

LP's zView Codec Pack:

Codec	Extension(s)	Encoder	Codec	Extension(s)	Encoder
ART	ART	no	MI1	MI1 MI2 MI3	no
ASCII	TXT	no	MPP	MPP	no
CANVAS	CPT CNV	no	MSPAINT	MSP	no
COKE	TG1	no	NEO	NEO	no
CLRBURST	BST	no	PABLOPNT	PPP	no
COLR	MUR	no	PCHROME	PCS	no
CRACKART	CA1 CA2 CA3	no	PCI	PCI	no
DALI	SD0 SD1 SD2 LPK HPK	no	PCX	PCX	no
DEGAS	PI1 PI2 PI3 PC1 PC2 PC3	no	PIXART	PIX	no
DEGASX	PI4 PI5 PI6 PI7 PI9	no	PNG	PNG	no
DELMPT	DEL DPH	no	PNM	PBM PGM PPM	yes
DOODLE	DOO	no	POFO	PGF PGC	no
DUNGRAPH	DGU DGC	no	QPAINT	PBX	no
ESCPAINT	TRP	no	REMBRNDT	TCP	no
ESM	ESM	no	RGB	RGB	no
FNYPAIN	FUN	no	SPEC512	SPU SPC SPS	no
FNT	FNT	no	SPECX	SPX	no
FULLSHOW	KID KIL KIT	no	SSB	SSB	no
FTC	FTC XGA	no	STAD	PAC	no
GODPAINT	GOD	yes	SUN	SUN RAS	yes
HRM	HRM	no	SYNARTS	SRT BIT	no
IFF	IFF ILB LBM ACB BL1 BL2 BL3	no	TGA	TGA	yes
IMGSCAN	RWL RWH	no	TINY	TNY TN1 TN2 TN3	no
INDYPNT	TRU	no	TRUPAINT	TPI PNT	no
INSHAPE	IIM	no	ZZ_ROUGH	RGH	no
GFARAY	SUL SCL SUH SCH	no	BMP	BMP	yes

zView supported File Formats:

zView can load nine picture formats, one picture/animation format (GIF) and one document format (PDF). The following table shows the supported features of the formats.

Format extension	File extension	Picture size	Color depth	Packing method	Misc
BMP	.bmp	Any	1/4/8/24	None	
Degas	.pi1/.pc1	320x200	4	None/RLE	
	.pi2/.pc2	640x200	2	None/RLE	
	.pi3/.pc3	640x400	1	None/RLE	
Eureka RAW	.raw	Any	8	None	
GIF	.gif	Any	1 to 8	LZW	Animation
Godpaint	.god	Any	16	None	Textual data
JPEG	.jpg /.jpe /.jpeg	Any	8/24	JPEG	Lossy compression
					Textual data
Neochrome	.neo	320x200	4	None	
		640x200	2		
		640x400	1		
PDF	.pdf	Any	Any	Many	Bookmarks
PNG	.png	Any	1/2/4/8/	Deflate	Alpha Channel
			16/24/32		Textual data
TGA	.tga	Any	16/24/32	None/RLE	Alpha channel
TIFF	.tif	Any	1/2/4/8/	None/RLE/ LZW/JPEG/	Color models
	.tiff		16/24/32	Deflate/CCITT group 3 and 4	Textual data
(X)IMG	.img	Any	1/2/4/8/24	None/RLE	

zView is able to save a loaded picture in Godpaint, JPEG and TIFF format. The next table shows the options for saving.

Format	Options
Godpaint	None
JPEG	- Infinitely variable compression - Saving as gray scale picture - Saving in progressive mode
TIFF	- Five different compression methods: (none, Macintosh RLE, LZW, JPEG, Deflate)