

Overview

Painter 5.0 introduces amazing new technologies that are accessible to third-party developers through an open, plug-in architecture. We have API's that allow new brushes to be developed through the **Plug-in Brush API**, new Dynamic Floaters through the **Plug-in Floater API** and new Output Preview models through the **Output Preview API**.

The power and flexibility of this extensible architecture allows developers to plug in to the Natural-Media heart of Painter. Within these API's you can:

- Access all canvas data including the full layer stack.
- Access all art materials -- like paper grain, gradations and patterns.
- Create new layers with total control of the contents.
- Create new paint mixing methods (Methods).
- Efficiently manage memory.
- Create your own UI with full access to existing palettes and OS events.
- Leverage off the work you've already done. All loading & registration complies with the Illustrator 5.0 SDK, we even support many of the standard Illustrator suites.

Full documentation and a software developer kit will be available from Fractal Design.

The kit will be available for free download after August 1997. To receive email notification when the kit is available, register as a Painter developer from our developer support web-page: <http://www.metacreations.com/support/developer/>

Photoshop plug-ins

In addition to the Painter specific Plug-in brushes, Plug-in Floaters and the Output Preview API, Painter also supports standard Photoshop plug-ins. We currently support the Adobe Filter, Acquire and Export suites. For information and SDK's on Photoshop plug-ins, visit the Adobe web site <http://www.adobe.com>.