

FLASHVIEW

FlashView Quick Start

The essentials in five minutes

Version 1.8.6

1 Getting started

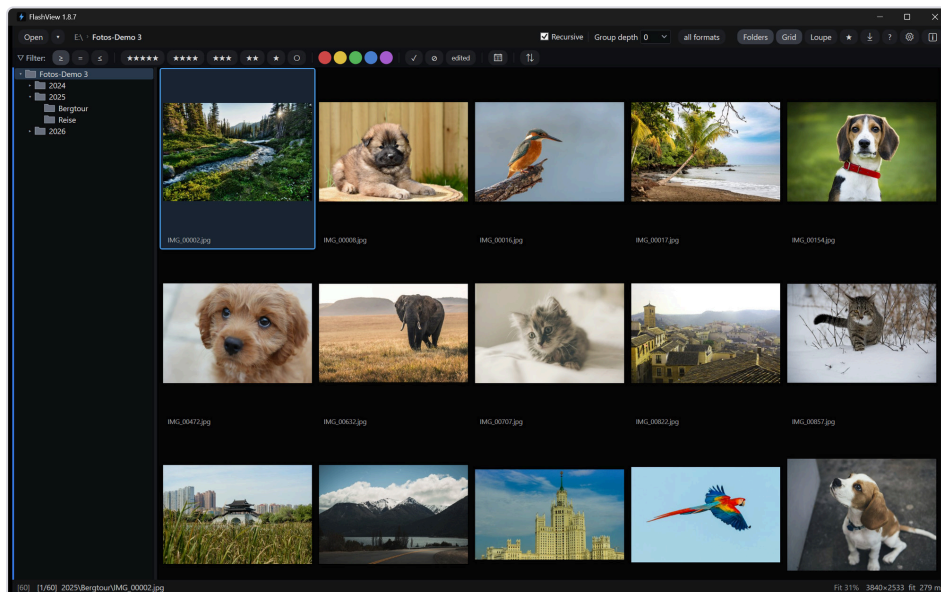
FlashView is a fast image viewer for Windows. Point it at a folder and the pictures are there - no library, no catalog, no import step, and no waiting when you page through them.

Start big. Don't open a single shoot: open the top folder of your whole archive and switch on **Recursive** in the toolbar. Twenty years of pictures then sit in front of you as one surface, grouped by year and scrollable in one go. Hardly any other program gives you that view, because they all want to build a catalog first. And since browsing costs you nothing, looking for one picture quickly turns into wandering through the lot.

Opening a folder

Three ways in:

- **Open** in the toolbar, or `Ctrl + O`.
- The small arrow next to it lists the folders you opened recently.
- From Explorer: right-click an image, *Open with*, FlashView.



The grid straight after opening: folder tree on the left, thumbnails on the right. The bottom left corner tells you how many images the folder holds.

The folder is there immediately, no matter how many pictures are in it.

The folder tree

Your archive sits on the left as a tree. Click a folder and you see its pictures - no need to open anything again. That's how you move from a year down to a single shoot and back.

Shift + **T** shows and hides the tree; **T** puts the keyboard focus into it so you can walk through your folders with the arrow keys. By default the tree is visible in the grid but not in the loupe, where the space belongs to the picture. Either setting can be changed at any time and is remembered.

Tab moves back and forth between the tree and your images. Together with **G** and **L** for the view, that gets you through an entire culling session without leaving the keyboard.

Viewing and paging

Two views, one key between them:

KEY	VIEW
G	Grid - the overview
L	Loupe - one picture, filling the window

← and **→** page through, **Home** and **End** jump to the first and last image. The scroll wheel scrolls the grid and changes the picture in the loupe. **Esc** takes you back one step.

Ctrl + scroll changes the thumbnail size - skim a series with small tiles, then go bigger when you want a closer look.

Checking focus

In the loupe a **single click** zooms to 100 %, right where you clicked. Click an eye and you're looking at that eye. Click again for the whole picture; double-click takes you back to the grid.

It's the quickest focus check there is: no zooming first and then hunting for the spot you cared about.



One click on the eyes shows them at full resolution - this is where you find out whether the focus is where you wanted it.

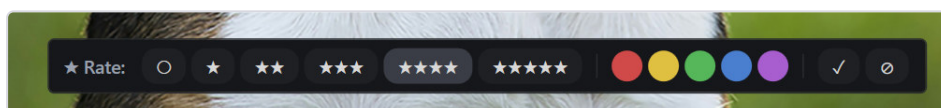
2 Culling

This is the part that eats your evening: finding the twenty keepers among two thousand frames. In FlashView it's one key per decision.

Three ways to rate

AXIS	KEYS	WHAT IT MEANS
Pick / reject	P · X · U to clear	in or out
Stars	0 - 5	how good, 0 clears
Color labels	6 7 8 9 V	red, yellow, green, blue, purple

They're independent of each other - a picture can carry four stars, a green label and a pick all at once.



The rating bar shows where the current image stands. shows and hides it.

Prefer the mouse? brings up the rating bar and you click straight into it. In the loupe you can also just move the pointer to the bottom edge of the image - the bar appears for two seconds.

Auto-advance

turns on **Auto-advance**. From then on every decision moves you to the next picture, and culling becomes a single motion: look, key, look, key.

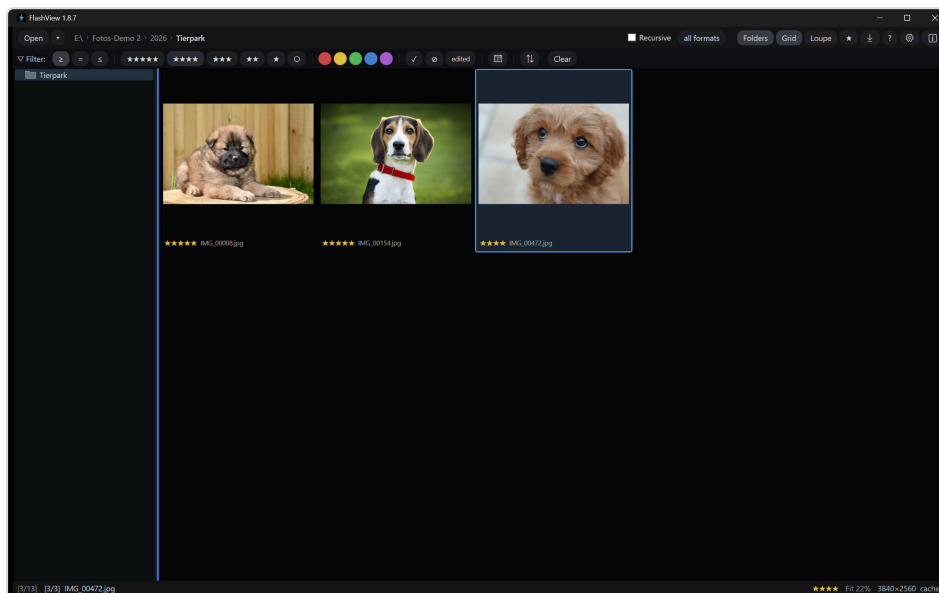
+ undoes the last rating, batch operations included, and jumps back to the picture in question.

💡 TWO PASSES BEAT ONE

First pass, nothing but and - in or out, no other thought. Second pass, stars on whatever survived. That's far more reliable than deciding everything about every frame at once.

Narrowing down

The filter bar above the grid shows only the pictures you want to see. It filters what's displayed and never touches your files.



Filtered to four stars and up: three of thirteen images remain. The status bar shows both numbers.

On the left you set the number of stars and whether you mean $\geq$, $=$ or $\leq$. Next to that sit the color labels and the switches for picks and rejects. Everything combines.

Clear drops all filters at once.

Getting rid of the rejects

Chaining a filter and a selection is the fastest way to tidy up a shoot:

1. Set the reject switch  to *rejects only* - the grid now holds exactly the discards.
2. Press **Ctrl** + **A**, then **Delete**.
3. Confirm, and everything lands in the Windows recycle bin. Nothing is deleted for good.

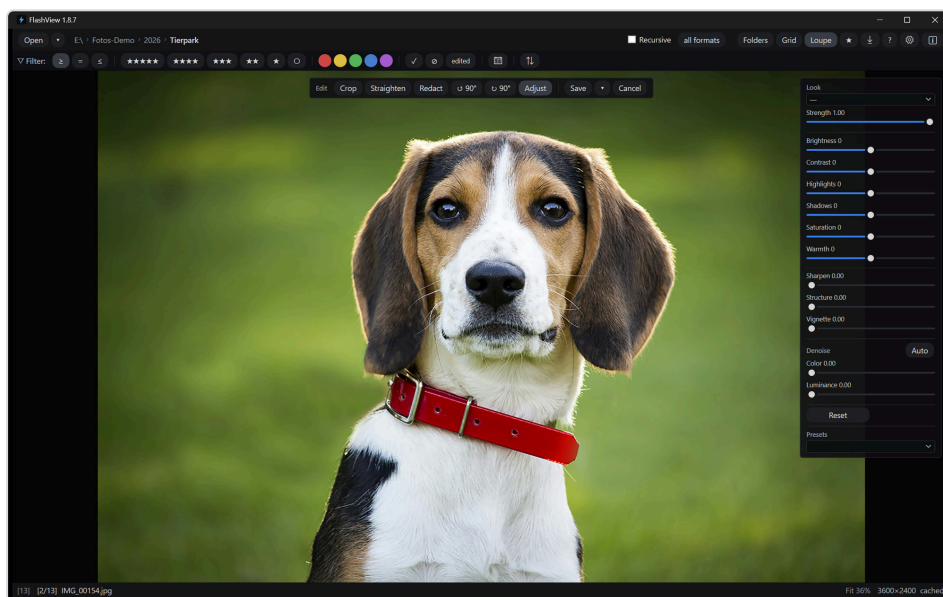
Note that **Ctrl** + **A** selects the **visible** images only, meaning whatever your filter left standing. That's exactly why this works.

3 Editing and sharing

A handful of pictures survive the cull. Some of them need a little work - and then they need to reach someone.

A quick edit

E opens the editor for whatever is in the loupe. The tools sit along the top - crop, straighten, redact and the two rotate buttons - and the sliders for brightness, color and sharpness are on the right.



Edit mode: tools along the top, sliders on the right, your picture in between.

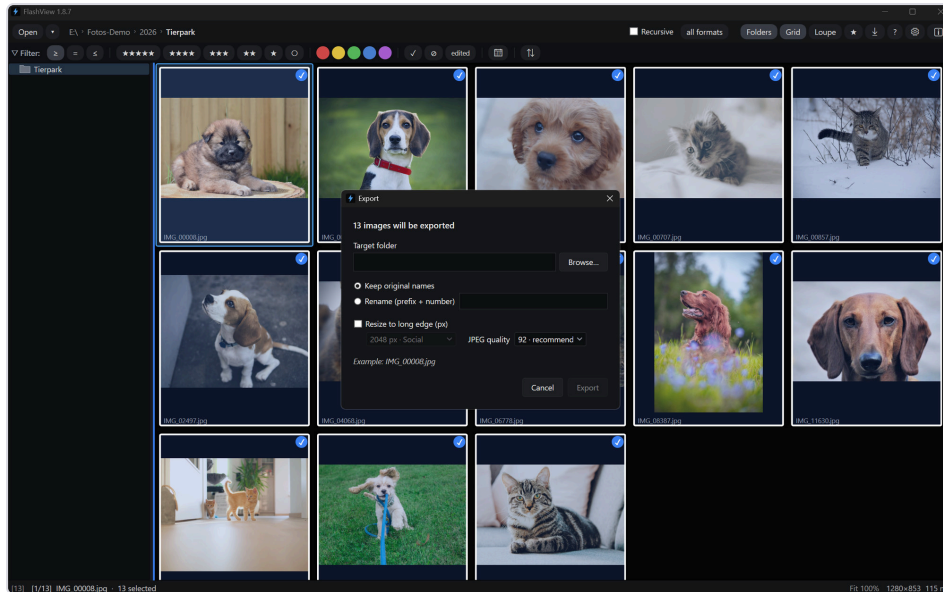
Open a raw file and you get a full raw development instead, using the same sliders, with all the latitude a raw file carries.

The important part: **your original is never changed**. Your settings are stored as a recipe alongside it, and a finished JPEG is written next to that. You can reopen any edit later and keep adjusting.

E saves and closes, **Esc** discards.

Sending files out

Ctrl + E opens the export. It exports your selection, or, if you haven't selected anything, everything the current filter leaves visible.



The export dialog: destination, naming, size and quality on one screen.

You pick the destination folder, whether to keep the original names or number the files, whether to scale them down, and at what JPEG quality. New files are written; your originals stay untouched.

Or move the files themselves

Sometimes you don't want fresh JPEGs, you want the actual files somewhere else. Use **Copy to folder...** from the grid's context menu: each picture travels with everything that belongs to it, ratings and edit recipe included.

💡 JUST SENDING ONE PICTURE

Ctrl + C puts the image on the clipboard. Paste it straight into WhatsApp, an email or a document - no export needed.

4 What else FlashView does

That's everything you need day to day. When you want more, it's there:

FEATURE	IN SHORT
Import from card	Ctrl + I copies the whole card into a dated folder and verifies every file
Compare	C puts two frames side by side at matching zoom - for deciding between the final two
Search	Ctrl + F finds folders and files across your archive, with no database behind it
Shot data	I shows camera, lens and exposure, H the histogram
Slideshow	S runs through a selection or a whole folder
Second monitor	F11 puts the picture full-screen on the second display while you keep your working view
Sorting	Shift + 0 by name, date, rating, color label or size
External editing	Hand a picture to Photoshop; your result comes back on its own when you save

The full manual covers each of these in detail, along with the settings and license handling. You'll find it at **flashview.net**.

The shortcuts worth knowing

KEY	ACTION
G / L	grid / loupe
← / →	previous / next image
F	fullscreen
Esc	back one step
P / X / U	pick / reject / clear
0 - 5	stars
6 7 8 9 V	color labels
R	rating bar
Caps Lock	auto-advance
Ctrl + Z	undo
Ctrl + A / Ctrl + D	select all / clear selection
Delete	move to recycle bin
Ctrl + C	copy image to clipboard
Ctrl + O / Ctrl + E / Ctrl + I	open / export / import
E	edit
C	compare
Ctrl + F	search
I / H	shot data / histogram
F1	show shortcuts in the app

F1 brings this list up inside FlashView whenever you need it, so there's nothing to memorise.