

## Game Texture Viewer

### Keyboard shortcuts

- Spacebar : Toggle Play/Stop

### Position ruler

- Left / Down arrow : Show previous Sprite
- Right / Up arrow : Show next Sprite

\*Note : To use arrows, the focus must be on the ruler at the bottom of the interface.

### Thumbnails section

- Arrows to select

### Mouse shortcuts

#### Animated Sprites section

- Double click outside the Sprite section to fill the view
- Drag to move Sprite view
- Right click to show options menu
- Mouse wheel to change the Sprite size (Zoom +- 10%)
- Ctrl + Mouse wheel to change the Sprite size (Zoom +- 25%)

#### Thumbnails section

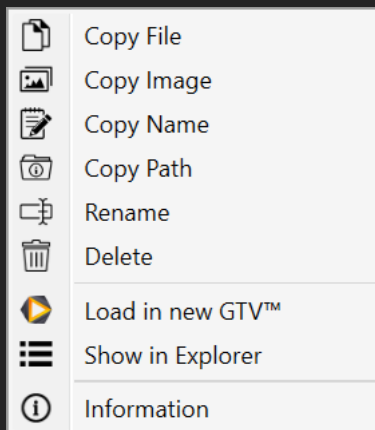
- Click a Thumbnail to select

#### On a Textbox with focus

- Mouse wheel to increase / decrease value

#### On a Label

- Click to set back the default value



## File formats handled

- TIF, TIFF (created by Houdini™, Nuke®, Photoshop, etc.)
- PNG
- JPG, JPEG
- BMP (Bitmap)
- TGA, TARGA
- EXR

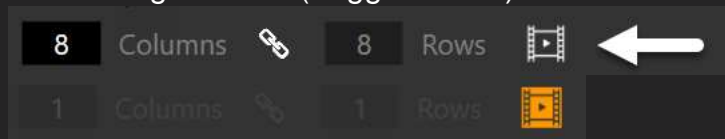
## Columns and Rows



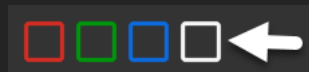
It is possible to force a number of columns and rows via the textbox shown in GTV.

If the icon shown by the arrow is selected (in white) the number of rows will match the number of columns, otherwise it is possible to force different values. We can click on the icon shown to toggle the mode.

## Show image source (Toggle button)



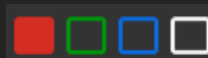
## Color channels



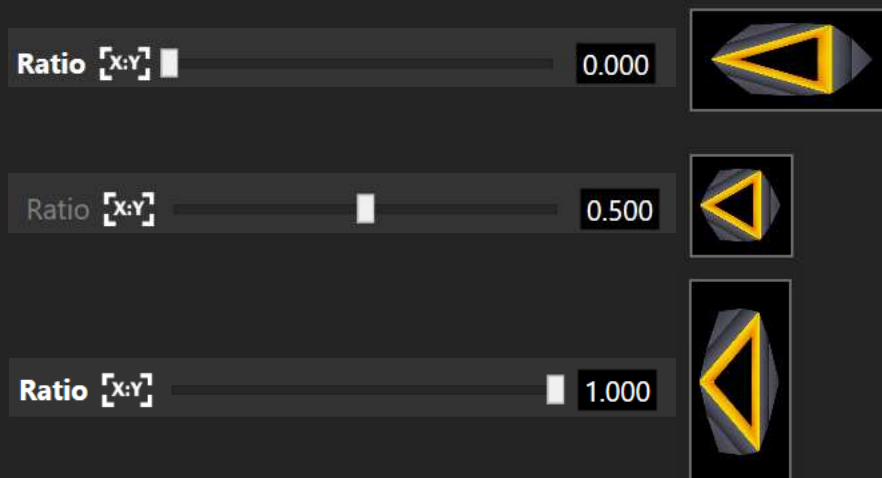
It is possible to show a single color channel with a click on a color rectangle, to show with all colors again click on the selected color rectangle.

Note : If there is no Alpha channel, the white rectangle will be missing.

Ex : Red channel selected.



## Ratio



## Display



On a mouse click :

- A : Show native dimensions.
- B : Fill the view.
- C : Show native dimensions.
- D : Set black background. (If Alpha channel is available)
- E : Set transparent background. (If Alpha channel is available)
- F : Choose a background color. (If Alpha channel is available)
- G : Premultiply RGB values x Alpha. (If Alpha channel is available)
- H : Show native image information.

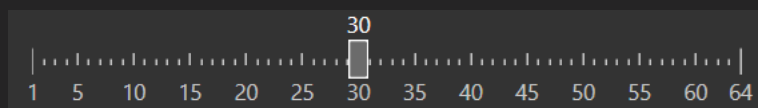
## Controls



On a mouse click :

- A : Stop and show the first Sprite.
- B : Stop and show previous Sprite.
- C : Toggle Play / Stop.
- D : Stop and show next Sprite.
- E : Stop and show last Sprite.
- F : Select a Sprite to show via the mouse wheel or a number entered.

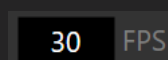
## Rule



On a mouse click :

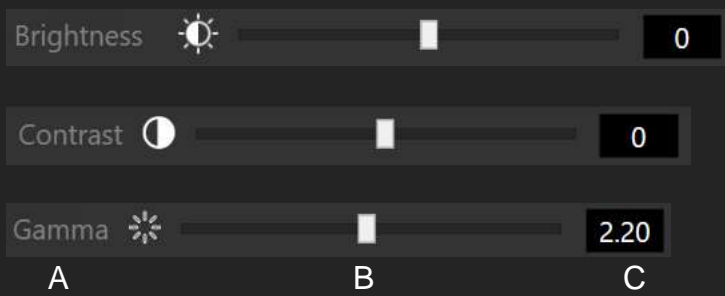
Stop and show the Sprite from the position clicked.  
We can drag the cursor to change his position live.

## Speed (Frames per second)



Choice of the number of Sprites shown during a second,  
from the mouse wheel or a number entered.

## Ajustements

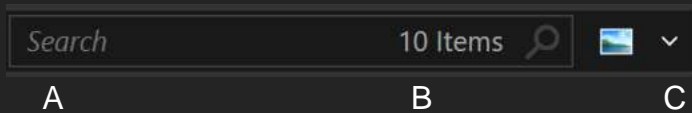


A : Mouse click to set back the default value.

B : Drag to change value.

C : Value to set.

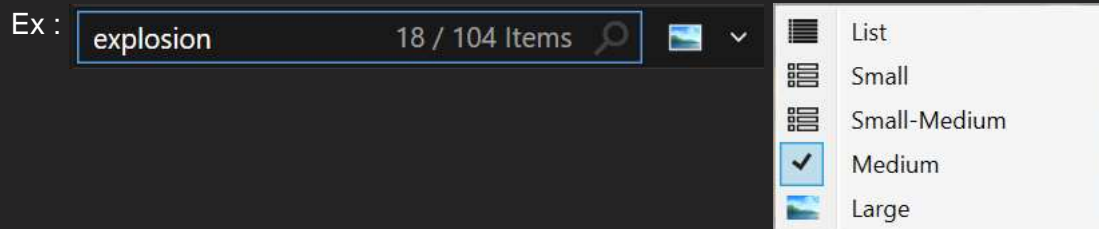
## Search



A : Word or file extension to search.

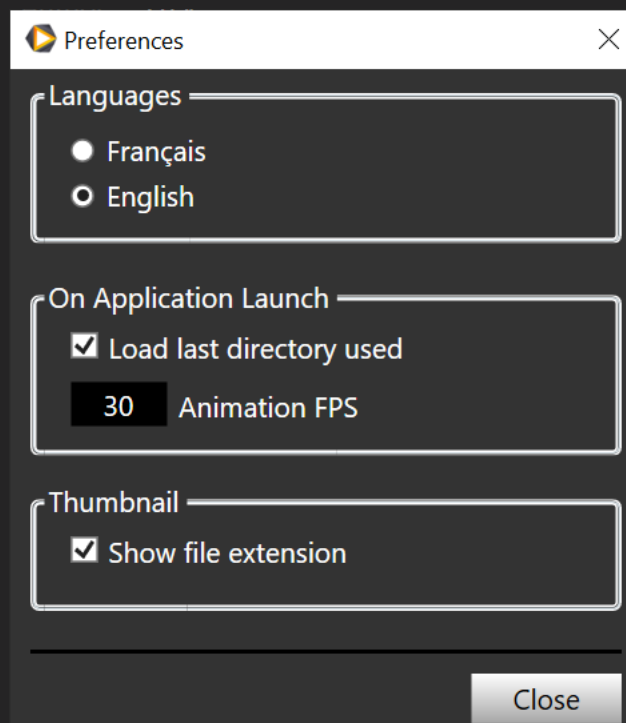
B : Number of list items.

C : Select the size of the Thumbnails.



## Preferences

A Preferences window is available via the file menu.



## License Manager

A window is available to manage the license via the Help menu :

**Note:** An access to the WEB must be available to validate the Licence key.



It is possible to buy a License Key via the WEB site and activate that license, click on the button : Validate, after entering the License key provided via email.

