize box you can still change the size of the window by positioning the pointer in the lower right hand corner of the window—the pointer will change to a double-headed arrow when you're in the right spot—and dragging the mouse. When you resize a window in snap-to-window view the image shrinks or grows to fit the new size of the window.

The "resize window" pointer

Scroll-bar view

Tip: You can also change the size of a window by choosing "Larger," "Smaller," or "Normal Size" from the View menu. (Or "Double," "Halve," or "Normal Size" if the frontmost window is a movie window.)

When SimpleImage displays an image in **scroll-bar** view, the size of the image doesn't change when you resize the window. Because the size of the image is independent of the size of the window, not all of the image may be visible, so SimpleImage displays scroll bars to allow you to move the image around within the window.

You can, however, still change the zoom level of an image in scroll-bar view by choosing "Larger," "Smaller," or "Normal Size" from the View menu. (There's also a popup menu in the lower left-hand corner of scroll-bar view windows which lets you quickly jump to a specific zoom level.)

Tip: You can also scroll an image in scroll-bar view by holding down the space bar—the pointer will change to a grabber hand—and dragging. The arrow keys can also be used to scroll an image. Holding down the option key causes the arrow keys to scroll a screenful.

You can change the view of any image by choosing "Snap To Window" from the View menu. By default SimpleImage opens images in snap-to-window view, but you can change this by deselecting the "Snap To Window" option in the Preferences dialog box.

The "Snap To Window" command in the View menu can't be deselected when the frontmost window is a movie window, because movies are always displayed in snap-to-window view.

The "grab scroll" pointers

Full-screen view

SimpleImage can also display images and movies **full screen**, that is, without a window. When an image or movie is displayed in full-screen view, SimpleImage centers the image or movie on the screen, scaling it if necessary, against an empty background.

Tip: Hold down the shift key while choosing "Full Screen" or type command-shift-` to quickly change all open images to full-screen or normal view.

If the image or movie is displayed on the main screen (that is, the screen with the menubar) SimpleImage will hide the menubar. Though hidden, however, the menubar is still accessible in full-screen view. Simply move the mouse to the area at the top of the screen where the menubar would normally be to make it temporarily reappear. (You can also access a full-screen image or movie's contextual menu by control-clicking. In addition, in full-screen view you can access the contextual menu by clicking (without holding down the control key) in the empty area around the image or movie.)

Virtually all of SimpleImage's menu commands can be applied to a full-screen view image or movie: commands for resizing, transforming, saving, printing, etc. In addition, you can resize full-screen images and movies by positioning the pointer in the lower right-hand corner of the image or movie and dragging, and you can create selections and crop and zoom them the same as with images displayed in windows.

You can have more than one image or movie in full-screen view (and switch between them using the Window menu), as well as any combination of full-screen images and movies and regular view images and movies.

Making selections in images

When the pointer is inside an image window it changes to crosshairs to let you know that you can drag the mouse to create a selection.

Once you've made a selection you can fine tune it by dragging the corners. Position the mouse in corner of the selection you want to resize—the pointer will change to a four-headed arrow when you're in the right spot—and drag. You can also move the selection marquee around within the window by positioning the mouse inside the selection—the pointer will change to an arrow with a tiny selection marquee—and dragging.

The "resize selection" pointer

To quickly select an entire image, choose "Select All" from the Edit menu. To quickly deselect the current selection, choose "Select None."

The "move selection" pointer

When the frontmost window contains an image displayed in snap-to-window view and the image is too large to display at its full size, the command "Select Screen Area" is enabled in the Edit menu. "Select Screen Area" selects the largest area of an image that will fit on the screen if zoomed to 100%. By default, "Select Screen Area" centers the selection within the image, but you can easily move it or resize it.

When the frontmost window contains an image in scroll-bar view and the scroll bars are active, the command "Select Current View" is enabled in the Edit menu. "Select Current View" selects the entire area currently visible in the window.

Zooming and cropping images

Once you've made a selection, you can zoom or crop its contents by choosing "Zoom Selection" or "Crop Selection" from the Edit menu.

"Zoom Selection" opens the contents of the selection in a new window and resizes it to full size or as close as possible. "Crop Selection" resizes the selection's window so that only the contents of the selection are visible. "Crop Selection" never changes the zoom level of the image.

A window that contains only a portion of an image, whether it was created by zooming or cropping, always contains the information necessary to restore the original image. Choose "Uncrop" from the Edit menu to restore the original dimensions of the image and create a new selection representing the portion of the image that was formerly cropped.

Copying images

Once you've made a selection, you can also copy its contents, either by moving it to the Clipboard for use in other applications or by dragging it directly to another application.

To copy a selection to the Clipboard, choose "Copy" from the Edit menu. To drag the contents of a selection to another application, drag the selection while holding down the option key. The pointer will change to an arrow with a plus sign to let you know that you're moving the contents of the selection and not just the selection marquee.

The "drag selection" pointer

Rotating and reflecting images (QuickTime 3 only)

If you have QuickTime 3 installed you can transform images and movies by rotating and reflecting them.

To rotate an image or movie 90° clockwise, choose "Rotate 90° CW" from the Transform sub-menu in the View menu. To rotate 90° counterclockwise, choose "Rotate 90° CCW." To rotate 180°, choose "Rotate 180°." You can also reflect ("flip") the contents of a window, either horizontally ("Flip Horizontal") or vertically ("Flip Vertical").

No matter how many transformations you apply, you can always return an image or movie to its original state by choosing "Remove Transformations" from the Transform sub-menu in the View menu. The "Remove Transformations" item is disabled if no transformations have been applied or if the transformed window is identical to the untransformed window. (For example, a window that has been rotated 90° twice and flipped both horizontally and vertically is identical to the original window.)

When you transform a window that has a selection, SimpleImage also transforms the selection to ensure that precisely the same portion of

the image remains selected. When you transform a scroll-bar view window in which only part of the image is visible, SimpleImage will adjust the size of the window and the position of its scroll bars to attempt to keep the same portion of the image visible. When you rotate a snap-to-window view image or movie, SimpleImage reduces the size of the window, if necessary, to ensure that the rotated window fits on the screen.

Although you can also rotate and reflect movies, please note that some movies do not play properly when rotated 90°.

If you have more than one monitor

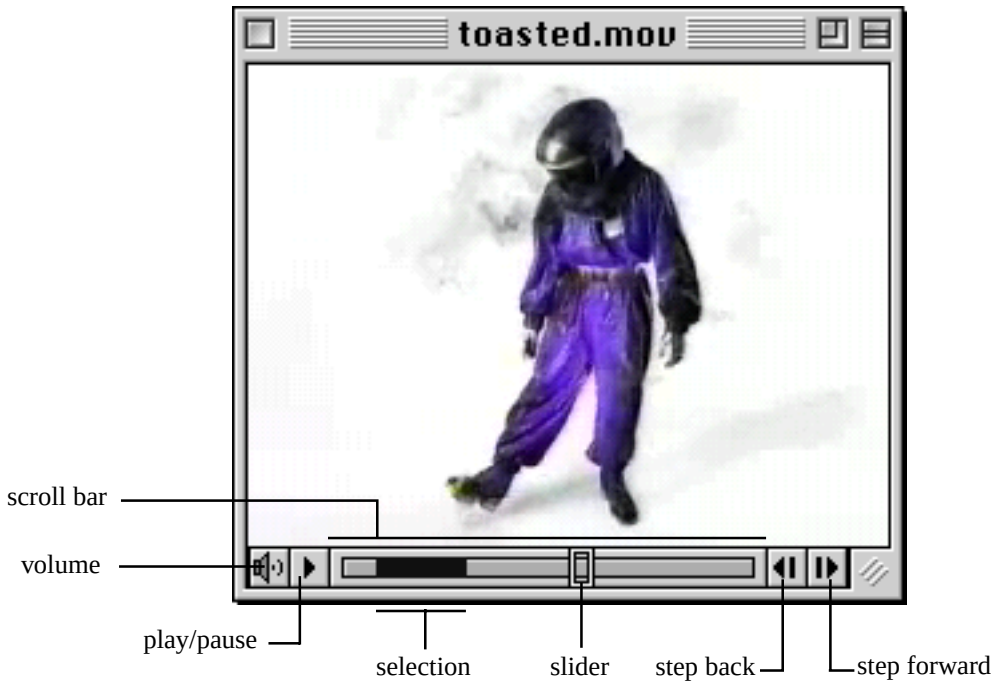
SimpleImage is designed to work intelligently with multiple monitors.

When you open a window, SimpleImage decides which monitor to open it on based on the settings in the Preferences dialog box. If “Open files on main screen” is selected, SimpleImage opens the image on the main monitor—that is, the monitor with the menu bar. If “Open files on deepest screen” is selected, SimpleImage opens the file on the monitor that’s currently set to display the largest number of colors (the largest “bit depth”). If the monitors have the same bit depth, SimpleImage uses the main monitor. If “Open files on the largest screen” is selected, SimpleImage opens the file on the monitor that has the largest viewable area.

When you open a file by dragging its icon onto a SimpleImage window, SimpleImage overrides the settings described in the previous paragraph and instead opens the window on the monitor that contains the window you dragged the file onto.

When you rotate or zoom a window that spans two or more monitors, or resize it using the commands in the View menu, SimpleImage calculates which monitor holds that greatest area of the window and moves the window so that it fits entirely on that monitor.

Movie windows



Playing movies

To play a movie

Click the Play button, hit the space bar or Return key, double-click the movie, or choose “Play From Beginning” from the View menu.

To pause a movie

Click the Pause button, hit the space bar or Return key, or click the movie once.

To play or pause all open movies

Choose “Play All Movies” or “Pause All Movies” from the View menu.

To move to a specific time in a movie

Drag the slider or hit the left or right arrow keys. If the Info palette is visible (see *The Info Palette*), the current time indicator will continually update to show where you are in the movie.

To change a movie’s volume

Click the volume icon and drag the slider that appears, or hit the up or down arrow keys.

Tip: Shift-click the volume icon to set the volume louder than its usual maximum.

To play a movie continuously
Choose “Loop” from the View menu. To loop the movie back and forth, choose “Loop Back And Forth.” (Looping back and forth is also called palindrome looping, from the Greek word *palíndromos*, ‘running back again.’ The author of SimpleImage is proud of his six semesters of Greek.)

To change the playback rate
Choose “Faster” or “Slower” from the Playback Rate sub-menu of the View menu to make a movie play faster or slower. To return the movie to its original speed, choose “Normal Rate.”

To prevent SimpleImage from dropping frames

If your Mac isn’t powerful enough or lacks the resources to play a movie at its intended fps rate, QuickTime will drop some of the movie’s frames. To force QuickTime to play every frame, choose “Play All Frames.”

Selecting and copying movies
You can also select and copy portions of movies, but the process is a little different from selecting and copying images.

To make a selection in a movie window the movie controller must be visible. Hold down the shift key and drag the slider to select the part of the movie you wish to copy. As you shift-drag the slider, the selected portion of the scroll bar will turn black. You can also make a selection by holding down the shift key while hitting the left and right arrow keys.

To select the entire movie, choose “Select All” from the Edit menu.

To undo the selection, click anywhere on the scroll bar or choose “Select None” from the Edit menu.

If the Info palette is visible, detailed information about the selection (its start time, end time and duration) is given dynamically as you create or adjust the selection.

Once you’ve made a selection, you can copy it to the Clipboard by choosing “Copy” from the Edit menu.

You can also tell SimpleImage to play only the selected part of a movie by choosing “Play Selection Only” from the View menu.

Hiding the movie controller
You can hide or show the movie controller by choosing “Hide Movie Controller” or “Show Movie Controller” from the View menu. Many of the movie controller’s functions are still available when the controller’s hidden: the movie can still be played or paused by hitting the space bar or Return key or clicking in the movie, the movie can be

moved ahead or back a frame by hitting the left and right arrow keys, and the volume can be adjusted with the up and down arrow keys.

A movie badge

When the movie controller is hidden and the movie is not playing, an icon—the *badge*—appears in the lower left-hand side of the movie to remind you that the window is a movie window. You can make the controller reappear by clicking the badge. The badge does not appear while the movie is playing.

When movies appear in a slide show (see *Slide Shows*), their controller is hidden by default. You can still make the controller visible by selecting “Show Movie Controller” either from the View menu or the movie’s contextual menu. The movie badge doesn’t appear in full-screen movies.

The poster frame

Every movie has a poster frame—a single frame that represents the contents of the movie. The poster frame is usually specified when the movie is created. To go to the poster frame, choose “Go To Poster Frame” from the View menu. If the creator of the movie has not explicitly specified a poster frame, “Go To Poster Frame” will simply go to the first frame of the movie.

You can also change a movie’s poster frame by advancing the movie to the time you want to set as the poster frame and choosing “Set Poster Frame” from the View menu.

Rotating and reflecting movies (QuickTime 3 only)

Movies can be rotated and reflected just the same as images. (See *Rotating And Reflecting Images.*) Some movies, however, don’t play properly when rotated 90°, and sound-only movies can’t be transformed or resized.

Slide Shows

In addition to displaying images and movies normally, SimpleImage can display them in a slide show. There are two kinds of slide show, each with its own advantages and disadvantages: a *memory slide show* and a *disk slide show*.

A memory slide show displays the items that are already open in SimpleImage. This kind of slide show tends to be very fast but can require large amounts of memory because all the items are kept in memory during the slide show. A memory slide show also requires that you explicity open every item you want displayed.

A disk slide show, on the other hand, shuffles through the items of a folder you specify, sequentially opening, displaying, and then closing each of the items in it. Because the slide show items are only open long enough to display them, this kind of slide show requires less memory but can be somewhat slower than a memory slide show. A disk slide show is often more convenient, since it only requires that you specify a folder whose contents you want displayed, and doesn't require you to explicity open each item.

How to begin a memory slide show

Tip: Type command-shift-D to start a memory slide show without showing the Slide Show dialog box.

Open the images and/or movies you want in the slide show (you need to open at least two) and choose "Slide Show" from the View menu. Select the "Use items currently open in SimpleImage" and click OK. SimpleImage will display all the images and movies in full-screen view and automatically shuffle between them either sequentially or randomly and at the rate of speed you specify in the slide show control palette (see *Slide show options*).

How to begin a disk slide show

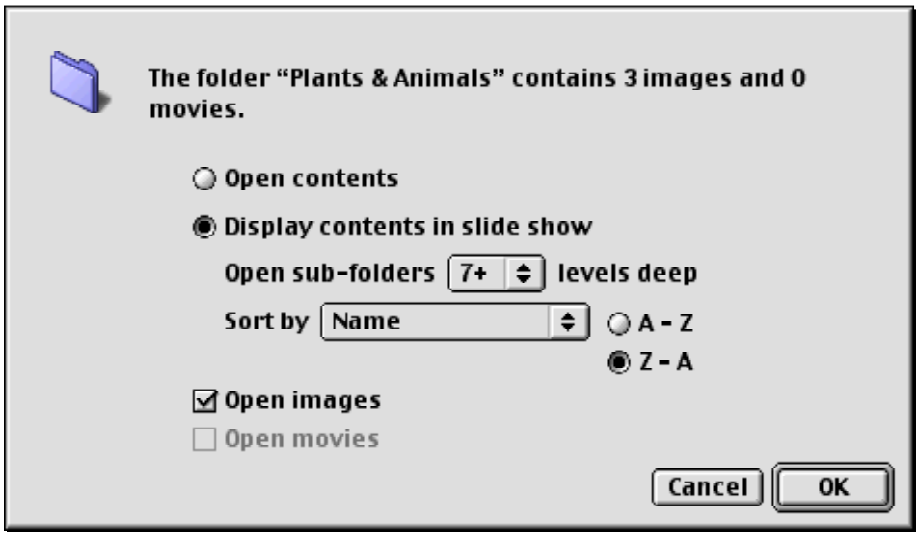
If SimpleImage's icon doesn't highlight when you drag a folder over it, you may need to rebuild your desktop. Restart the computer and hold down the command and option keys until the desktop appears and a dialog box asks you to confirm that you want to rebuild the desktop.

Drag the folder whose contents you want displayed in a slide show to SimpleImage's icon or to any window already open in SimpleImage. The Open Folder dialog box will appear (see below). Select the "Display contents in slide show" option, adjust the slide show options and click OK.

You can also begin a disk slide show by selecting "Slide Show" from the View menu. In the dialog box that appears, select the "Use items in the selected folder" option and click the "Choose" button to choose a folder. (The Slide Show dialog box remembers the last folder you used to display a disk slide show.)

Disk slide show options

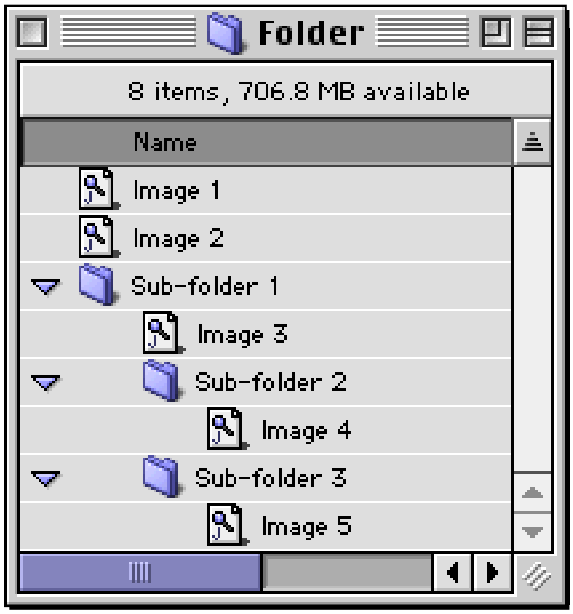
SimpleImage lets you specifiy how to sort the items in a disk slide



show (by name, date created or date modified), and in what order to sort them (forwards or backwards).

Only the 0 and 1 options are enabled in the "Open sub-folders" popup menu until you register SimpleImage.

The "Open sub-folders x levels deep" option lets you specify how deeply SimpleImage will burrow into sub-folders as it navigates through the items of a folder in search of items to display in a slide show, from 0 (no sub-folders) to 7+ (an infinite number of sub-folders).



For example, in the folder above, SimpleImage will display only Image 1 and Image 2 if the "Open sub-folders" option is set to 0, Image 1, 2, and 3 if the option is set to 1, and all the images if the option is set to 2 or more.

How to end a slide show
Click the stop slide show button (the button with the red x) in the control palette, or choose “Slide Show” from the View menu or from the current slide show item’s contextual menu.

Adding and removing memory slide show items
You can add or remove items in a memory slide show even while it’s running. To remove an item, just choose “Close” from the File menu. You can add items to a memory slide show in progress in all the same ways you normally open items in SimpleImage: by choosing “Open,” by dragging files into the slide show, by choosing an item from the Reopen menu, etc. If closing an item leaves fewer than two images or movies open, SimpleImage will automatically end the slide show.

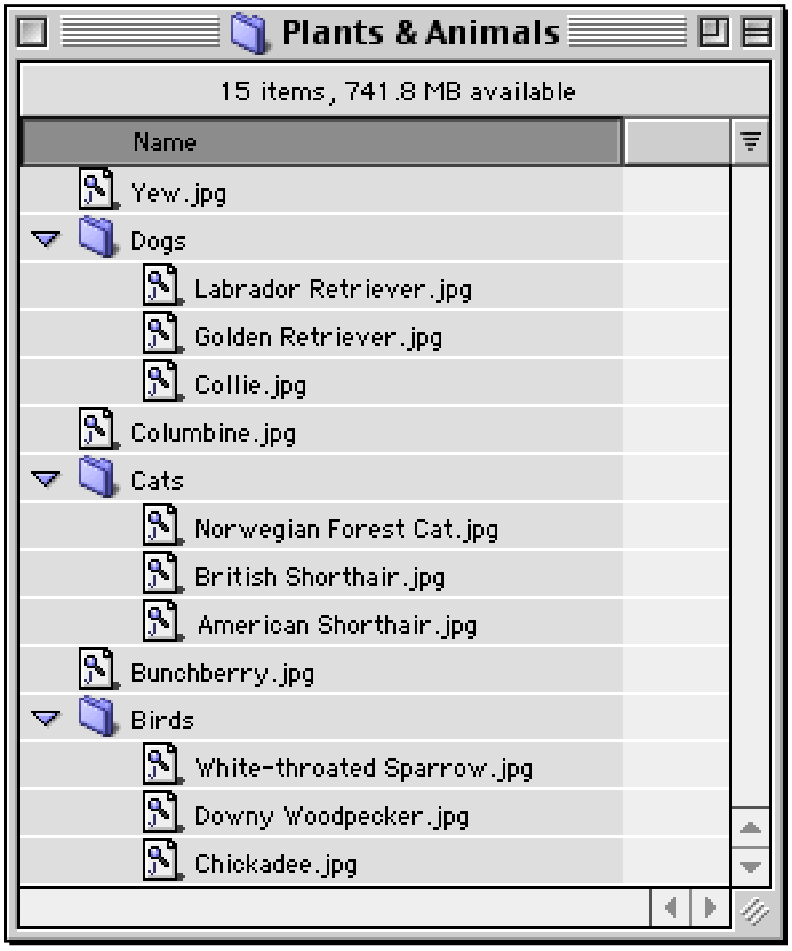
Navigating through slide show items
To move to the next or previous item in either kind of slide show, click the previous or next item button in the slide show control palette, or hit the left or right arrow key.

To jump to a specific slide show item, choose the item you want from the Item popup menu in the slide show control palette, the Window menu (memory slide show) or the Item contextual sub-menu (disk slide show).

Using the Item sub-menu
When you run a disk slide show you can use the Item menu (which appears both in the slide show’s contextual menu and in the Item popup in the slide show control palette) to navigate around the items in the slide show folders.

The Item menu shows the current folder and all the openable items in it. You can move to a file by choosing it in the Item menu. Choosing the current folder item at the top of the menu takes you back into the folder that contains the current folder. (If you haven’t burrowed into any sub-folders the current folder item is disabled.)

An Item menu sorted be name, Z – A



For example, say you ran a slide show from a folder like the one to the left, "Plants & Animals," sorted Z – A by name, with the "Open sub-folders" option set to 1.

This slide show would start with "Yew.jpg" and end with "Chickadee.jpg." (If the Loop option is selected in the slide show control palette, the slide show will loop back to the first item after displaying the last.)

If you looked at the Item menu as soon as the slide show started but while it was still on the first item, the menu would look like the one in illustration A (below).

The current folder (Plants & Animals) is shown at the top, and below it all the openable items (including both files and folders) in it. The current slide show item is marked with a checkmark. The current folder item is disabled because this is the "root" folder, i.e., the folder the slide show started with, and so you can't move up into its parent folder.

Item menu A

Choosing a file advances the slide show to it. Choosing a folder makes that folder the current folder and display the first item in it.

For example, if you chose "Birds" SimpleImage would make "Birds" the current folder and display the file "White-throated Sparrow."

If you looked at the Item menu while the slide show was displaying the image "Golden Retriever.jpg" in the folder "Dogs," the menu would look like the one in illustration B (below).

Here the current folder item "Dogs" is enabled, because the folder is a sub-folder of the folder the slide show started with. Choosing it would make its parent folder (in this case, "Plants & Animals") the current folder and would display the next item in the parent folder, in this case, "Columbine.jpg."

Item menu B

Slide show options

If you have multiple monitors SimpleImage uses the “Open on...” setting in the View pane of the preferences dialog box to determine which monitor to display the slide show on. You can also specify whether SimpleImage displays the control palette when starting a slide show by selecting or deselecting the “Show slide show control palette” option in the Interface pane of the preferences dialog box.

Tip: You can always hide or show the control palette and/or the info palette while a slide show is in progress by hitting the tab key.

The other two options are located in the slide show control palette: random and delay. Selecting “Random” will make SimpleImage shuffle randomly through the items in the slide show. (When the “Random” option is selected, both the Previous and Next buttons will choose an item at random.) The delay option lets you specify how quickly SimpleImage will shuffle through the items in the slide show. By clicking the up and down arrows you can set the delay to between 1 and 60 seconds.

Tip: You can also adjust the delay by hitting the up and down arrow keys on the keyboard.

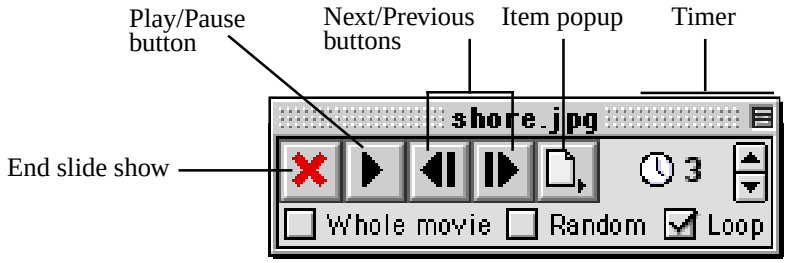
Adding a slide show soundtrack

You can add a soundtrack to any memory slide show that doesn’t already have an item with sound. Open a sound-only movie together with the images and movies you want to appear in the slide show, and SimpleImage will automatically play the soundtrack movie while running the slide show. (You can only add a soundtrack to a slide show if the soundtrack movie has no video and there are no other movies with sound in the slide show.)

Selections in slide show images

While a slide show is playing, SimpleImage hides any selections in the images in the slide show and doesn’t allow you to create any selections. You can create selections in slide show images, however, by first pausing the slide show.

The slide show control palette



Tip: Most of the control palette’s controls have keyboard equivalents:
Spacebar: play/pause
Left & right arrow: previous/next item
Up & down arrow: increase/decrease delay

Saving Files

In addition to opening and viewing files in SimpleImage, you can also save files in a variety of formats. (Note: If you don't have QuickTime 3 installed, you'll only be able to save files as QuickTime image files.)

To save an image, choose "Save" from the File menu. If you have QuickTime 3 installed, you'll see a dialog box giving you a choice of formats in which to save the image.

If an image or movie is transformed (i.e., rotated or reflected), the transformations become permanent when the image or movie is saved. In addition, the current zoom level of a movie becomes permanent when the movie is saved, but images are always saved at their original size.

If an image has been cropped, saving the image saves only the cropped portion, unless you save the image as a picture or QuickTime image file, in which case any cropping that has been applied to the image is ignored and the image is saved in its original dimensions.

In addition to being saved, movies can be exported in a variety of formats by selecting "Export Movie" from the file menu.

Printing Images

You can print any image in SimpleImage by choosing "Print" from the File menu.

Images are printed with any cropping or transformations that have been applied to them, but the current zoom level of the image is ignored and SimpleImage always attempts to print the image at its full size, scaling it if necessary to fit the page.

If you're printing on a laser printer, you may need to select "SimpleImage" from the popup menu in the Print dialog box to see SimpleImage's printing options.

By default, SimpleImage centers the image on the page. You can change this by deselecting "Center on page" in the Print dialog box.

You can have SimpleImage print the name of the image file below the image by selecting "Print name" in the Print dialog box.

You can also have SimpleImage print the location of the image file by selectin "Print location" in the Print dialog box.

If the image has a selection, you can have SimpleImage print only the selection by selecting "Print selection only" in the Print dialog box.

Manipulating Files

An image file icon in the Finder

The image displayed in SimpleImage

Introduction

To understand the features that SimpleImage provides for manipulating files in the Finder, it's important first to understand the difference between an image *file* and the image itself.

An image file contains the raw data that make up an image and is stored on your hard drive by the Finder, the application that keeps track of all your files and helps you organize them in folders. The Finder assigns all your files an icon, like the one on the right.

When you open a file in SimpleImage, SimpleImage displays the contents of the file in a window. When you transform the image by choosing commands in the View menu, you are only changing the way the image is displayed; you are not changing the image file itself.

SimpleImage, however, also includes features which allow you to manipulate the Finder file that an image window represents without switching to the Finder.

SimpleImage can

- Move a file to the Trash
- Move a file to another folder
- Change a file's label
- Switch to the Finder and instantly locate and display the file's icon

The following section describes how to use SimpleImage's Finder integration features.

Moving a file to the trash

Mac OS 8 Tip: You can also move a SimpleImage file to the Trash by holding down the Shift key and dragging the window's title bar to the Trash icon.

If you open a file in SimpleImage and decide you no longer want it you can move the file to the Trash directly from SimpleImage by choosing "Move To Trash" in the Special sub-menu of the File menu. This moves the file to the Trash and closes its window and any duplicates (see "Opening a new copy of a window") open in SimpleImage. This does not delete the file; to delete the file you must move the file to the Trash, switch to the Finder and choose "Empty Trash" from the Special menu.

If you change your mind you can return the file to its original location and reopen its window in SimpleImage by choosing "Undo Move To Trash" from the Edit menu.

Locating a file in the Finder

If you open a file in SimpleImage and then wish to locate the file's

Tip: To switch to the Finder without locating and selecting a file, type option-home.

icon in the Finder, choose “Reveal In Finder” from the Special submenu of the File menu. SimpleImage will switch to the Finder, open the window that contains the file’s icon, if necessary, and select the icon.

“Close & Reveal” works the same as “Reveal In Finder,” except that it first closes the file’s window in SimpleImage.

If the file is on a disk that you have removed, SimpleImage will ask you to reinsert the disk and give you the choice of cancelling the command.

If the file has been deleted, SimpleImage will display an error message.

You can also command-lick a window’s title to see the file’s location if you’re using Mac OS 8.

Moving a file to a new location (Mac OS 8 only)

Tip: You can shift-drag any window in SimpleImage, not just the frontmost window.

If you open a file in SimpleImage and then decide you want to move the file to a different folder in the Finder, you can move the file to its new location without leaving SimpleImage if the new location is visible on the screen.

Tip: The shift key only needs to be held down when you first start dragging.

When the shift key is held down, every window in SimpleImage acts as a *proxy* for the file the window represents. That is, you can drag the window just as if it were an icon in the Finder.

The “drag proxy” pointer

Hold down the shift key and drag the window’s title bar till the arrow pointer is pointing to the place in the Finder where you want the file to be moved. As you move the mouse SimpleImage will drag the file’s icon and name to let you know that you are dragging the file the window represents and not the window itself.

Tip: If you have Mac OS 8’s Spring-Loaded Folders feature enabled, you can use it to drag a SimpleImage window to any folder on your hard drive. Just shift-drag a window over a folder or disk icon and pause till it springs open.

Dragging a proxy from SimpleImage works exactly like dragging a file in the Finder. Holding down the option key (in addition to the shift key) creates a copy of the file in the new location, and holding down both the option key and the command key creates an alias.

Applying labels

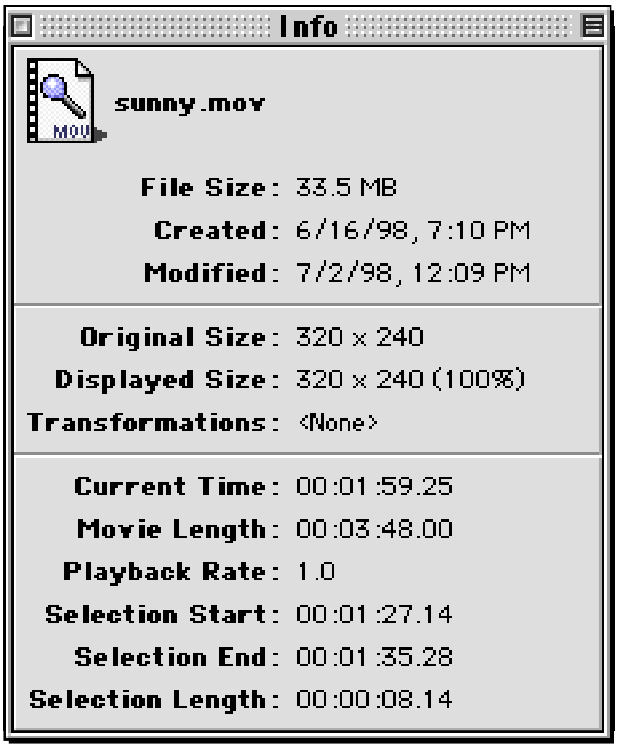
In addition to moving files around, you can also apply Finder labels to files from SimpleImage.

To apply a label to a file in SimpleImage, select the file’s window and choose the label you wish to apply to it in the “Finder Label” submenu in the File menu.

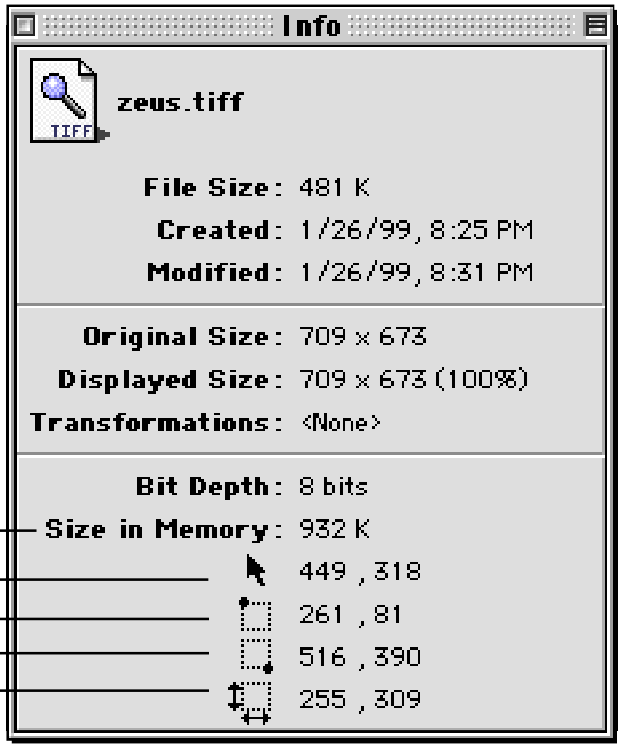
If you’re using Mac OS 8 and you have the “Use Finder icons” and “Show label” options selected (see *Changing Preferences*), the label applied to a file that’s open in SimpleImage will also be applied to the window’s icon in the Window menu in SimpleImage.

The Info Palette

To show or hide the Info palette, choose "Show/Hide Info Palette" from the Window menu. To temporarily hide and show the Info palette (and/or the slide show control palette if you're running a slide show), hit the tab key.



(width, height)



(width, height)

The amount of memory the offscreen bitmap uses

The current location of the pointer (h, v)

The top left corner of the selection (h, v)

The bottom right corner of the selection (h, v)

The dimensions of the selection (w, h)

Changing Preferences

SimpleImage's Preferences dialog box is divided into six parts, or *panes*, which you switch between by clicking in the scrolling list of icons to the left. Below is a brief description of all the options found in each pane.

Pane 1: View
Snap images to window Controls whether SimpleImage displays images in snap-to-window view or scroll-bar view when they're first opened. See *Viewing And Transforming Images.*

Open scroll-bar images at 100% By default, when you open an image in scroll-bar view, SimpleImage calculates the maximum magnification for fitting the image exactly to the screen and then rounds up to the nearest fixed zoom level. Switching an image from snap-to-window view into scroll-bar view works similarly—SimpleImage changes the zoom level of the image to the next highest preset zoom level. To force SimpleImage to always initially display scroll-bar view images at 100%, select this option. To report me to the Society for the Prevention of Split Infinitives, call... never mind.

Show zoom level in window title Controls whether SimpleImage displays an image or movie's current level of magnification or reduction.

Show when resizing Controls whether SimpleImage displays the current zoom level dynamically in the window's titlebar as the window is resized. Applies only to windows in snap-to-window view.

Show window duplicate number Controls whether SimpleImage dynamically displays the duplicate number of each window. Duplicates of windows are created when you choose "Duplicate Window" from the Window menu (see *Duplicating windows*) or when you zoom a selection in an image window (see *Zooming and cropping images*).

Don't cover Finder icons When this option is selected, SimpleImage will not allow windows to be zoomed to cover the area of the desktop on the right where the Finder's disk icons are typically located.

Open on... If you have more than one monitor you can control how SimpleImage decides which monitor to open files on by selecting one of the Open on... options. (This option also determines which monitor SimpleImage uses to run slide shows on.)

"On deepest screen" causes files to be opened on the screen with the greatest bit-depth, i.e., the screen set to display the most colors.

"On largest screen" causes files to be opened on the largest screen.

"On main screen" causes files to be opened on the screen with the menu bar.

Open dragged files on parent screen When you open an image by dragging its icon into SimpleImage, if this option is selected SimpleImage overrides the monitor specified in the "Open files" settings, and instead opens the file on the screen that contains the window you dragged the file onto.

Pane 2:Movies

When in background... This set of options controls how SimpleImage handles the playback of movies when in the background.

Play sound in background Unless this option is selected, SimpleImage will mute all open movies when in the background.

Only front movie plays sound When this option is selected, SimpleImage mutes all but the frontmost movie.

Ignore movies without sound When this option is selected, SimpleImage will continue to play the sound of the frontmost movie that has sound, even if another movie without sound is in front of it. When this option is deselected, SimpleImage will only play the sound of the frontmost movie, whether it actually has sound or not.

Pane 3: Files

Show recent files in Reopen menu Controls whether SimpleImage adds files to the Reopen menu as you close them.

Show last x files Lets you specify the number of files to show, up to 99.

Add slide show items to Reopen menu By default, SimpleImage doesn't add the items in a disk slide show (see *Slide Shows*) to the Reopen menu. To have it add them, select this option.

Change files' icons... When you open a file in SimpleImage that was created by another application, SimpleImage can optionally change the file's *creator type* so that the next time you double-click the file it will open in SimpleImage rather than the application that created it. (Changing the file's creator type also causes its icon to change.)

To enable this feature, select the "Change image files" and "Change movie files options." You can also specify separately whether SimpleImage changes Photoshop files by selecting or deselecting the "Leave Photoshop files alone" option.

Fix incorrect file types When this option is selected, SimpleImage will check every file you open to see that its file type and icon are correct, and if not (for example, if a GIF file has mistakenly been assigned the file type and icon of a JPEG file), correct it.

Pane 4: Snapshots

Show open Snapshot dialog box When this option is selected, SimpleImage will display a dialog box showing the contents of a Snapshot before opening it.

Close windows before opening slide show Snapshot When this option is selected, SimpleImage will close any open windows before opening a Snapshot containing a slide show. If you open a slide show Snapshot and this option is not selected, SimpleImage will add all the currently open windows to the slide show recorded in the Snapshot.

Suggest name for Snapshot These options let you specify whether SimpleImage suggests a name for Snapshots, and what it suggests.

Append file count Adds the number of items recorded in the Snapshot to the Snapshot file's name.

Suggest folder for saving Snapshots Lets you specify a default folder to go to when making Snapshots.

Put file names in Snapshot file's comments When this option is selected, SimpleImage lists (the first 200 characters of) the file names of all the items recorded in a Snapshot in the comments of the Snapshot file.

Pane 5: Memory

Store images in memory When this option is selected, SimpleImage stores images in memory whenever there's enough memory available. When this option is not selected, SimpleImage has to decompress the image whenever its window needs to be drawn, saving memory but slowing SimpleImage considerably.

Always rebuild bitmaps By default, every time an image is resized or otherwise transformed, SimpleImage reconstructs its offscreen bitmap of the image to ensure the best possible performance when drawing the image on the screen. The disadvantage of this way of doing things is that you have to endure a slight pause (or a rather long one, depending on the size of the image and the speed of your Mac) every time you transform or resize an image. This can be disabled by deselecting this option. Disabling this feature improves the speed with which SimpleImage resizes and transforms images, but it can make the on-screen drawing of images somewhat slower.

The setting of this preference also effects the way SimpleImage uses memory: when "Always rebuild bitmaps" is selected, SimpleImage only maintains an offscreen bitmap at the current size of the image, so viewing an image at 25% will consume far less memory than viewing it at 250%. When, however, this option is deselected, SimpleImage always maintains bitmaps at the image's original dimensions, so whether you view an image at 25% or 250% it will still consume as

much memory as it would if you viewed it at 100%.

Limit bitmaps to 16 bits If your Mac is set to display millions of colors, you can select this option to force offscreen bitmaps to have at most thousands of colors. Because displaying images in 16-bit color requires far less memory than displaying them in 24-bit color, selecting this option can significantly reduce the amount of memory SimpleImage uses, but it can also significantly slow down the redrawing of images.

This option has no effect unless your Mac is set to display millions of colors.

Use temporary memory If SimpleImage doesn't have enough memory to open a file and keep its image decompressed, it attempts to borrow memory from the system software. As a result the amount of memory that SimpleImage claims for itself grows and shrinks with the number of images you have open. Deselect this option to prevent SimpleImage from using any more memory than you explicitly give it in its Info window in the Finder.

Leave x % free When the "Use temporary memory" option is selected, SimpleImage lets you specify, as a percentage of the total installed RAM in your Mac, a temporary memory "cushion." This cushion prevents SimpleImage from borrowing temporary memory from the system when the available system memory dips below this threshold.

For example, if you have 40 megabytes of RAM and you set this option to 10%, SimpleImage will only attempt to borrow temporary memory if there's more than 4 megabytes of system memory available.

Pane 6: Interface

Show icons in menus Controls whether SimpleImage displays icons next to file names in the Window, Reopen and Open menus.

Use Finder icons Deselect this option to force SimpleImage to use generic icons in the Window and Reopen menus.

Show labels When this option is selected, SimpleImage applies the current Finder label to the item's icon in the Window, Reopen and Open menus.

Show Open sub-menu Deselect this option to prevent SimpleImage from showing the Open sub-menu in contextual menus. Because creating the Open sub-menu can take some time, deselecting this option can make contextual menus appear faster.

Show animated rectangles Controls whether SimpleImage shows animated rectangles when resizing, transforming, zooming and duplicating windows.

Collapse window when dragging proxy Tells SimpleImage to collapse all its windows when you drag a proxy. (See *Moving a file to a new location*.) Collapsing the windows makes more of the desktop visible, but it's visually kludgy since the windows belonging to other applications won't redraw. The Finder's windows, however, will redraw as you drag the file across them. After finishing the drag, SimpleImage will restore its windows' original states, expanding only the windows that were expanded before the drag started.

Full-screen background Click this box to change the background color used when displaying images full-screen or in a slide show.

To temporarily prevent SimpleImage from showing the menu bar, hold down the command key.

Show/hide menu bar automatically By default, when displaying an image or movie full-screen on the main (menu bar) screen, SimpleImage shows the menu bar automatically when you move the mouse into the region at the top of the screen where the menu bar normally lives, and then hides it again automatically when you move the mouse away.

If you deselect this option, SimpleImage will only display the menu bar if you move the mouse into the menu bar region and click.

Show slide show control palette Controls whether the slide show control palette is displayed when a slide show first starts.

Show slide show transitions When this option is selected, SimpleImage displays a sliding transition effect when switching between the items in a slide show.

For this option to work correctly the "Store images in memory" and "Always rebuild bitmaps" options should be selected.

Speed This popup menu lets you choose the speed of the slide show transition effect.

Tweak Click this button to open a dialog box allowing you to enter numerical values to fine-tune the speed settings in the Speed popup menu.

File Types SimpleImage Can Open

The following table lists each type of image and movie file that SimpleImage can open, its typical filename extension, the version of QuickTime it requires, and any special issues that you should be aware of.

Note that SimpleImage doesn't require QuickTime 3 Pro.

JPEG images	.jpg	2.5	Progressive JPEG files require QT 3.
GIF images	.gif	2.5	Animated GIF files require QT 3
PICT images	.pct	2.5	
MacPaint images	.pnt	2.5	
Photoshop images	.psd	2.5	Can only display composited image.
QuickTime image files	.qif	2.5	
Silicon Graphics images	.rgb	2.5	
TIFF images	.tif	3	
PNG images	.png	3	
Targa images	.tga	3	
Windows bitmap images	.bmp	3	
QuickTime movies	.mov	2.5	
AVI movies	.avi	3	
MPEG movies	.mpg	3	Requires a Power Macintosh

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