

User' s Guide

for Yoshida-shiki Slide Viewer 4

■About This Software

This software is a viewer that displays specified images.
You can specify multiple images, and they can be displayed sequentially using mouse operations, among other methods. By using this software, various image formats such as JPEG, PNG, WebP, AV1, and HEIC can be easily displayed.

Overview

- A simple application that displays images sequentially
- Allows you to drag and drop image files for display
- Supports next-generation image formats like WebP, AVIF, and HEIC
- Draws images beautifully with high-quality bicubic interpolation
- Supports two languages (Japanese and English)

*This software includes works distributed under the Apache 2.0 license.

■Supported Image Formats

AVIF, AVS, BMP, BMP2, BMP3, EMF, GIF, GIF87, HEIC, HEIF,
J2C, J2K, JNG, JP2, JPC, JPE, JPEG, JPG, JPM,
JPS, JPT, JXL, MAC, MPC, PICON, PNG, PNG00, PNG24,
PNG32, PNG48, PNG64, PNG8, RLE, SVG, TIFF, TIFF64,
TILE, WBMP, WEBP, WMF, DIB, TIF

■System Requirements

OS

Windows11
Windows10

Hardware requirements

Windows 10 or later operating environment

Other Requirements

An environment capable of running Windows 10 or later

■How to install and start

install

unzip the downloaded file (YSViewer_yyyymmdd.zip) to a folder of your choice.

* The software cannot be used while the file remains compressed.

<File installation example>

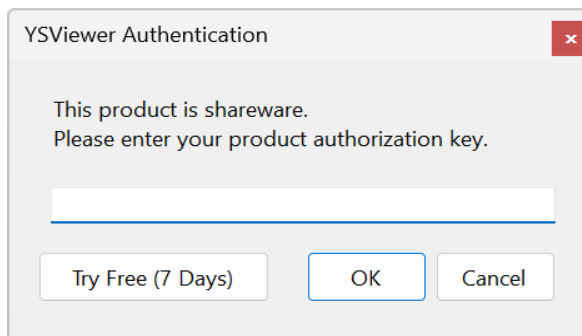


start

Execute "YSViewer.exe" from the folder extracted during the above installation process.

Upon the first launch, an authentication key entry screen will be displayed.
Please enter the authentication key.

* By clicking the [Trial (7 Days)] button, you can use the trial version for 7 days.
(After the trial period ends, this button will be disabled.)

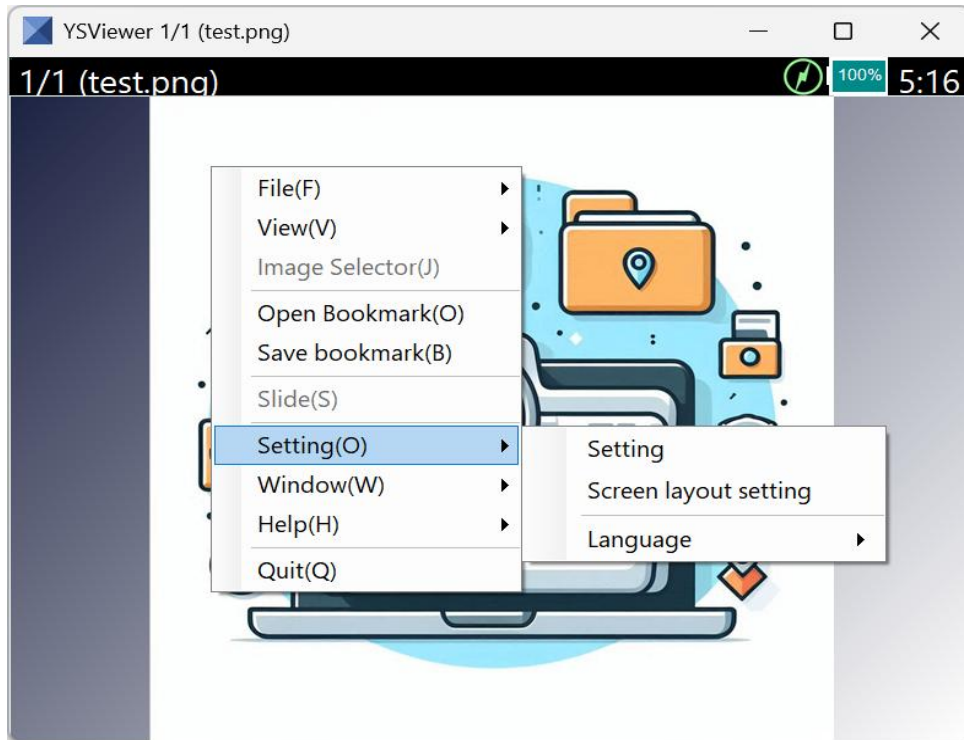


Uninstall

Please delete the folders and files extracted by the above installation.
If you do not need to uninstall, this step is unnecessary.

* "YSViewer.exe" cannot be deleted while it is running,
so please close it before deleting it.

■How to Operate (Main Screen)



Basic Usage

<Image Display>

- Drag an image file to be displayed, or a folder containing image files, and drop it onto the YSViewer screen.

<Screen Navigation (When Multiple Images Are Dropped)>

- Press the "→" key to slide to the next image.
- Press the "←" key to slide to the previous image.
- Press the "↑" key to slide to the previous image.
- Press the "↓" key to slide to the next image.
- Scroll the mouse wheel up to slide to the previous image.
- Scroll the mouse wheel down to slide to the next image.
- Press the "J" key to jump to a specific image.

<Auto-Sliding>

- Enable "Auto-Slide" by checking it in the context menu.
(You can disable it by unchecking the option.)

<Image Deletion>

- Press the [Delete] key to delete the currently displayed image.
(If the Recycle Bin is enabled, the image will be sent there.)
- * The same action can be performed via the context menu:
"File" → "Send to Recycle Bin".

<Printing>

- Press the "P" key to display the print screen.

Additional Features

<Bookmark Function>

- You can save and load the current state as a bookmark.

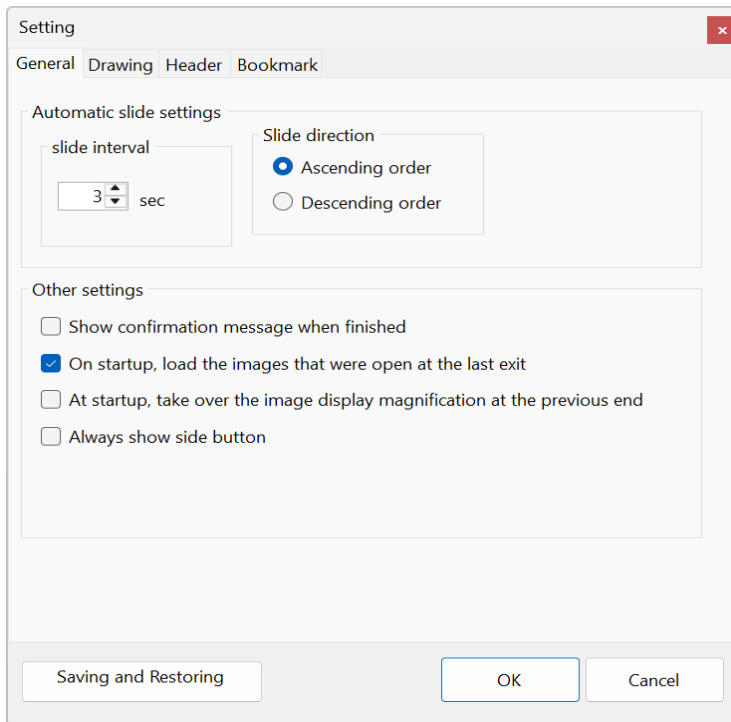
<Image Editing Function>

- * The original image will not be updated (no save function).
- Rotate, grayscale display, binarization
- Zoom in and out display

<Language Selection>

- You can select Japanese or English from "Language" in the settings.
- * If there are any errors or unclear expressions in the English text, we would greatly appreciate your feedback.

■How to Operate (Settings Screen: General)



Automatic slide settings

slide interval

- Specify the display interval for 'Auto Slide' on the main screen.

Slide direction

- Specify the sliding method for 'Auto Slide' on the main screen.

Ascending Order: Slide sequentially (display in the order of image file paths).

Descending Order: Slide in reverse order.

Other Settings

Show confirmation message when finished

- Check the box to enable exit confirmation when closing the main screen.

On startup, load the images that were open at the last exit

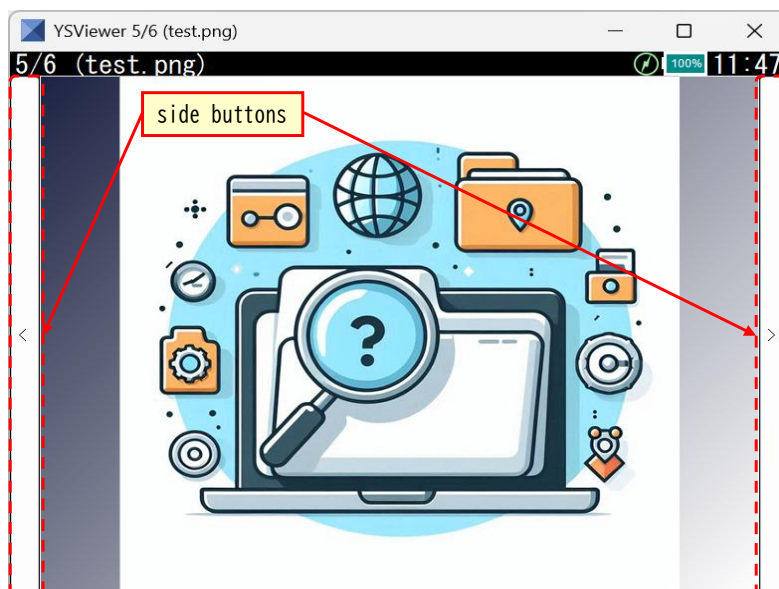
- Check the box to restore the previous display content when launching the main screen.

At startup, take over the image display magnification at the previous end

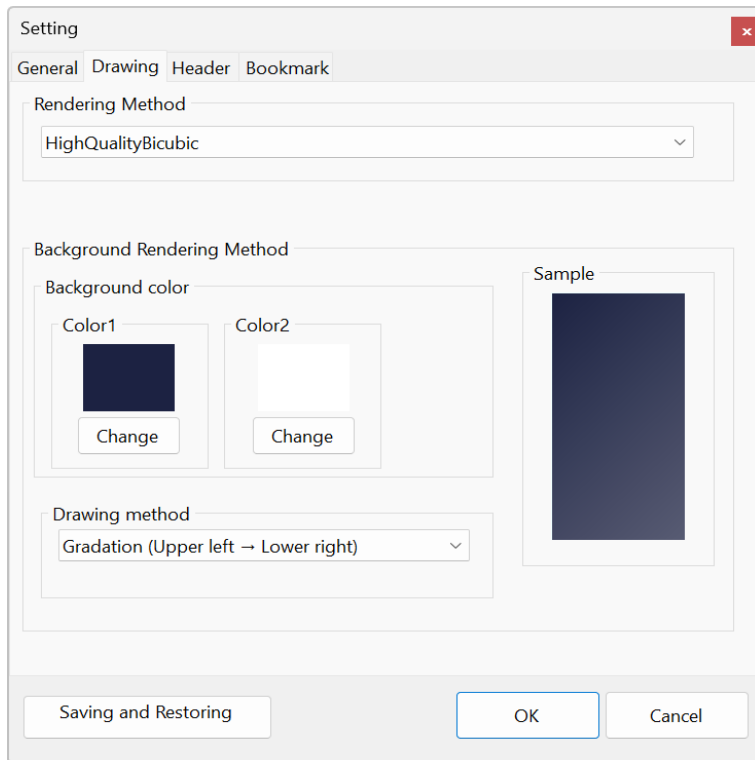
- Check the box to retain the previous display magnification when launching the main screen.

Always show side button

- Check the box to always display the side buttons for image switching.



■How to Operate (Settings Screen: Drawing)



Rendering Method

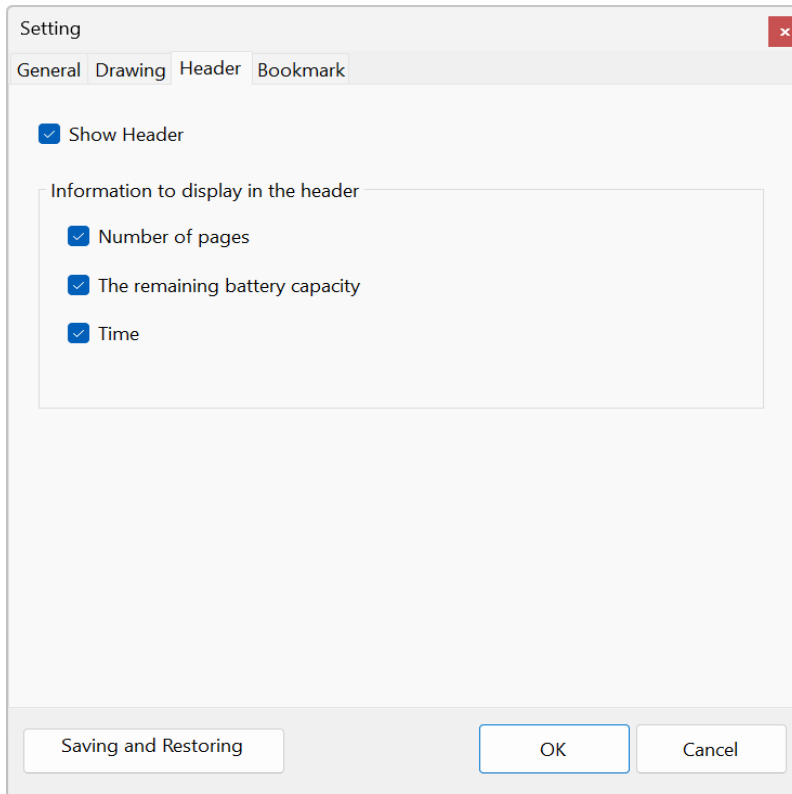
Specify the interpolation method for image display.

Name	Note
Default	This is the default interpolation method of the system (.NET Framework).
Low	Uses a low-quality interpolation mode that prioritizes performance. Suitable for situations where speed is required.
High	Uses a high-quality interpolation mode that prioritizes image smoothness. Suitable for situations where rendering quality is prioritized over processing speed.
NearestNeighbor	The simplest and fastest interpolation method, which enlarges or reduces the original pixel values as they are. As a result, the image tends to become jagged, but it is characterized by its light processing load.
Bilinear	Smooths the gaps between pixels using linear interpolation. Improves quality compared to Nearest Neighbor, but has limitations in smoothness compared to advanced interpolation methods.
Bicubic	Produces smoother results compared to Bilinear interpolation.
HighQualityBilinear	A high-quality version of Bilinear interpolation, designed to further enhance image smoothness.
HighQualityBicubic	The highest quality interpolation mode, utilizing Bicubic interpolation to achieve extremely smooth rendering. Although processing speed is slower, it is used when the highest quality is required.

Background Rendering Method

- Specifies background rendering methods, such as background color and gradient direction.

■How to Operate (Settings Screen: Header Display)



Show Header

- Check this option to display the header on the main screen.

Information to display in the header

- Number of pages
Check this option to display the page number of the image shown in the header.
- The remaining battery capacity
Check this option to display the battery level in the header.
- Time
Check this option to display the time in the header.

<Sample>



■How to Operate (Settings Screen: Bookmarks)

Setting

General Drawing Header **Bookmark**

Display settings

☒ Show bookmarks with Hidden attribute

Recently used files

Maximum display number 1000 ▾

Location

OneDrive ▾ Open Save Location

Saving and Restoring OK Cancel

Show bookmarks with Hidden attribute

- Check this option to display bookmarks with hidden attributes.

Recently used files

- Set the number of items to display in the history of recently opened bookmarks.

Location

- Specify the destination for saving bookmarks.

Local	Save to a local directory (AppData folder).
OneDrive	Save to the cloud (OneDrive).

- * Unless there is a special reason, it is recommended to save to the cloud.

■How to Operate (Bookmarks)

You can save the current state to a bookmark or load it from a bookmark.
Bookmarks can be created in any folder and saved to any folder of your choice.

Open Bookmark

BookmarkHistory

Local

- 100_Album
 - 2020
 - 2021
 - 2023
 - 2024
 - 2025
- 210_Novel

Name	Page	UpdateDate	CreateDate
202102_Asia Travel	8/218	2021/02/07 09:02:10	2025/04/06 13:02:0
202108_Homecoming	1/409	2021/08/18 19:27:26	2025/04/06 13:02:0
202110_Exhibition match	1/228	2021/10/01 20:32:34	2025/04/06 13:02:0

Name 202110_Exhibition matchFind(E)

Open(O)Cancel(C)

Save Bookmark

Bookmark

Local

- 100_Album
 - 2020
 - 2021
 - 2023
 - 2024
 - 2025
- 210_Novel

Name	Page	UpdateDate	CreateDate
202102_Asia Travel	8/218	2021/02/07 09:02:10	2025/04/06 13:02:0
202108_Homecoming	1/409	2021/08/18 19:27:26	2025/04/06 13:02:0
202110_Exhibition match	1/228	2021/10/01 20:32:34	2025/04/06 13:02:0

Name 202110_Exhibition matchFind(F)

Save(S)Cancel(C)

The history of saved or loaded bookmarks is retained,
allowing you to open bookmarks from the history.

Open Bookmark

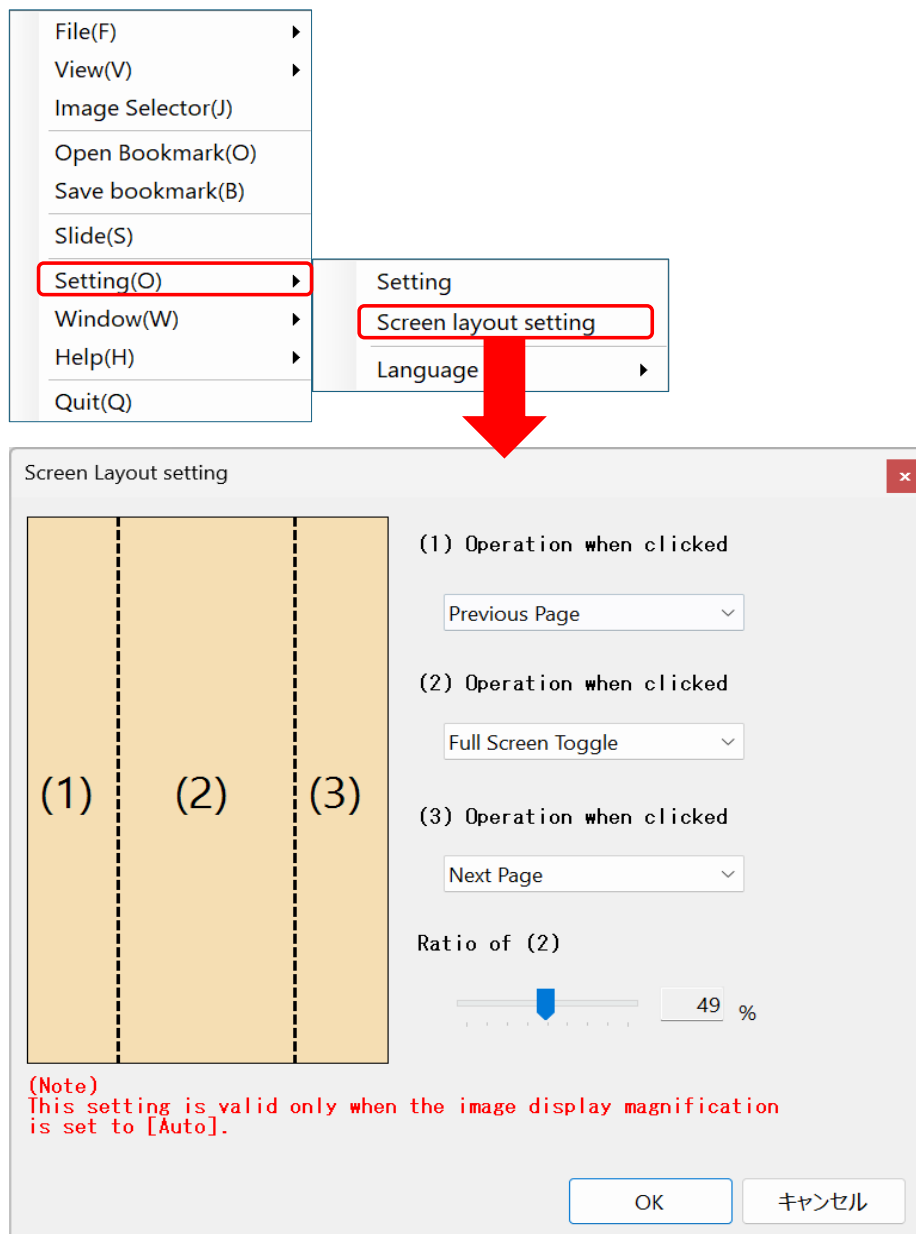
BookmarkHistory

Name	AccessDate	Path
202110_Exhibition match	4/13/2025 3:50:55 AM	Bookmark\100_Album\2021\202110_Exhibition match
202102_Asia Travel	4/13/2025 3:49:36 AM	Bookmark\100_Album\2021\202102_Asia Travel
202108_Homecoming	4/13/2025 3:49:29 AM	Bookmark\100_Album\2021\202108_Homecoming

NameFind(F)

Open(O)Cancel(C)

■How to Operate (Screen Layout Settings)



Assign operations to the main screen.

For example, if you assign 'Previous Page' to '(1) Click Action,' clicking on the left side of the main screen (area (1)) will perform a slide to the 'Previous Page.'

Similarly, '(2) Click Action' refers to the action performed when the central part of the screen (area (2)) is clicked.

'(3) Click Action' allows you to assign an action for when the right side of the screen (area (3)) is clicked.

This is a useful feature for performing tap-based operations when using 2-in-1 devices or tablets that do not support mouse wheel operations.

By default, no operations are assigned.

<Assignable Operations>

Name	Click Action
Do nothing	Do nothing.
Show Menu	Display the context menu.
Previous Page	Slide to the previous image.
Next Page	Slide to the next image.
Open Bookmark	Open the 'Open Bookmark' window.
Full Screen Toggle	Toggle between full screen and normal window.

■ Differences Between Bicubic and Bilinear

1. Algorithm

Bicubic Interpolation:

To calculate the values between pixels, interpolation is performed based on 16 surrounding pixels (a 4×4 grid).

Since the interpolation function uses quadratic curves (cubic), it produces smoother and more natural results.

Mathematically, pixel values are calculated using smooth curves.

Bilinear Interpolation:

Performs linear interpolation based on the values of 4 surrounding pixels (a 2×2 grid).

The process is relatively simple and fast, but it does not achieve the level of smoothness provided by Bicubic.

Performs calculations to linearly interpolate pixel values.

2. Quality

Bicubic Interpolation:

Achieves extremely smooth interpolation results.

It is particularly suitable for resizing photos and graphic images, and is used in situations where detail and image quality are prioritized.

Bilinear Interpolation:

Although it is not as smooth as Bicubic, the quality is generally good.

It is suitable for real-time applications where high-speed processing is required, or in situations where speed is prioritized over quality.

3. Processing Speed

Bicubic Interpolation:

Due to the complexity of the calculations, the processing speed becomes slower.

Bilinear Interpolation:

The calculations are simple, allowing for fast processing.

■Description of Main Image Formats

JPEG

The JPEG format reduces file size by compressing image data in a lossy manner, but the image quality may deteriorate depending on the level of compression.

PNG

It is an image format introduced in 1996 that uses lossless compression. Initially developed as an alternative to GIFs, its high compression efficiency and numerous features have made it widely used as one of the standard formats for web images today.

It is widely used in graphic and web design, as it is suitable for providing high-quality images without compromising image quality.

WebP

It is a new image format developed by Google, aiming to optimize the compression of images used on the web.

WebP combines the characteristics of JPEG, PNG, and GIF, offering the ability to reduce file sizes while maintaining image quality.

AVIF

AVIF (AV1 Image File Format) is a next-generation image format specifically designed for use on the web.

AVIF offers a higher compression ratio compared to JPEG and PNG, allowing for significantly reduced file sizes while maintaining the same image quality.

HEIC

It is a type of HEIF (High Efficiency Image Format), particularly used as the image format on Apple devices since iOS 11.

Bitmap

A bitmap is an image format composed of pixels.

Bitmap images represent the entire image by assigning specific color information to each pixel.

The bitmap format is one of the basic image formats and is widely used in various types of digital images.

■Licenses and Registration

The Yoshida-shiki Slide Viewer is available as a free trial version.

To continue using the software after the trial period ends, you will need to purchase a product activation key.

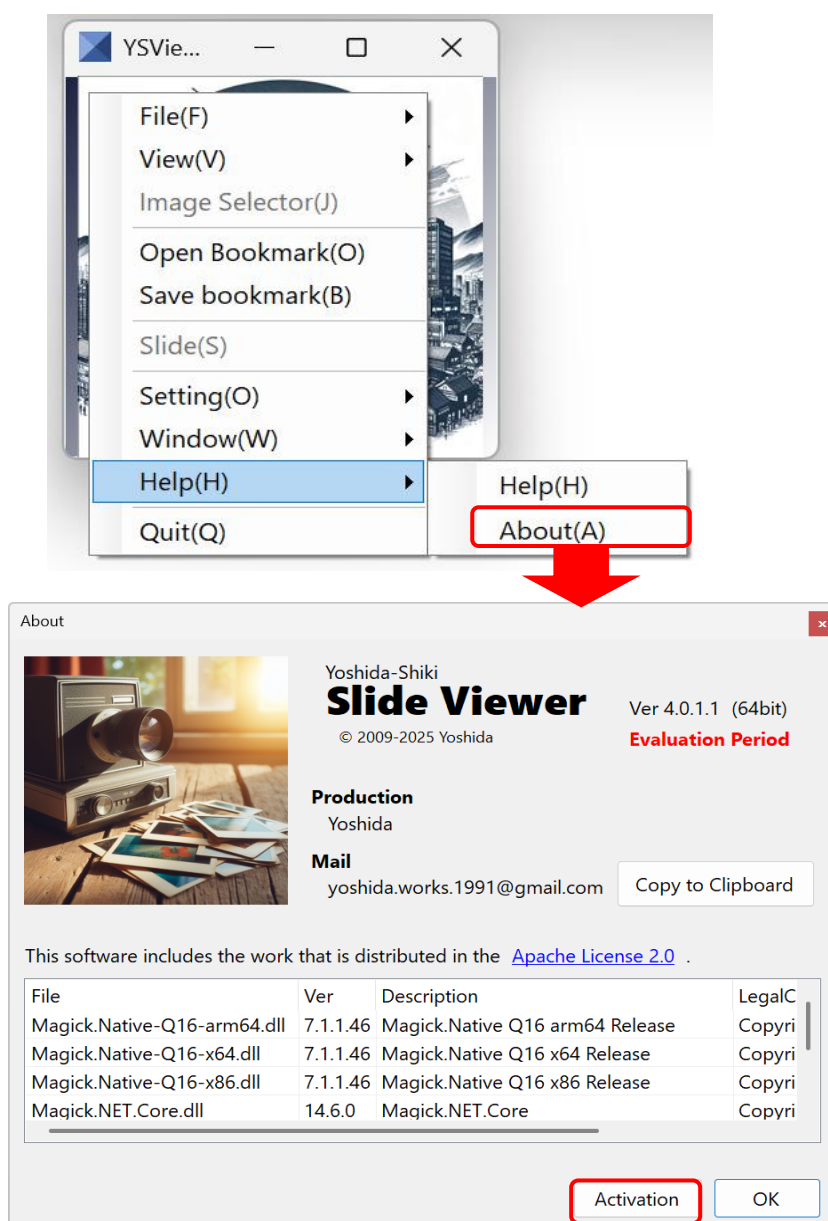
Product activation keys can be purchased from the Vector website.

<https://www.vector.co.jp/soft/winnt/art/se526536.html>

The license is valid for one Microsoft account per license.
If you are using a local account, the license is valid for only one PC.
(The transfer of licenses to others is not permitted.)

The product activation screen will be displayed at startup.
(It will not be shown after activation.)

During the trial period, to perform product activation, please open the version information from Help in the context menu and proceed with the product activation.



■Creator Information

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Update History

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