

Menus_PerfectPaint

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COLLABORATORS

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Contents

1	Menus_PerfectPaint	1
1.1	Menus	1
1.2	Picture Menu	1
1.3	Brush Menu	2
1.4	Animation Menu	4
1.5	Colors Menu	5
1.6	User Menu	6
1.7	Jpeg.library	6
1.8	Render.library	6

Chapter 1

Menus_PerfectPaint

1.1 Menus

- Picture
- Brush
- Animation
- Colors
- User

1.2 Picture Menu

.New

Creates a new image, letting you specify its width, height and depth

.Load

Loads IFF picture (1-24bits,Ham6/8),PPM, JPEG picture, RAW, Sculpt Grey and ↔ Sculpt RGB.

For other format, PfPaint use datatype.

For the moment Datatype support is not internal, it is handled by an external program found in PerfectPaint:Tools (for more information the README is included in the drawer).

HAM6/8 pictures will be converted to 24Bits.

.Save/Save as

Save the current picture in ILBM format (1-24bits or 8bits gray), RAW, Sculpt, ↔ PPM, Gif or JPEG format in 24Bits or 8Bits gray.

.TurboPrint

run Graphic publisher with current picture, ready to be printing.

.Save Rendered (PerfectPaintPro only)

Reduce the number of colors of your current picture with or without dithering and save it.

.Effects

- .Clone Picture
- .Convert to Brush

.Picture size:
 Enlarges or reduces your picture, with antialiasing if it is active.

.Page Size (PerfectPaintPro only)
 Add a border around your picture

.Crop

.Flip X
 Flips the image about the X-axis.

.Flip Y
 Flips the image about the Y-axis.

.Rot 90\textdegree{} (Landscape)
 Rotates the image by 90\textdegree{}.

.Scroll

. Polar Coordinates

.Prefs/Paths
 Here you can define paths for your pictures, brushes and palettes, choose a default palette, Define Undo size, Choose Backgrounds and decide if you want to save icons with your files. ←

Pointer can be changed to Precise pointer (F6)
Precise pointer never show current brush or pen.

.Misc

Coord
 Toggles the co-ordinate display.

Bridge
 Allows fast communication with another instance of PerfectPaint so that you can send pictures, brushes and palettes.

Flush Memory
 Frees any memory not needed by the program.

Make/Redo Object
 Allows you to manually enter an object's dimensions (works with circle, line, ellipse, curve and box). The requester will store the details of the last constructed object.

.Info
 Gives information about the current pictures and brushes, and tells you if you have enough memory for certain operations.

.About
 Info about the program and available free memory.

.Quit
 Quits the program.

1.3 Brush Menu

.Load
 Loads a brush, ILBM 1-24bits, HAM6/8, Jpeg or datatype.
 If the new brush has a different depth than the current picture, it will be remapped. (see Colors/dithering options)

.Save

Saves the current brush (ILBM format), with ou without Mask, or in DEEP format (with alpha-channel) (Internal PfPaint format)
Rendered: Reduce the number of colors of your current brush with or without dithering and save it.
Gif format.

.Free

Brush Destroys the current brush and frees its memory.
All Brushes Destroys All Brushes.

.Restore

Returns the current brush to the way it was when it was captured.

.Mode

.Matte: the brush has transparency (the transparent colour being the Bg colour when the brush was captured)
.Colour: the brush has transparency but its contents are solely in the selected colour.
.Replace: the brush has no transparency.

.Misc

Change Transparency: changes the transparency of the current brush
Add Transparency: adds transparency to the current brush
Remove Transparency:
Invert Mask: Inverts the mask of the current brush
Smooth border:
Invert Mask:
Density Mapping: it will allow you to Edit,with spline, the density of your current brush
Opacity:
Reset Transparency: Will reset all transparency of the current brush.
Convert to Picture: Convert current brush to Picture in a new Buffer.

.Fast rotation

Flip X
Flip Y
Rotation 90\textdegree{}

.Size

This effect can be antialiased.
Halve:
Quickly halves the pixel dimensions of the brush
Halve X:
Quickly halves the pixel dimensions of the brush (Only on X)
Halve Y:
Quickly halves the pixel dimensions of the brush (Only on Y)
Double:
Quickly doubles the pixel dimensions of the brush
Double X:
Quickly doubles the pixel dimensions of the brush (Only on X)
Double Y:
Quickly doubles the pixel dimensions of the brush (Only on Y)
Numeric:
Allows you to scale your brush to any arbitrary size.

.Effects Image
 Perspective
 Shear

1.4 Animation Menu

.Load
 Animation: loads an animation in Anim5 or Anim7 or Anim24bits format.
 (The animation is stored on disk).
 Pictures: loads a series of images to construct an animation.
 (Size and format can be different)
 TransferAnim for Aweb, Ibrowse or Voyager.

.Save
 Animation: Saves the animation in Anim5 format or Anim24bits
 Pictures: saves the animation as a series of individual frames.

 Rendered animation: Reduce the number of colors of each pictures
 with or without dithering and Saves
 the animation in Anim5 format.
 Rendered pictures: Reduce the number of colors of each pictures
 with or without dithering and Saves
 the animation as a series of individual frames.

 Gif Animation
 QuickTime movie
 TransferAnim (For Aweb, Ibrowse and Voyager)

.Frames
 Create: create an animation
 Add frames: add frames to the animation, after the current frame
 Copy frames: copy the current frame or a series of frames
 Delete frames: delete the current frame or a series of frames from
 the animation

.Control
 Previous: makes the previous frame the current one
 Next: makes the following frame the current one
 Go to: allows you to move to a specific frame
 Play: plays the animation. It will play until you press the space bar
 Play Once: plays the animation a single time
 Ping Pong: repeats the animation forwards and backwards until you press
 the space bar

.Effects
 Clone Anim
 Join Anim
 Inv Anim
 Make Ping-Pong
 Fade to
 Slim Anim
 Movie Factory: Lets you make transitions between two frames in the current ↔
 animation.
 Available Operators are: Displace, Fade, Mosaic, Perspective, Spray, Tunnel,
 Twirl and Wave.

Dissolve: Same function than Movie factory, but transitions are made with a ← mask.

16 Operators are available.

Motion Blur

Ghost Frame

Shaker

.Free Anim

Destroys the current animation.

If you click the right mouse button on the 'trashcan' icon, you may delete the current frame or a series of frames.

The animation is stored in disk, only a preview of each frame is stored in RAM.

1.5 Colors Menu

.Load

Loads a palette.

.Save

Saves the current palette.

.Edit

Edits the current palette.

.Effects(PerfectPaint only)

you can modify your pictures

with R,V,B,Contrast,Saturation,Brightness and gamma.

.Fix Palette

Stores the current palette so that it can be restored later.

.Use Brush palette(PerfectPaint only)

Use the palette of the current brush.

.Restore palette

Restore the original palette, or one stored by "Fix Palette".

.Convert to grey

Converts the current palette to greyscale.

.Antique

Converts the current palette to sepia tones.

.Remap Brush(PerfectPaint only)

Remaps the current brush using the current palette.

.Dithering options

.Convert to RGB

Let you convert your current picture (1-8bits) to RGB (24bits)

.Convert to CMAP

Let you convert your current picture to CMAP (1-8bits)

1.6 User Menu

This menu belongs to you, you may modify it as you wish.

Edit

Lets you edit the 'User' menu.

You may have up to 5 entries, and up to 15 subentries for each entry.

You may assign an Arexx script to each subentry. If you enter a 0 in a subentry's name, a separator bar will appear in the menu.

By default, one menu will be created.

1.7 Jpeg.library

Short: V5.1 shared library to load/save jpegs

Uploader: paulh@mafeking.scouts.org.au (Paul Huxham)

Author: paulh@mafeking.scouts.org.au (Paul Huxham)

Type: util/libs

On Aminet: jpeglibrary50.lha

For anyone who wants to use/manipulate jpeg files in their own applications, this library makes it very easy.

jpeg.library is a shared library that can be used to examine, load and save jpeg images. You can have multiple jpegs objects (load/save), supports all the standard jpeg quality and smoothing parameters and can scale loaded images (smaller). Jpeg image data can reside on disk or in memory.

Example programs included.

* Version 5.1 fixes a problem with previous 020ffp and 040ffp versions of the library.

** This software is based in part on the work of the Independent JPEG Group.

For the latest version of jpeg.library and to check out other software I have written, check my home page at:

<http://mafeking.scouts.org.au/~paulh/>

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1.8 Render.library

Short: image processing kernel
Author: Timm S. Müller
Uploader: Timm S. Müller (timm.mueller@darmstadt.netsurf.de)
Type: dev/misc
Version: 30.0
Requires: Kickstart 2.04 (v37), MC68020

render.library

render.library is an amiga shared library that serves an image processing kernel. it is an interface between truecolor and chunky graphics, and it supports all amiga-specific pixel and color schemes. render.library provides palette-management, histograms, alpha-channel processing, color reduction, scaling, rendering, dithering, texture-mapping, and many conversion and support functions.

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requirements

- mc68020 or better
- kickstart 2.04 (v37) or better

features

- histograms up to 24 bit
 - rendering
 - dithering
 - color quantization
 - heavy alphachannel support
 - HAM mode support
 - custom memory management
 - scaling
 - low-level texture-mapping
 - conversion functions
 - fully documented with autodocs, charts, tutorials
-

- supplied with C, Assembler, and E includes
- freeware