

JPEGTRAN UTILITY

JPEGTRAN is a freeware program that optimizes JPEG (.jpg) images for streaming with RealPix. It modifies them so that if a packet of image data is lost, RealOne Player can still decode and display remaining packets. If you do not use **JPEGTRAN** on your images, RealPlayer cannot decode packets following a lost packet, and a substantial part of the image may not display. Windows (jpegtran.exe) and Macintosh (jpegtran.sit, a binhexed archive compressed with StuffIt) versions are included in the utilities folder.

For More Information: For instructions on writing RealPix markup, see the RealPix chapter of *RealNetworks Production Guide*.

Running JPEGTRAN on Windows

To use JPEGTRAN, first create JPEG-format images with the image editor of your choice. Then run JPEGTRAN from the command line on any Windows operating system. From the directory that holds the **JPEGTRAN** program, use the following command to process an image:

```
jpegtran -restart 1B -outfile output.jpg input.jpg
```

Here is an example in which the input is image.jpg and the output is newimage.jpg:

```
jpegtran -restart 1B -outfile newimage.jpg image.jpg
```

You can run JPEGTRAN on one image at a time.

Tip: You can run **jpegtran.exe** in batch mode from the RealPix Bandwidth Calculator.

Running JPEGTRAN on Macintosh

To use JPEGTRAN, first create JPEG-format images with the image editor of your choice. Then move the JPEGTRAN utility to the folder that contains your image files. Double-click the JPEGTRAN icon to launch the utility. In the argument field, enter the following, specifying a different output file name from the input name:

```
-restart 1B input_file output_file.jpg
```

Here is an example in which the input is image and the output is newimage.jpg:

```
-restart 1B image newimage.jpg
```

You can run JPEGTRAN on one image at a time.

Warning! The utility may corrupt your image if you use the same file name for both input and output.