Daggerfall Imaging 2 Manual

System Requirements

Daggerfall Imaging 2 runs on the following operating systems:

- Windows XP (Requires Service Pack 2 or greater).
- Windows Vista.
- Windows 7.

Note: Windows XP requires the .NET Framework 2.0 from the following URL:
http://www.microsoft.com/downloads/details.aspx?FamilyID=0856eacb-4362-4b0d-8edd-aab15c5e04f5&displaylang=en

Daggerfall Requirements

Daggerfall Imaging 2 requires a full installation of *Daggerfall*. This can be downloaded freely from Bethesda Softworks from the following URL:
http://www.elderscrolls.com/downloads/downloads_games.htm

The official install instructions from Bethesda are at the following URL:
http://static.bethsoft.com/downloads/games/daggerfall_legal_and_installation.pdf

You may also install *Daggerfall* using one of the following alternatives:
http://theelderscrolls.wiwiland.net/?title=Daggerfall_:_DaggerfallSetup_EN
http://www.uesp.net/wiki/General:DOSBox_helper

Set Arena2 Folder

Daggerfall Imaging 2 defaults to the ARENA2 path created by following the official install instructions. If you have installed Daggerfall to an alternate folder, you will need to set your ARENA2 path using the following method.
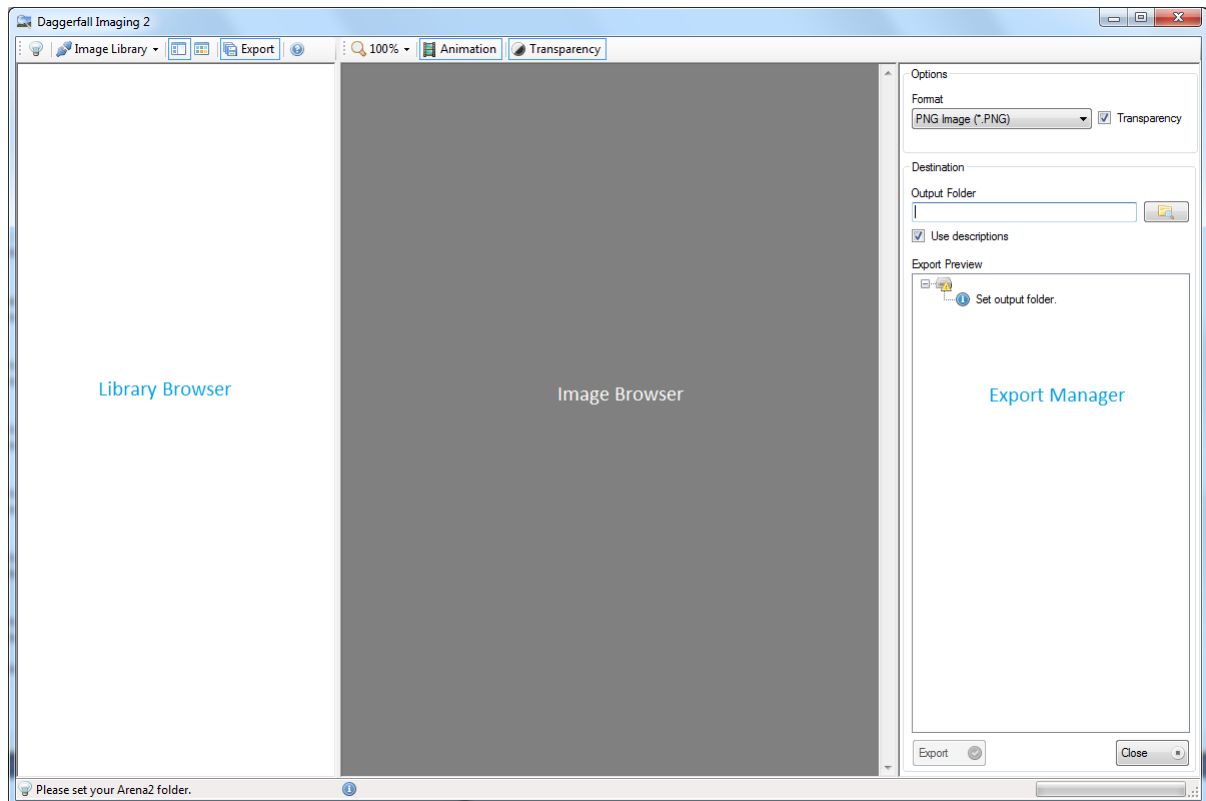
1. Open Daggerfall Imaging 2.
2. Click the "Set Arena2 Folder" button as shown.

3. Browse to the ARENA2 folder of your *Daggerfall* installation.

Application Layout

Daggerfall Imaging 2 has a three-pane layout:

The **Library Browser** shows thumbnails of the selected image library. You use the Library Browser to:

- Select an image file to view in the Image Browser.
- Check an image for export.
- Set custom descriptions for image files.
- Resize to show more/less thumbnails.

The **Image Browser** explores the contents of a selected image file. You use the Image Browser to:

- Explore images.
- Copy image to clipboard.

The **Export Manager** handle exporting image files. You use the Export Manager to:

- Select an output format (GIF, JPG, PNG, TIF, BMP, ICO).
- Enable transparency for image formats that support it.
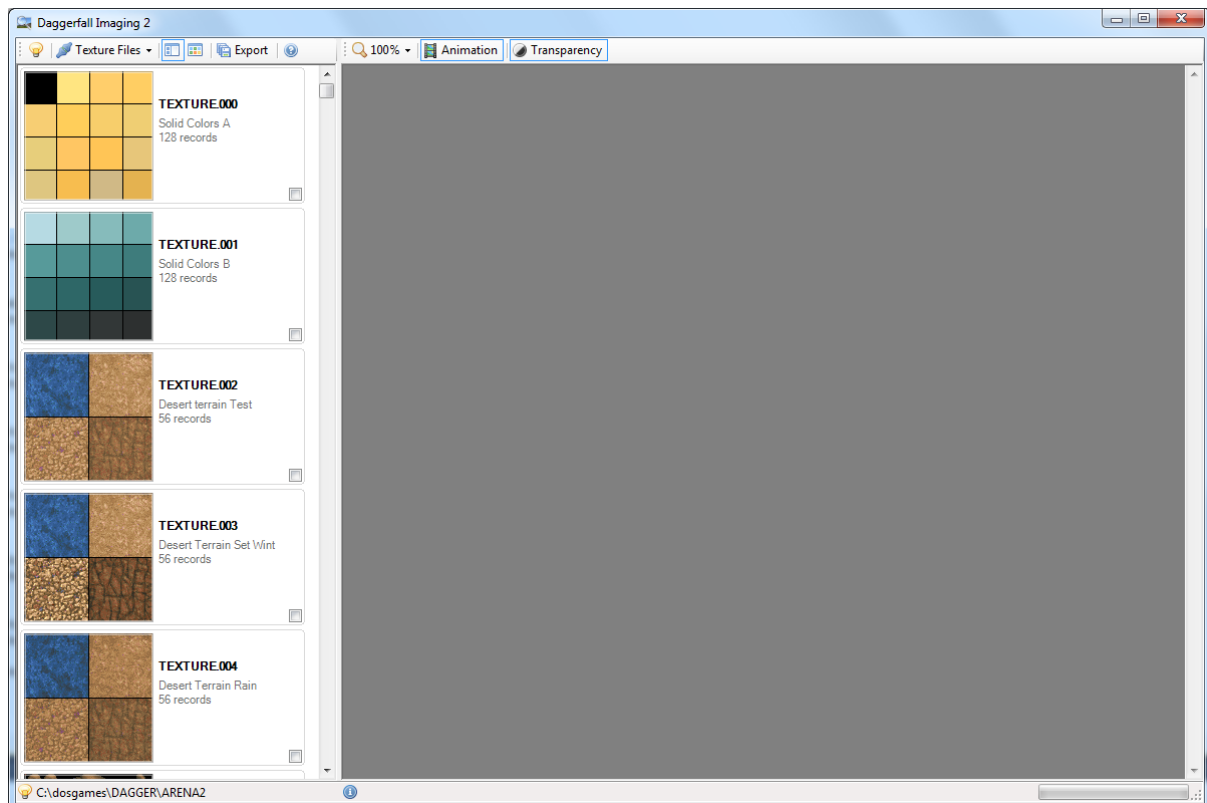- Specify an output folder.
- Export files.

Select Image Library

Once you have set your ARENA2 path, you can select an image library.

1. Click the "Select Image Library" button as shown:

2. Choose an image library from Texture, Img, Cif, Rci, and Sky.
3. The available image files in this library will now be previewed in the Library Browser. For example, Texture Files has been selected below.

4. Click on any of the available image files to explore its image content.
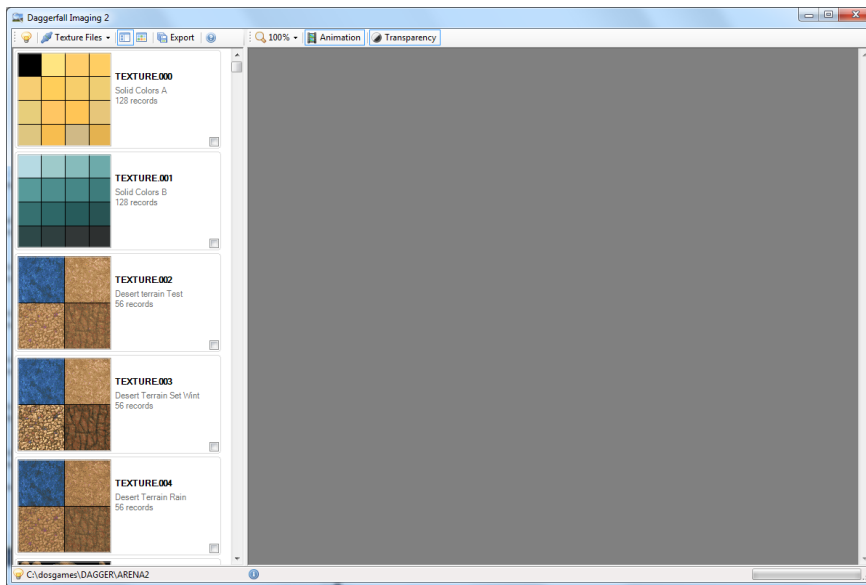
Note: You can right-click in the Library Browser for additional actions.

Set Thumbnails Rendering

The Library Browser currently supports two styles of thumbnail rendering. This is modified by the following toolbar buttons:
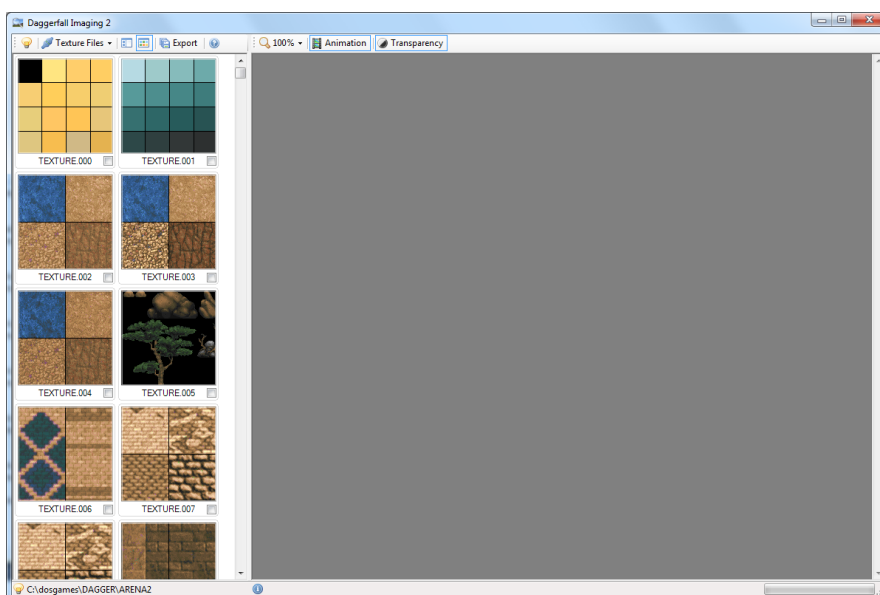

Detail Tiles

This style shows the most information about each image file in the Library Browser.
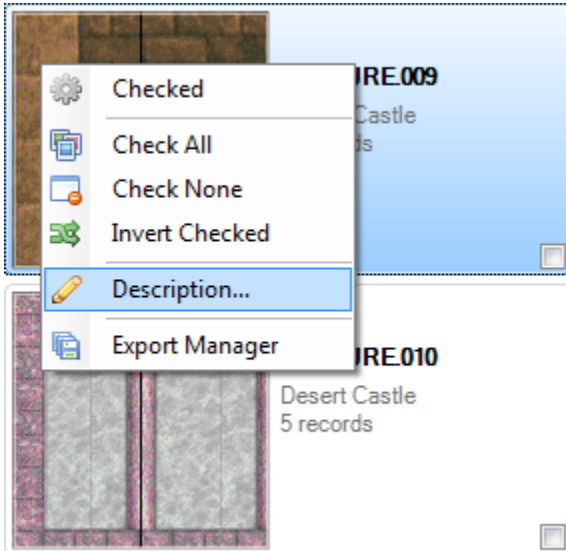

Thumbnails

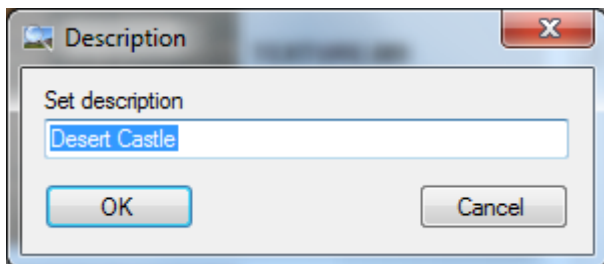This style shows the maximum number of thumbnails, but shows less information.

Set Custom Description

You can change the description for each image file. This description is shown when viewing Detail Tiles or exporting with descriptions enabled.

1. Right-click an item in the Library Browser and select "Description" as shown.

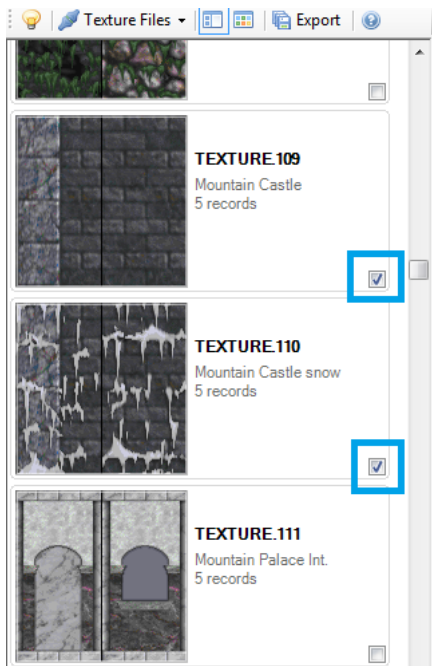2. Set the new description in the popup dialog and click OK.

3. Your custom description is now saved against the image file.

Mark for Export

There are multiple methods of marking an image file for export.
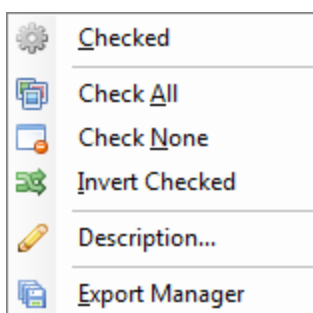
Manually Check

You can manually check an item for export by placing a tick in the image file's check box as shown. You can also check/uncheck a *selected* item using the Space Bar.

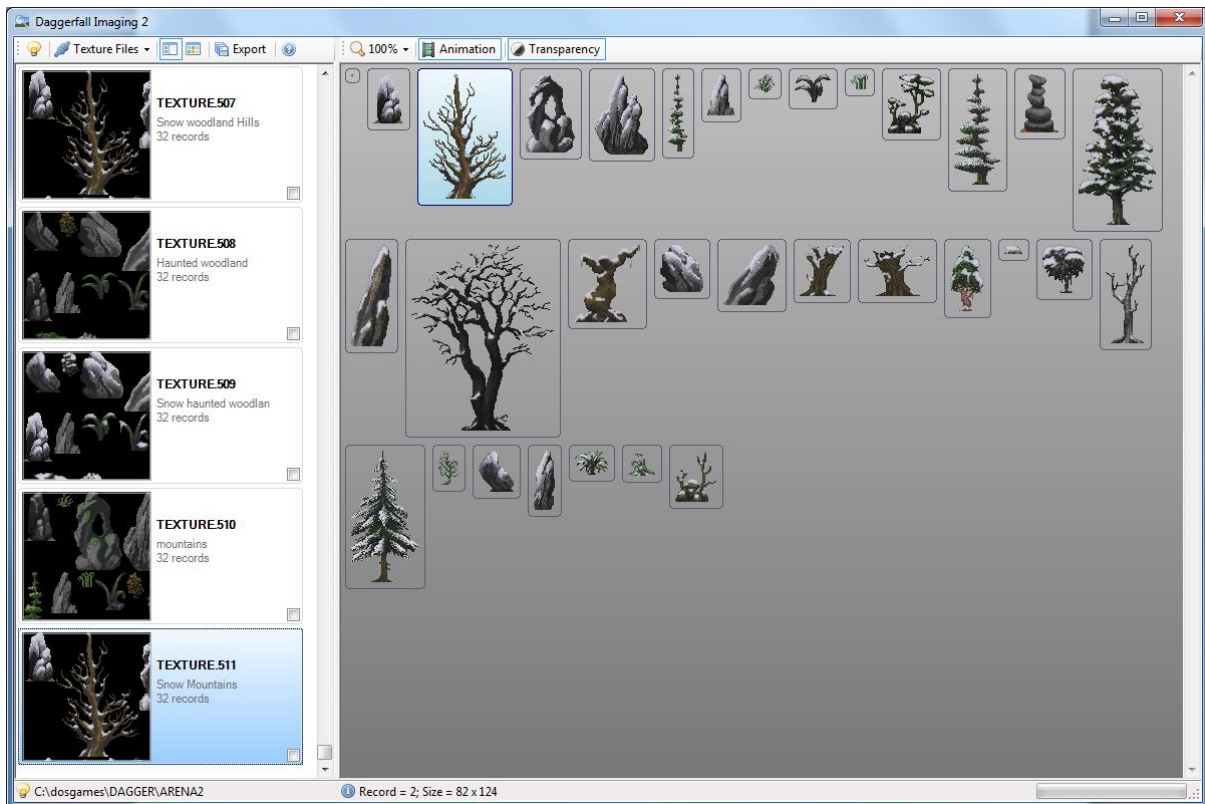**Check All / Uncheck All / Invert Checked**

Right-click on the Library Browser to use the popup menu:

- **Checked** will check/uncheck the selected item.
- **Check All** will check all items for export.
- **Check None** will uncheck all items.
- **Invert Checked** will make checked item unchecked and vice versa.
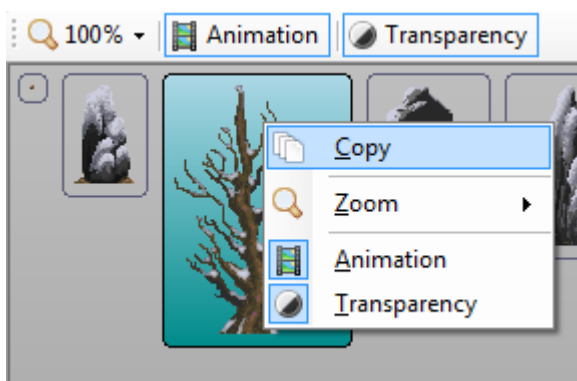
Exploring Images

When you select an image file, its contents are loaded into the Image Browser as shown:

Move the mouse over any individual image. This highlights the image in blue and outputs information about that image to the status bar.

You can modify the zoom level, turn animation on and off, and render images with or without transparency.

You can copy an image to the clipboard by right-clicking on an image and selecting "Copy".
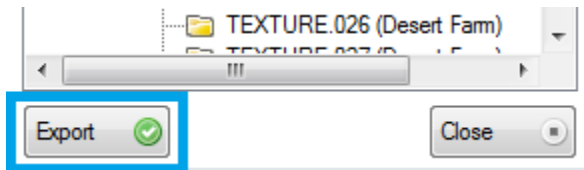

Note: Images copied to the clipboard do not support transparency or animation. When copying animated images, only the first frame is copied to the clipboard. Disable animation to copy other frames.
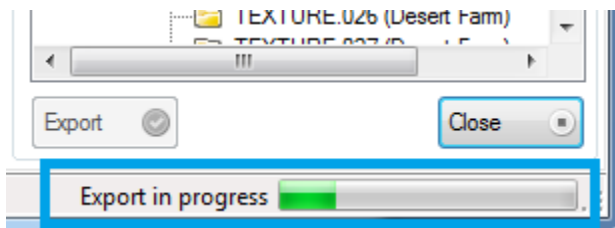
Exporting Images

1. Mark image files for export as described in "Mark for Export".
2. Open the Export Manager by clicking on the toolbar as shown.

3. Set your destination format and output folder in the Export Manager.
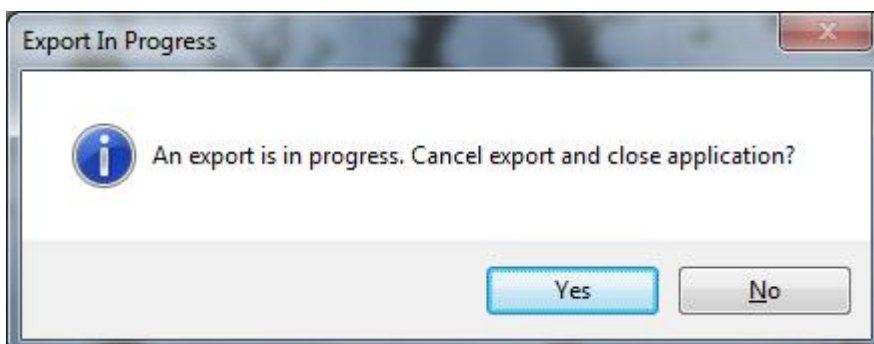4. Click the Export button to begin exporting files.

5. Wait for the export to complete. This may take several minutes on older hardware.

Note: You can continue browsing images while an export is in progress. Performance may be reduced while an export is in progress.
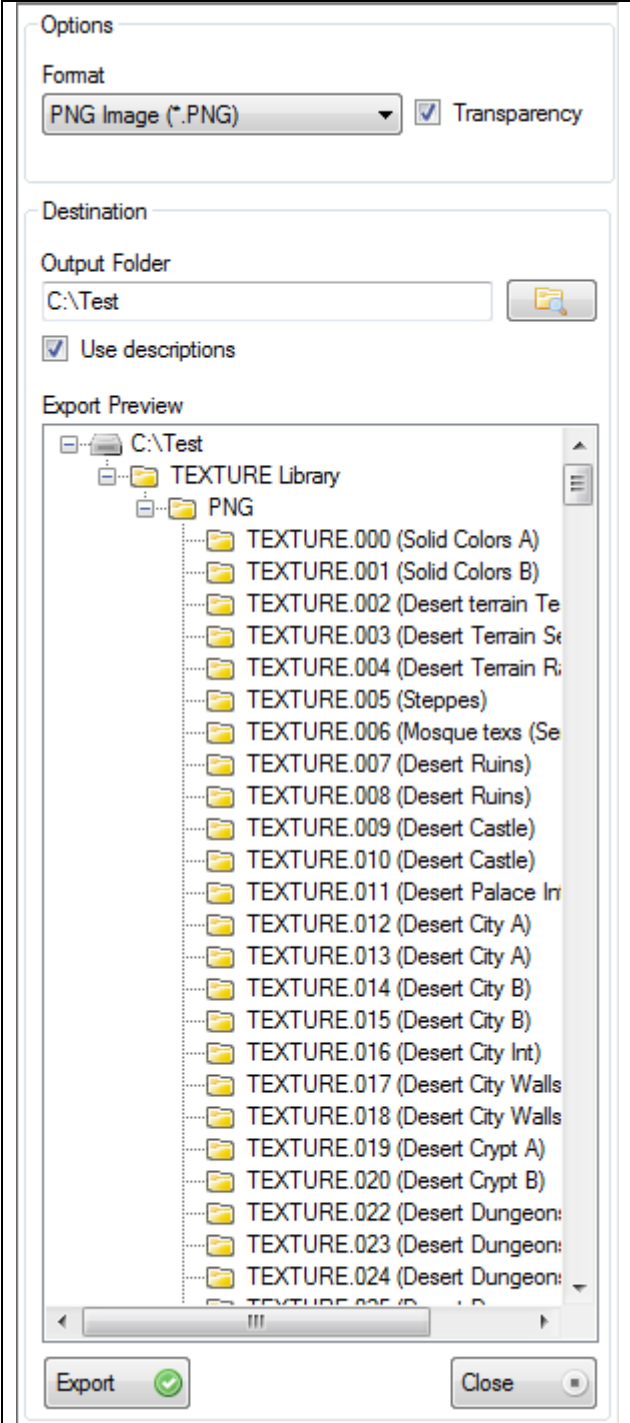
Stopping an Export

You can stop an export in progress by exiting Daggerfall Imaging 2 and selecting Yes to the following prompt:

Export Manager in Detail

The full export manager sidebar is shown below:

- **Format** specifies the image format exported.
- **Transparency** will enable transparency for image formats that support it.

- **Output Folder** is where your images will be exported to.
- **Use descriptions** will append your custom descriptions to the output folder.

- **Export Preview** shows the file structure created by the exporter. Files will be sorted into subfolders based on library type and export format.

- The **Export** button begins the export process.
- The **Close** button hides the Export Manager. An export in progress will continue running in the background.