
Frame Explorer 1.0

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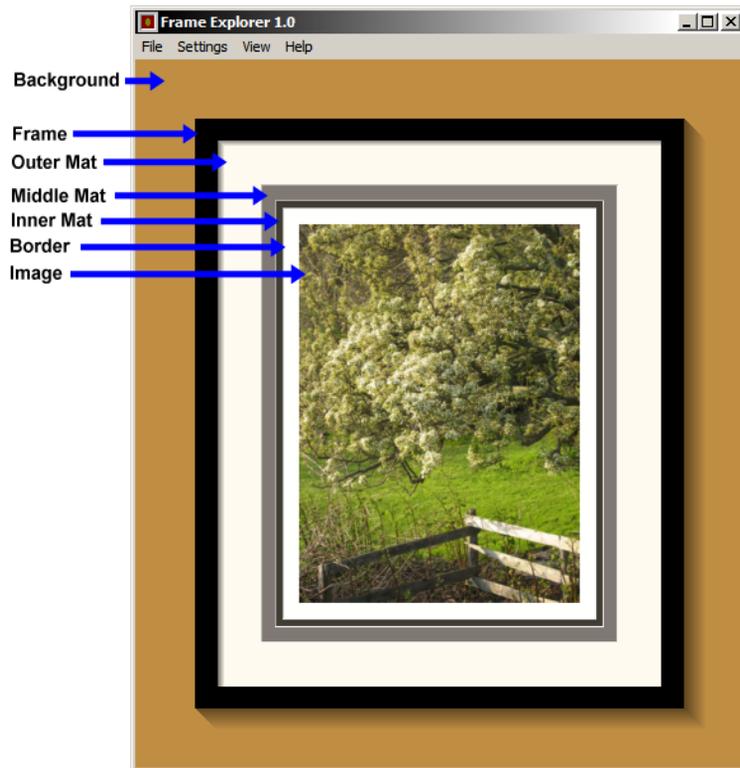
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Introduction

Frame Explorer is a tool to help you visualize what photos or paintings will look like after they are professionally framed. Unlike the awkward and error-prone manual method of playing with mat and frame corners at a frame shop, *Frame Explorer* lets you explore a wide range of framing options at your own pace at home. Pick the image you want to frame and experiment with different borders, mats, and frames—you can even specify wall color and lighting. When you're done, you can go to a frame shop confident that you know what you want and how the finished piece will look. As a further convenience, you can print out a simulation of your framed print and its specifications to aid the framer. *Frame Explorer's* on-screen preview and many options can save you a lot of time and anxiety at the framing shop and help avoid costly framing mistakes.

Launching Frame Explorer

To launch *Frame Explorer*, just double-click on its icon. The *Frame Explorer* window shows a live preview of how your image will look when framed. You can specify a background or wall color, a frame, up to three mats, an optional border around the image, as well as the image you want to frame. The illustration below lists *Frame Explorer* terminology for the items you can customize.



When you first start *Frame Explorer*, it displays an empty frame with default settings. You can save the current settings as default settings via the *File Save As Default* command from the main menu at any time.

You can also launch *Frame Explorer* by dropping an image file on its icon. If you do this and *Frame Explorer* can read the image file, it will come up with the specified image inside the frame.

Quick Start

To select an image, click on the image area. *Frame Explorer* will then display a dialog box that lets you select the image (currently only TIFF and JPEG files are accepted) as well as specifying its size and option border around the image.

To change background and lighting, frame, mat or image and image border settings, simply click on the corresponding part of the display. *Frame Explorer* will then display a dialog box that lets you enter or modify settings for the item you selected.

To control which, if any of the three possible mats (outer, middle and inner) to display, use the *View* command from the main menu. Only the checked mats will be included in the result. You can also use the *View* command to display or hide a guide ruler at the top and left edges of the display.

To print out a copy of your framed artwork, use the *Print* command.

You can save all of the *Frame Explorer* settings (except for the image settings) using the *File Save As...* command, and you can reload saved settings using the *File Open* command.

Various preference settings such as units and monitor settings can be changed using the *File Preferences* command.

Commands

File Menu

Open...

Save...

Save As...

Save As Default

These commands let you load *Frame Explorer* settings from a file (*Open*) or save *Frame Explorer* settings to a file (*Save*, *Save As* or *Save As Default*). All settings are saved or restored except for preferences and image settings. The file extension of the file must be “.*Frame Explorer*”.

The *Save As Default* command saves settings in a file named *Default.Frame Explorer* in the folder in which *Frame Explorer* is installed. If present on startup, this file is automatically opened and its settings restored.

Print...

The *Print* command brings up the standard Windows *Print* dialog box and lets you print a copy of the framed image. If your image is wider than it is tall, consider setting the printer to landscape orientation to make better use of the available space on the page.

Print Specifications...

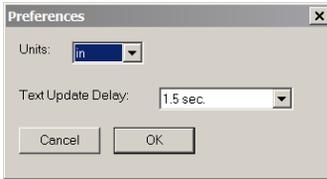
The *Print Specifications* command brings up the standard Windows *Print* dialog box and lets you print the specifications for the current frame as text.

Export...

The *Export* command lets you save the framed image as a TIFF file which you can import into various image editing programs. After requesting a pathname for the file, *Frame Explorer* requests the dimensions of the resulting image in pixels and then saves the result.

Preferences

The *Preferences* command brings up the *Preferences* dialog box which lets you change various *Frame Explorer* preferences.

**Preferences**

Units

You can set the units *Frame Explorer* works with to *in*, *mm*, or *cm*.

Text Update Delay

This control lets you set the time delay after changing a text entry field in one of the settings dialog boxes before the updated values are read and the display is updated. Shorter delays are generally better for experienced users who type quickly while longer delays may be preferable for slow typists.

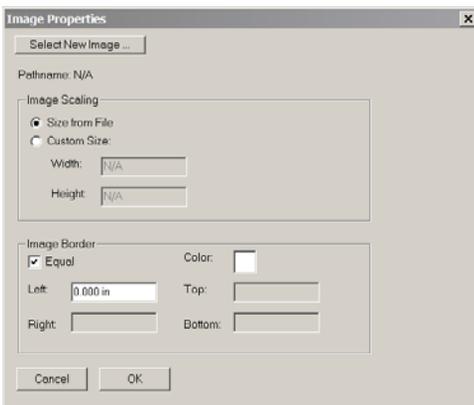
Exit

The *Exit* command closes the *Frame Explorer* window, after asking if you want to save the current settings first.

Settings Menu

Some of the dialog boxes that are accessed via the *Settings* menu display and let you enter physical dimensions. Dimensions are always displayed with units, for example: *1.500 in*, using the current units (see the *File Preferences* command for changing units). When you type in a dimension, you may omit the units (in which case the current units are assumed) or you can specify other units in which case the results will be converted to the current units. Spaces between the number and the units abbreviation are optional. Recognized abbreviations for units are:

<i>in</i>	inches
<i>mm</i>	millimeters
<i>cm</i>	centimeters

**Image Properties**

Image

The *Image* command brings up the *Image Properties* dialog box which lets you change various image and border settings.

Pathname

This control displays the currently selected image file pathname. To select a new image, click the *Select New Image...* button (see below).

Select New Image...

Clicking this button brings up the standard system File Open dialog box which you can use to select an image file. Currently only TIFF and JPEG files are supported. For convenience in selecting files, you may wish to select the *Thumbnails* view to see miniatures of all your images although this may slow things down if you have many image files or large image files.

Image Scaling

These controls let you select whether the image dimensions (not counting the border, if any) are derived from the image file or if you want to rescale the image (while retaining its proportions) by specifying a custom image width. As you enter an image width, the corresponding image height is automatically recomputed.

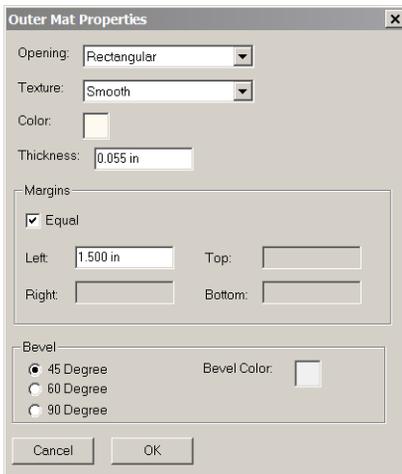
Image Border

These controls let you select the color and size of any border (typically white background) you wish to leave showing around the image. If you want the mat to come right up to the edge of the image, leave all the border sizes set to zero.

Inner Mat

Middle Mat

Outer Mat



The *Mat* commands bring up the *Mat Properties* dialog boxes which lets you change various settings for the inner, middle or outer mat. Regardless of its settings, a mat will only appear if its menu item is checked in the *View* menu, so if you want no mat, a single mat, a double mat, or a triple mat, you need to make sure the appropriate number of mats are checked.

Shape

This control lets you specify the shape of the mat opening (*Rectangular* or *Oval*). When you select an oval (elliptical) mat opening, selecting a mat by clicking on it only works if you click outside the rectangle enclosing the oval. Also, if you have multiple mats, any mats inside ones with an oval opening should normally also have oval openings as you will otherwise see just slivers of the inner mats.

Texture

This control lets you specify the texture of the mat. *Frame Explorer* includes a number of simulated textures such as *Smooth*, *Suede*, *Linen* and *Burlap*.

Mat Properties

Color

Thickness

These controls let you specify the color and thickness of the mat. The thickness of standard 4-ply mat board is around 0.055 inches (about 1.4 mm). The mat thickness setting is used to simulate a bevel around the mat opening if the bevel angle is 45 or 60 degrees or to create a drop shadow along the top and left inside edges of a mat if its bevel is 90 degrees.

Margins

These controls let you specify how wide the left, right, top and bottom sides of the mat are.

Bevel Angle and Color

These controls let you specify the bevel angle of the mat—the angle at which the edge of the mat opening is cut (*45, 60, or 90 degrees*) as well as the bevel color, i.e. the color of the interior of the mat. Usually the bevel color is either white or black depending on the color of the interior of the mat.

Frame

The *Frame* command brings up the *Frame Properties* dialog box which lets you change various settings for the frame.

Style

This control lets you select the style of the frame from a set of predefined cross section shapes.

Gloss

This control lets you adjust how shiny you want the frame to be.

Color

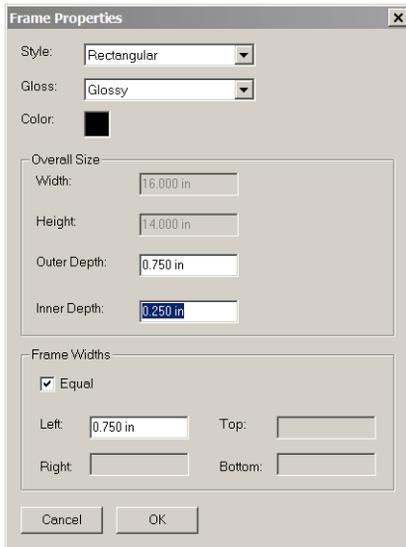
This control lets you specify the frame color.

Overall Width and Height

These controls display the computed frame dimensions. You cannot enter the frame size directly as it is determined from the image, border, and mat sizes. To work with a pre-existing frame, you must start by measuring and entering the sizes of the frame and mats and size your image to fit the opening of the innermost mat.

Outer and Inner Depth

These settings specify the total thickness of the frame (outer depth) and distance that the mat is recessed from the top of the frame (inner depth). These values are used to display realistic drop shadows outside the right and bottom edges of the frame and along the top and left edges of the mat.



Frame Properties

Left, Right, Top and Bottom Frame Widths

These settings specify the width of the four sides of the frame.

Background & Lighting

The *Background & Lighting* command brings up the *Background & Lighting Properties* dialog box.



Color

This control lets you specify the background (usually the wall) color.

Background to Frame Ratio

This control lets you specify how much background to display around the frame. For minimal background, set the value to 1.0; the larger the value, the more background will be displayed around the frame.

Lighting Intensity

These controls lets you simulate how the framed artwork and background will look in subdued, moderate or bright lighting. The effect of these controls is approximate.

Lighting Type

These controls lets you simulate how the framed artwork and background will look under different types of lighting. The effect of these controls is approximate as an accurate simulation requires a knowledge of the spectral properties of the light source and the pigments in the wall paint, frame, mats, and artwork.

Before these settings can be even approximately correct, you must let *Frame Explorer* know how your monitor is set up (under *File Preferences*). If your monitor is not calibrated, use the *Daylight* setting.

This setting is not currently implemented.

Background and Lighting Properties

View Menu

Rulers

The *Rulers* command toggles rulers on and off. When rulers are visible, the *Rulers* menu item is checked. The ruler display is provided as a convenient scale using the current units.

Inner, Middle and Outer Mat

These commands toggle the corresponding mats on and off. When a mat is visible, its menu item is checked. This command is used to control the number of mats in the finished product.

Help Menu

Contents

This command brings up the *Frame Explorer* help file.

About Frame Explorer...

This command brings up the *About Frame Explorer* dialog box.

Color Management

Frame Explorer fully supports the use of color management information in your image files and in your computer system, if they are available.

If an embedded ICC color profile is detected in an image, the image data are automatically converted to the sRGB working color space immediately after the image file is opened. This guarantees that images will display with consistent colors regardless of the color space they were created in.

If a custom monitor profile is installed on your system, image data are converted to the corresponding monitor color space before being displayed. Monitor profile settings are found in the *Display* control panel, under *Settings/Advanced/Color Management*.

System Requirements

Display

A 24- or 32-bit color display is required.

Operating System

Windows 98, 98 SE, ME, 2000 and XP.

Appendix A - Error Messages

This section lists *Frame Explorer* error messages listed alphabetically and explains what they mean and what you can do about them.

Cannot locate frame file: *filename*. The frame file containing the profile definition for the frame was not found. Try reinstalling Frame Explorer to correct this problem.

Cannot locate texture file: *filename*. The texture file containing the texture definition for the mat was not found. Try reinstalling Frame Explorer to correct this problem.

Cannot open image file: *filename*. Check to make sure the file name is correct and that the image is either a TIFF or JPEG image. For image of other types, convert the image using TIFF or JPEG using an image editing application.

Cannot read JPEG file: *filename*. Check to make sure the file name is correct and that the file is actually a JPEG file.

Cannot read TIFF file: *filename*. Check to make sure the file name is correct and that the file is actually a TIFF file. Frame Explorer is unable to handle certain unusual types of TIFF files (such as CMYK). Try converting the file in an image editing application.

Error reading frame file: *filename*. The frame file contains the profile definition for the frame. Try reinstalling Frame Explorer to correct this problem.

Error reading profile from JPEG file: *filename*. The color profile embedded in the file could not be read. Frame Explorer will convert the image to the sRGB color space.

Error reading texture file: *filename*. The texture file contains the texture definition for the mat. Try reinstalling Frame Explorer to correct this problem.

Frame Explorer requires your display to be set to at least 24-bit color. Frame Explorer does not support monitors set to less than 24 bit color. (This setting is also sometimes called *millions of colors*. You can set your monitor colors from the Windows Control Panel/Display screen. Check Windows *Help* for the exact procedure in your version of Windows.

Frame Explorer settings files must have an extension of .Frame Explorer. Make sure the extension is correct.

Illegal border value. Check the border entry. The value cannot be negative.

Illegal image height value. Check the height entry to make sure it is an integer and does not contain any non-numeric characters.

Illegal margin value. Check the margin entry. The value cannot be negative.

Illegal thickness value. Check the thickness entry. The thickness value cannot be negative.

Illegal image width value. Check the width entry to make sure it is an integer and does not contain any non-numeric characters.

The serial number you entered is invalid. Check your entry. Serial numbers are composed of letters only — they do not contain any numerals. If possible, copy and paste your serial number from your invoice or e-mail.

This beta version has expired. You are using a beta version of Frame Explorer. Please download and register a permanent copy.