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Layer Options

Using the Dialog

1. Specify the options for the layer you have selected.
2. Click on **OK**.
   The dialog closes,and the layer display changes

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD001A')}<u>Naming a Layer</u>

{button ,JI(`>second',`DPD001B')}<u>Composition</u>

{button ,JI(`>second',`DPD001C')}<u>Transparency</u>

{button ,JI(`>second',`DPD001D')}<u>Blurring the Outline</u>

{button ,JI(`>second',`DPD001E')}<u>Protecting the Transparent Area</u>

Naming a Layer

Enter the name of the layer.

Composition

Specify how the layer should overlap:choose from
Normal,Multiplication,Maximum,Minimum,Dither,Absolute Difference,Screen,or Copy.

Transparency

Specify the transparency of the layer in the range of 0%to 100%.

Blurring the Outline

You can blur the layer outline to blend it smoothly into the background.Specify in the range of 0%to 100%.

Protecting the Transparent Area

You can protect the transparent area of the image.

Create an Image

Using the Dialog

1. Specify the size,resolution,color mode,and background color for the image you are going to create.
2. Click on **OK**.
   An image is created.

What is this dialog used for?

In this dialog,you can create an image.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD002A')}<u>Size</u>

{button ,JI(`>second',`DPD002B')}<u>Resolution</u>

{button ,JI(`>second',`DPD002C')}<u>Finished size</u>

{button ,JI(`>second',`DPD002D')}<u>Color Mode</u>

{button ,JI(`>second',`DPD002E')}<u>Background color</u>

Change the Paper Size

- Standard size

  Click on this button to specify a standard size for the new image.You can select from 640x480,800x600,1024x768,1280x1024,A4 (portrait or landscape),A5 (portrait or landscape),Letter (portrait or landscape),Postcard (portrait or landscape),and Business card (portrait or landscape).

- Define width and height

  You can also specify any other size for the new image.Specify the horizontal and vertical length and the unit of measurement (pixels,cm,or inch).

Resolution

Specify the resolution for the new image.

Finished Size

Specify the finished size for the new image by selecting the width,height,and the unit of measurement (pixels,cm,or inch).

Color Mode

Specify the color mode for the new image.Select from gray scale,index colors,or full-color.

Background Color

Specify the background color for the new image from white,background color (current background color),or transparent.

Color Tone Slider

Using the Dialog

1. Move each slider to specify the range.
2. Click on **OK**.
   The image is adjusted with the specified color tone.

   Tip:Click on **Preview**to see the image before confirming the settings.Click on **Reset**to return to the original settings.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD003AS')}<u>Saturation</u>

{button ,JI(`>second',`DPD003BS')}<u>Color balance</u>

{button ,JI(`>second',`DPD003CS')}<u>Brightness</u>

{button ,JI(`>second',`DPD004BS')}<u>Contrast</u>

{button ,JI(`>second',`DPD003G')}<u>Similar color</u>

{button ,JI(`>second',`DPD003E')}<u>Read</u>

{button ,JI(`>second',`DPD003F')}<u>Save</u>

Adjust the Color Tone

Using the Dialog

1. Move the slider to specify the degree of change.
2. Set up color saturation,balance,and brightness.
3. Click on **OK**.
   The image is adjusted with the specified color tone.

   Tip:Click on **Preview**to see the image before confirming the settings.Click on **Reset**to return to the original settings.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD003A')}Saturation

{button ,JI(`>second',`DPD003B')}Color balance

{button ,JI(`>second',`DPD003C')}Brightness

{button ,JI(`>second',`DPD003D')}Level

{button ,JI(`>second',`DPD003G')}Similar color

{button ,JI(`>second',`DPD003E')}Read

{button ,JI(`>second',`DPD003F')}Save

Saturation

Use this to adjust the saturation.The image at the center is the current selection.A lighter image is shown on the left and a darker image is shown on the right.Click on the image you want to use.

Saturation Slider

Use this to adjust the saturation.

Color Balance

Use this to adjust the color balance.The image at the center is the current selection.Click on the image you want to use from one of the thumbnail images.

Color Balance Slider

Use this to correct the color balance.

Brightness

Use this to adjust the brightness.The image at the center is the current selection.Brighter images are shown above and darker images below.Click on the image you want to use.

Brightness Slider

Use this to adjust the brightness.

Level

Use this to specify the range of saturation,color balance,and brightness.

Read

You can retrieve a saved color tone adjustment setting.

Save

This button saves the current color tone adjustment settings in a file.

Similar Color

Click on **Similar color** to change the color to a similar color.

Correct the Brightness and Contrast

Using the Dialog

1. Move the slider to specify the range.
2. Click on the corrected image.
3. Click on **OK**.
   The image is corrected.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD004A')}Brightness

{button ,JI(`>second',`DPD004B')}Contrast

{button ,JI(`>second',`DPD004C')}Level

{button ,JI(`>second',`DPD004D')}Read

{button ,JI(`>second',`DPD004E')}Save

Brightness

The image at the center is the current selection.Brighter images as shown above,and darker images are shown below.

Contrast

The image at the center is the current selection.Lower contrast images are shown to the left,and higher contrast images are shown to the right.Click on the image you want to use.

Contrast Slider

Use this to correct the contrast.

Level

Use this to specify the range for brightness and contrast.

Read

You can retrieve a saved brightness and contrast correction setting.

Save

This button saves the current brightness and contrast correction settings.

Correct the Level

Using the Dialog

1. This dialog shows the histogram of the current image.
2. Move the input and output level slider to specify the brightness and contrast of the image.
3. Click on **OK**.
   The image is corrected at the level you specified.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD005A')}Input level

{button ,JI(`>second',`DPD005B')}Output level

Channel

Minimum value sampler

Maximum value sampler

{button ,JI(`>second',`DPD005F')}Maximum input value

{button ,JI(`>second',`DPD005G')}Maximum input value

{button ,JI(`>second',`DPD005ï¿½g')}Maximum output value

{button ,JI(`>second',`DPD005ï¿½h')}Maximum output value

{button ,JI(`>second',`DPD005M')}Histogram

{button ,JI(`>second',`DPD005N')}Show current state

{button ,JI(`>second',`DPD005ï¿½i')}Preview

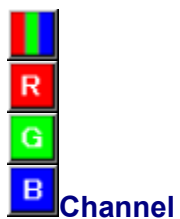{button ,JI(`>second',`DPD005ï¿½j')}Read

{button ,JI(`>second',`DPD005ï¿½k')}Save

Input Level

Move the **Input level**slider to intensify the contrast of the image.

Output Level

Move the **Output level** slider to adjust the contrast of the image.

Channel

RGB
   Corrects the red,blue,and green,at the same level.

R
   Corrects only the red.

G
   Corrects only the green.

B
   Corrects only the blue.

Minimum Value Sampler

You can take a color sample from the image to specify the minimum value for the input level.

Maximum Value Sampler

You can take a color sample from the image to specify the maximum value for the input level.

Maximum Input Value

You can specify the minimum value for the input level,selecting in the range from 0 to 255.

Maximum Input Value

You can specify the maximum value for the input level,selecting in the range from 0 to 255.

Maximum Output Value

You can specify the minimum value for the output level,selecting in the range from 0 to 255.

Maximum Output Value

You can specify the maximum value for the output level,selecting in the range from 0 to 255.

Preview

To apply a correction,a check in the Preview check box.If this is not checked,the correction is not applied to the image.

Read

You can retrieve a saved level correction file (.lev).

Save

This button saves the current settings in a level correction file (.lev).

Histogram

Specify the way to display the histogram.

Show Current State

Put a check mark in the **Show current state** check box to show the current histogram in the graph.

Adjust the Tone Curve

Using the Dialog

1. Click and drag the mouse on the tone curve to specify a level.
2. Click on **OK**.
   The image is corrected to the tone you have specified.

What is this dialog used for?

The horizontal axis of the tone curve graph represents the input (maximum is brightest)and the vertical axis represents the output (maximum is brightest).The tone curve represents the input and output relation.The lower left point of the two points along the tone curve represents the minimum input/output value.The upper right point represents the maximum input/output value.

When you drag the tone curve with the mouse,PerfectPhoto makes a gamma correction,converting the input brightness to the value indicated by the tone curve.You can use one of the following two modes:

Control point mode
   The tone curve is drawn with the control points displayed.Drag the control points to adjust the tone curve.There are up to 9 control points (including 1 point at each end of the curve).

Freehand mode
   Use the mouse to draw the tone curve free hand,and then click on **Smooth**to adjust it.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD006A')}Smooth

Channel

Sampler

{button ,JI(`>second',`DPD006D')}Show scale

{button ,JI(`>second',`DPD005M')}Histogram

{button ,JI(`>second',`DPD005N')}Show current state

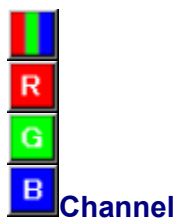{button ,JI(`>second',`DPD006F')}Preview

{button ,JI(`>second',`DPD006G')}Read

{button ,JI(`>second',`DPD006H')}Save

Smooth

Press this button to smooth a tone curve that you have drawn freehand.

Channel

RGB
Corrects red,green,and blue,with the same tone.

R
Corrects red.

G
Corrects green.

B
Corrects blue.

Sampler

You can take a sample of the input level from the image,and display it on the tone graph.

Show Scale

Click on this to show the scale on the graph.

Preview

If you put a check mark in the **Preview** check box, tone correction is applied to the image.

Read

You can retrieve a saved tone correction file (.AMP).

Save

This button saves the current settings in a tone correction file (.AMP).

Adjust the Gamma

Using the Dialog

1. Click two points along the tone curve,adjust the maximum and minimum input and output values by dragging the points.
2. Adjust the gamma value by moving the gamma slider.
3. Click on **OK**.

What is this dialog used for?

The horizontal axis of the tone curve graph represents the input (maximum is brightest)and the vertical axis represents the output (maximum is brightest).The tone curve represents the input and output relation.The lower left point of the two points along the tone curve represents the minimum input/output value.The upper right point represents the maximum input/output value.

The gamma curve drawn between the two points (input/output maximum and minimum)can be varied by dragging the gamma slider with the mouse.

The drawn tone curve is applied to the image.

Options

For more information,click on one of the following:

Channel

{button ,JI(`>second',`DPD005M')}Histogram

{button ,JI(`>second',`DPD005N')}Show current state

{button ,JI(`>second',`DPD006F')}Preview

{button ,JI(`>second',`DPD006G')}Read

{button ,JI(`>second',`DPD006H')}Save

Adjust the Hue

Using the Dialog

1. Move each slider to specify the degree of change.
2. Click on **OK**.
   The image is adjusted with the specified hue.

   Tip:Click on **Preview**to see the image before confirming the settings.Click on **Reset**to return to the original settings.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD003J')}<u>Hue</u>

{button ,JI(`>second',`DPD003AS')}<u>Saturation</u>

{button ,JI(`>second',`DPD003CS')}<u>Brightness</u>

{button ,JI(`>second',`DPD003G')}<u>Similar color</u>

{button ,JI(`>second',`DPD003E')}<u>Read</u>

{button ,JI(`>second',`DPD003F')}<u>Save</u>

Hue

Use this to adjust the hue.

Create a Calendar

Using the Dialog

1. Select the style.
2. Specify the background.
3. Specify year and month.Make specifications for dates
4. Adjust the layout of calendar on the left image.You can move the year,month,days,and the image.You can also resize the day and the image.
5. Click on **OK**.
   The calendar is created with the specified image.

What is this dialog used for?

This dialog creates a calendar with the specified image.

Tip:If the image contains layers,all layers are merged.The following layers are inserted to the merged image layer:

The image layer for the day
The image layer for the month
The image layer for the year
The image layer for merged image
The image layer for the background

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD_CAL_STYLE')}Style

{button ,JI(`>second',`DPD_CAL_BG')}Background

{button ,JI(`>second',`DPD_CAL_YM')}Year/Month

{button ,JI(`>second',`DPD_CAL_DAY')}Date

{button ,JI(`>second',`DPD_CAL_LAYOUT')}Layout

Style

Select the style from the thumbnail list.Click the right button to show the menu.

Menu:
Delete style:Delete the selected style.

Background

Same size as image: Make the background and the image the same size.
Color: Specify the color of the background.
H and V: Specify the horizontal size and the vertical size of the background.
Print Settings: Select the paper size for printing.

Year/Month

Year and **Font:**   Specify the font and the text for the year.
Month and **Font:**   Specify the font and the text for the month.

Date

Date Font:	Specify the font for the date number.
Show holiday:	Click here to show the holiday.
Edit:	Click here to edit the holiday.
Start on Sunday:	Click here to start on Sunday on the calendar.
Style of day:	Select the style of day.
Week Font:	Specify the font for week.
Sunday:	Click here to specify the color for Sunday.
Saturday:	Click here to specify the color for Saturday.
Holiday:	Click here to specify the color for Holiday.

Tip:Toshowthename of the holiday on the calendar,put a check mark in the **Show holiday**check box,and select**Table** or**Vertical** for the **Day layout**.Click the right mouse button on the left image to select the **Day layout** menu item.Only when the **Day layout** is **Table**,the days of the week is displayed.

Layout

Select an item,then click on right button to show a menu.

Menu:
- Register style: Register the current style in the style list.
- Maximize
  - Maximize: Select this to maximize the selected item.
  - Maximize horizontally: Select this to maximize the selected item horizontally.
  - Maximize vertically: Select this to maximize the selected item vertically.
- Layout
  - Center: Select this to center the selected item.
  - Center horizontally: Select this to center the selected item horizontally.
  - Center vertically: Select this to center the selected item vertically.
- Day layout
  - Table: Select this to arrange the days of the month in a table.
  - Horizontal: Select this to arrange the days of the month horizontally.
  - Vertical: Select this to arrange the days of the month vertically.

Select the Paper Sise

Select the calendar paper size from the printer paper size.

Using the Dialog

1. Select the printer.
2. Select the paper size.
3. Select the width and height
4. Click on **OK**.
    The selected paper size is set to the [Calendar]dialog.

Tip:The selected paper size is not set as is,but resized to a minimum which
the original image fits.

Calendar Text

Using the Dialog

1. Specify the text attributes.
2. Click on **OK**.
    Text is inserted into the image on the left.

What is this dialog used for?

In this dialog,you can changes the font and text for the selected item.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD049A')}<u>Font</u>

{button ,JI(`>second',`DPD049C')}<u>Size</u>

{button ,JI(`>second',`DPD049B')}<u>Style</u>

{button ,JI(`>second',`DPD049E')}<u>Transparency</u>

{button ,JI(`>second',`DPD049G')}<u>Color</u>

{button ,JI(`>second',`DPD049H')}<u>Text field</u>

{button ,JI(`>second',`DPD049I')}<u>Decorate</u>

Holiday

Using the Dialog

To add a holiday,do the following:
1.   Specify the month and the day,and fill in the description for the holiday.
2.   Click on **Add**.
     The holiday is added to the holiday list.

To delete the holiday,do the following:
1.   Select a holiday date from the list.
2.   Click on **Delete**.
     The holiday is deleted from the holiday list.

To change the holiday,do the following:
1.   Select a holiday date from the list.
2.   Change the month,day or description.
3.   Click on **Change**.
     The change is reflected in the holiday list.

Tip:Insert "\n"at the new line position,when you want to split the holiday description into two lines.The description after the "\n"is displayed at next line.

Adjust the Resolution

Using the Dialog

1. Specify the resolution for the image.
2. Click on **OK**.
   The resolution is adjusted.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD007B')}<u>Width</u>

{button ,JI(`>second',`DPD007A')}<u>Height</u>

{button ,JI(`>second',`DPD007C')}<u>Fixed aspect ratio</u>

{button ,JI(`>second',`DPD007D')}<u>Interpolation</u>

Height

Specify this by either percentage or number of pixels.

Width

Specify this by either percentage or number of pixels.

Fixed Aspect Ratio

Put a check mark here to maintain a fixed vertical-to-horizontal ratio.

Interpolation

Select high quality (bi-cubic),medium (bi-linear),or high speed (nearest neighbor).

Change the Paper Size

Using the Dialog

1. Specify a size and position for the image.
2. Click on **OK**.
   The image is resized.

What is this dialog used for?

In this dialog,you can change the size of paper on which the image is mounted.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD008A')}<u>Size</u>

{button ,JI(`>second',`DPD008B')}<u>Image arrangement</u>

Size

- Standard size
  Click on this button to specify a standard size for the new image.You can select from 640x480,800x600,1024x768,1280x1024,A4 (portrait or landscape),A5 (portrait or landscape),Letter (portrait or landscape),Postcard (portrait or landscape),and Business card (portrait or landscape).

- Define width and height
  You can also specify any other size for the new image.Specify the horizontal and vertical length and the unit of measurement (pixels,cm,or inch).

Image arrangement

Specify the position of the original image.

Effect:Flat

Using the Dialog

1. Specify the degree of flatness.
2. Click on **OK**.
   The effect is added to the image.

What is this dialog used for?

In this dialog,you can level out pixels adjacent to an area of the image where there is strong degree of change in color or contrast,to make the image smoother.

Options

Specify the strength.
Select in the range from 0 to 100.The default value is 10.

Effect:Blur

Using the Dialog

1. Specify the type of blur and its intensity.
2. Click on **OK**.
    The image becomes blurred.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD010A')}<u>Type</u>

{button ,JI(`>second',`DPD010B')}<u>Strength</u>

Type

Specify the type of blur.The default selection is Gauss.
You can select from Box,Triangle,Gauss,B-spline,Lancos3,and Mitchell.

Strength

Specify the strength of the blur

Effect:Sharp

Using the Dialog

1. Specify the intensity of sharpness.
2. Click on **OK**.
    The image becomes sharper.

What is this dialog used for?

In this dialog,you can emphasize the outlines to make the image appear sharper.

Effect:Unsharp Mask

Using the Dialog

1. Specify options for sharpening an image.
2. Click on **OK.**
    The image becomes sharper.

Tip:Click on **Preview**to see the image before confirming your settings.Click on **Reset**to return to the original settings.

What is this dialog used for?

In this dialog,by emphasizing the outlines and making the image sharper,you can gain the effect of improved precision.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD012A')}Strength

{button ,JI(`>second',`DPD012B')}Radius

{button ,JI(`>second',`DPD012C')}Threshold

Strength

Specify the degree of contrast in the image from 1 to 100.

Radius

Specify the range of pixels between 1 to 10 for applying clear.

Threshold

Specify the border line of 0 to 100 for the image.

Effect:Emboss

Using the Dialog

1. Specify the direction,depth,and color of the light source.
2. Click on **OK.**
   The effect is added to the image.

Tip:Click on **Preview**to see the image before confirming your settings.Click on **Rese**t to return to the original settings.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD013A')}<u>Light direction</u>

{button ,JI(`>second',`DPD013B')}<u>Strength</u>

{button ,JI(`>second',`DPD013C')}<u>Color</u>

Light Direction

Specify the direction of the light in the range of 0 to 7.

Intensity

Specify the intensity of embossing in the range of 0 to 100.

Color

When this toggle button is off,the RGB values are the same.Click this button on to enable the color component feature.The default value is off.

Effect:Border

Using the Dialog

1. Specify the width and height.
2. Click on **OK**.
   A border is drawn around the selected area.

What is this dialog used for?

This dialog puts a border around the selected area,with gradation from the foreground color to transparent.Use this effect when creating an illustration out of an image.You can also use Extract Border on lettering,to give emphasis.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD014A')}Border width

{button ,JI(`>second',`DPD014B')}Border height

Border Width

Specify the border width in pixels.

Border Height

Specify the border height in pixels.

Effect:Vortex

Using the Dialog

1. Specify the center point,radius,and angle of the vortex.
2. Click on **OK**.
     The effect is added to the image.

Tip:Click on **Preview** to see the image before confirming your settings.Click on **Reset**to return to the original settings.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD015A')}Center

{button ,JI(`>second',`DPD015B')}Radius

{button ,JI(`>second',`DPD015C')}Angle

Center

To specify the center point,drag black circle on the right of the dialog.

● Horizontal point
Specify the horizontal point (X),.

● Vertical point
Specify the vertical point (Y).

Radius

To specify the radius in pixels,drag white circle on the right of the dialog.

Angle

Specify the angle for the vortex in the range of 0 to 720.

Effect:Wave

Using the Dialog

1. Specify the center point and strength of the wave.
2. Click on **OK**.
   The effect is added to the image.

   Tip:Click on **Preview**to see the image before confirming your settings.Click on **Reset**to return to the original settings.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD016A')}Center

{button ,JI(`>second',`DPD016B')}Strength

{button ,JI(`>second',`DPD016C')}Frequency

{button ,JI(`>second',`DPD016D')}Phase

Center

- Horizontal point
    Specify the horizontal point (X).

- Vertical point
    Specify the vertical point (Y).

Strength

Specify the strength of the wave in the range of 0 to 100.

Frequency

Specify the frequency of the wave appearance in the range of 1 to 10.

Phase

Specify the phase of the wave in the range of 0 to 360.

Effect:Bubble

Using the Dialog

1. Specify the center point,radius,and strength of the bubble.
2. Click on **OK.**
   The effect is added to the image.

   Tip:Click on **Preview**to see the image before confirming your settings.Click on **Reset**to return to the original settings.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD017A')}Center

{button ,JI(`>second',`DPD017B')}Radius

{button ,JI(`>second',`DPD017C')}Strength

Center

To specify the center point,drag the center shown in the preview of the dialog.

- Horizontal point
  Specify the horizontal point (X).

- Vertical point
  Specify the vertical point (Y).

Radius

Specify the radius.

To specify the radius,drag the radius displayed in the preview of the dialog.

Strength

Specify the strength of the bubble in the range of 0 to 100.

Effect:Raindrop

Using the Dialog

1. Specify the center point,and strength of the raindrop.
2. Click on **OK**.
   The effect is added to the image.

   Tip:Click on **Preview** to see the image before confirming your settings.Click on **Reset** to return to the original settings.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD018A')}Center

{button ,JI(`>second',`DPD018B')}Radius

{button ,JI(`>second',`DPD018C')}Strength

{button ,JI(`>second',`DPD018D')}Frequency

{button ,JI(`>second',`DPD018E')}Phase

Center

To specify the center point,drag the center displayed in the preview in the dialog.

- Horizontal point
  Specify the horizontal point (X).

- Vertical point
  Specify the vertical point (Y).

Radius

Specify the radius of the raindrop.

To specify the radius,drag the center displayed in the preview of the dialog.

Strength

Specify the strength of the raindrops in the range of 0 to 100.

Frequency

Specify the frequency of the raindrop in the range of 1 to 10.

Phase

Specify the phase of the raindrop in the range of 0 to 360.

Effect:Tile

Using the Dialog

1. Specify the width and height of the tiles.
2. Click on **OK**.
   The image is divided into tiles.

   Tips:Click on **Preview**to see the image before confirming your settings.Click on **Reset**to return to the original settings.

What is this dialog used for?

In this dialog,you can divide the image into tiles.

Options

For more information,click on one of the following:.

{button ,JI(`>second',`DPD019A')}Tile width

{button ,JI(`>second',`DPD019B')}Tile height

{button ,JI(`>second',`DPD019C')}Displacement

Tile width

Specify the width of the tile in the range of 1 to 100.

Tile height

Specify the height of the tile in the range of 1 to 100.

Displacement

Specify the amount of tile movement in the range of 1 to 100.

Effect:Mosaic

Using the dialog

1. Specify the type and size of the Mosaic.
2. Click on **OK**.
    The effect is added to the image.

    Tip:Click on **Preview**to see the image before confirming your settings.Click on **Rese**t to return to the original settings.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD020A')}<u>Type</u>

{button ,JI(`>second',`DPD020B')}<u>Size</u>

Type

Specify the mosaic type.
Select from Average,Minimum luminosity,Maximum luminosity,Minimum RGB,Maximum RGB,Medium RGB,3DAverage,3D Minimum luminosity,3D Maximum luminosity,3D Medium luminosiry,3D Minimum RGB,3D Maximum RGB,and 3D Medium RGB.The default setting is Average.

Size

Specify the size of the blocks in the mosaic.

Effect:Noise

Using the Dialog

1. Specify the type,strength,threshold,and random color.
2. Click on **OK**.
   The effect is added to the image.

   Tip:Click on **Preview** to see the image before confirming your settings.Click on **Reset**to return to the original settings.

What is this dialog used for?

In this dialog,you can add noise to an image to give it a rough appearance.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD021A')}Type

{button ,JI(`>second',`DPD021B')}Strength

{button ,JI(`>second',`DPD021C')}Threshold

{button ,JI(`>second',`DPD021D')}Color

Type

Specify how the noise is composed,either by addition or multiplication.

Strength

Specify the strength of noise,in the range of 0 to 100.

Threshold

Specify the threshold value for noise composition,in the range of 0 to 100.

Color

Turn this off for white noise,and on for noise in random colors.
The default value is off.

Effect:Scatter

Using the Dialog

1. Specify the strength.
2. Click on **OK**.
   The effect is added to the image.

   Tip:Click on **Preview**to see the image before confirming your settings.Click on **Reset**to return to
   the original settings.

What is this dialog used for?

This effect scatters the color of the image in a particular way so that the image is scattered around.In
this dialog,you can specify the intensity of the scatter effect.

Effect:Outline

Using the Dialog

1. Specify the direction of the outline and the color.
2. Click on **OK.**
   An outline is drawn.

   Tip:Click on **Preview**to see the image before confirming your settings.Click on **Reset**to return to the original settings.

What is this dialog used for?

In this dialog,you can set up options to detect significant differences in brightness on the image,and draw an outline in RGB color.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD023A')}<u>Direction</u>

{button ,JI(`>second',`DPD023B')}<u>Color</u>

Direction

Specify the direction of light in the range of 0 to 7 in whole numbers.

Color

Select this option to draw the outline in RGB color.If the option is off,the outline is drawn in black and white.The default value is off.

Effect:Oil Painting

Using the dialog

1. Specify the strength.
2. Click on **OK**.
   The effect is added to the image.

   Tip:Click on **Preview**to see the image before confirming your settings.Click on Reset to return to the original settings.

Options

Specify the strength of the Oil Painting effect,in the range of 1 to 10 in whole numbers.

Effect:Kaleidoscope

Using the dialog

1. Specify the center,radius,and number of reflections.
2. Click on **OK**.
    The effect is added to the image.

    Tip:Click on **Preview**to see the image before confirming your settings.Click on Reset to return to the original settings.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD025A')}<u>Center</u>

{button ,JI(`>second',`DPD025B')}<u>Radius</u>

{button ,JI(`>second',`DPD025C')}<u>Reflections</u>

Center

To specify the center,drag the center shown on the right of the dialog.

- Horizontal point
    The horizontal point is displayed to the right of X.

- Vertical point
    The vertical point is displayed to the right of Y.

Radius

Specify the radius.

To specify the radius,drag the radius shown on the right of the dialog.

Reflections

Specify the number of images reflected in the Kaleidoscope in the range of 1 to 30.

Effect:Pinch

Using the Dialog

1. Specify the center point and strength.
2. Click on **OK**.
   The effect is added to the image.

   Tip:Click on **Preview**to see the image before confirming your settings.Click on **Reset**to return to the original settings.

What is this dialog used for?

This effect pinches the image as if it were paper or cloth.

Options

For more information,click on one of the following:.

{button ,JI(`>second',`DPD026A')}Center

{button ,JI(`>second',`DPD026B')}Intensity

Center

To specify the center,drag the center shown on the right of the dialog.

- Horizontal point
  The horizontal point is displayed to the right of X.

- Vertical point
  The vertical point is displayed to the right of Y.

Strength

Specify the strength of the pinch,in the range of 0 to 100 in whole numbers.

Effect:Cross

Using the Dialog

1. Specify the options.
2. Click on **OK**.
   The effect is added to the image.

   Tip:Click on **Preview**to see the image before confirming your settings.Click on **Reset**to return to
   the original settings.

What is this dialog used for?

This effect reflects the light in the cross shape.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD027A')}<u>Beams</u>

{button ,JI(`>second',`DPD027B')}<u>Angle</u>

{button ,JI(`>second',`DPD027H')}<u>Luminosity</u>

{button ,JI(`>second',`DPD027D')}<u>Size</u>

{button ,JI(`>second',`DPD027E')}<u>Threshold</u>

{button ,JI(`>second',`DPD027C')}<u>Density</u>

{button ,JI(`>second',`DPD027F')}<u>Color</u>

{button ,JI(`>second',`DPD027G')}<u>Spot</u>

Beams

Specify the number of beams of light.Select from four beams,six beams,or eight beams.

Angle

Specify the light angle in the range of 0 to 360 in whole numbers.

Density

Specify the density of the beams,in the range of 0 to 100 in whole numbers.

Size

Specify the length of the beams,in the range of 0 to 100 in whole numbers.

Threshold

Specify the threshold of the cross,in the range of 0 to 254 in whole numbers.

Color

Specify the color of the light.Select from Natural,Foreground color,Random,or Rainbow.

Spot

If this option is on,the cross effect is added wherever you click the mouse on the image.

Luminosity

Specify the luminosity of the beams,in the range of 0 to 100 in whole numbers.

Effect:Multi-Image

Using the Dialog

1. Specify the options.
2. Click on **OK**.
   The effect is added to the image.

   Tip:Click on **Preview**to see the image before confirming your settings.Click on **Reset**to return to the original settings.

What is this dialog used for?

This effect causes the image to appear repeated on itself,like a mirage.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD028A')}<u>Center</u>

{button ,JI(`>second',`DPD028C')}<u>Position</u>

{button ,JI(`>second',`DPD028B')}<u>Shape</u>

{button ,JI(`>second',`DPD028D')}<u>Overlaps</u>

{button ,JI(`>second',`DPD028E')}<u>Strength</u>

Shape

Specify the shape of the multi-image.Select from linear or concentric.

Center

To specify the center,drag black circle on the right of the dialog.

- Horizontal point
    The horizontal point is displayed to the right of X.

- Vertical point
    The vertical point is displayed to the right of Y.

Position

To specify the position of the reflection,drag white circle on the right of the dialog.

- Horizontal point
  The horizontal point is displayed to the right of X.

- Vertical point
  The vertical point is displayed to the right of Y.

Overlaps

Specify the number of overlapping images,in the range of 1 to 20 in whole numbers.

Strength

Specify the strength (darkness)of the multiple images,in the range of 0 to 100 in whole numbers.

Effect:Half ND

Using the Dialog

1. Specify the left and right positions for the effect.
2. Specify the transparency for the gradation.
3. Click on **OK**.
   The effect is added to the image.

   Tip:Click on **Preview**to see the image before confirming your settings.Click on **Reset**to return to the original settings.

What is this dialog used for?

In this dialog,you can add a gradation effect to the foreground color for the selected image.
Drag the two points on the image in the dialog to determine the position of the gradation.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD029A')}Left point height

{button ,JI(`>second',`DPD029B')}Right point height

{button ,JI(`>second',`DPD029C')}Transparency

Left point height

Specify the left starting point for the gradation,in the range of 0 to 100 in whole numbers.

Right point height

Specify the right starting point for the gradation,in the range of 0 to 100 in whole numbers.

Transparency

Specify the transparency of the gradation,in the range of 0 to 255 in whole numbers.

Effect:Center Focus

Using the Dialog

1. Drag the center point and radius with the mouse.
2. Specify the strength.
3. Click on **OK**.
    The effect is added to the image around the specified point.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD030A')}Center

{button ,JI(`>second',`DPD030B')}Radius

{button ,JI(`>second',`DPD030C')}Strength

Center

To specify the center,drag black circle on the right of the dialog.

- Horizontal point
  The horizontal point is displayed to the right of X.

- Vertical point
  The vertical point is displayed to the right of Y.

Radius

To specify the radius,drag white circle on the right of the dialog.

Strength

Specify the strength of effect in the range of 0 to 10 in whole numbers.

Effect:Remove Stain

Using the Dialog

1. Specify the reference color and the color range.
2. Click on **OK**.
   Apparent stains on the image appear to have been removed.

   Tip:Click on **Preview**to see the image before confirming your settings.Click on **Reset**to return to the original settings.

What is this dialog used for?

This effect removes isolated spots from the image.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD031A')}<u>Reference color</u>

{button ,JI(`>second',`DPD031B')}<u>Color range</u>

Reference clor

Specify the reference color for the effect by taking a color sample from the image.

Color range

Specify the range of color to be treated,relative to the reference color,in the range of 0 to 100 in whole numbers.

Effect:Motion Blur

Using the Dialog

1. Specify the direction and strength.
2. Click on **OK**.
   The effect is added to the image.

   Tip:Click on **Preview**to see the image before confirming your settings.Click on **Reset**to return to the original settings.

What is this dialog used for?

This effect blurs the image to give the impression of movement.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD032A')}<u>Direction</u>

{button ,JI(`>second',`DPD032B')}<u>Strength</u>

Direction

Specify the direction of the effect,in the range of 0 to 360 degrees.

Strength

Specify the strength of the effect in the range of 0 to 100 in whole numbers.

Effect:Wind

Using the Dialog

1. Specify the direction,strength,and density.
2. Click on **OK**.
   The effect is added to the image.

   Tip:Click on **Preview**to see the image before confirming your settings.Click on **Reset**to return to the original settings.

What is this dialog used for?

This effect draws lines across the image to give the effect of wind.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD033A')}<u>Direction</u>

{button ,JI(`>second',`DPD033B')}<u>Strength</u>

{button ,JI(`>second',`DPD033C')}<u>Density</u>

Direction

Specify the wind direction.You can specify the direction in the range of 0 to 360,though the direction of the effect is rounded off to right,left,up,or down.

Strength

Specify the strength of the effect,in the range of 0 to 100 in whole numbers.

Density

Specify the wind density,in the range of 0 to 100 in whole numbers.

Effect:Zoom

Using the Dialog

1. Specify the center point,radius,and strength.
2. Click on **OK**.
   The image is enlarged from the point you have specified.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD034A')}<u>Center</u>

{button ,JI(`>second',`DPD034B')}<u>Radius</u>

{button ,JI(`>second',`DPD034C')}<u>Strength</u>

Center

To specify the center point,drag black circle on the right of the dialog.

● Horizontal point
   The horizontal point is displayed to the right of X.

● Vertical point
   The vertical point is displayed to the right of Y.

Radius

To specify the zoom radius,drag white circle on the right of the dialog.

Strength

Specify the strength of the zoom,in the range of 1 to 10 in whole numbers.

Effect:Half Tone

Using the Dialog

1. Specify the type of half tone.
2. Click on **OK.**
    The effect is added to the image.

What is this dialog used for?

The pixels of the selected image are converted to dithering half tones.The contrast is intensified,and the image is enhanced as if it were monotone.No change is made to the gradation of the image.

Options

Six types of half tone are displayed in the preview.Click on the effect you want to use.

Effect:Bilevel

Using the Dialog

1. Specify the threshold.
2. Click on **OK**.
   The effect is added to the image.

What is this dialog used for?

This effect converts the pixels of the selected image into two tones,black and white.The contrast is intensified,and the image is enhanced as if it were monotone.No change is made to the gradation of the image.

Options

To specify the threshold,specify the boundary value for the brightness at which pixels are converted to white and black,in the range of 0 to 255 in whole numbers.

Effect:Posterize

Using the Dialog

1. Specify the number of colors.
2. Click on**OK.**
   The effect is added to the image.

What is this dialog used for?

Pixels in the selected image are converted to the tone of the specified number of colors.This posterizes the image.The number of tones for the image does not change.(The image remains a full-color image.)

Options

Specify the number of colors used,in the range of 8 to 255 in whole numbers.

Effect:Turbulence

Using the Dialog

1. Specify the strength and density for the turbulence.
2. Click on**OK.**
   The effect is added to the image.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD038A')}<u>Strength</u>

{button ,JI(`>second',`DPD038B')}<u>Density</u>

Strength

Specify the strength of the turbulence,in the range of 1 to 100 in whole numbers.

Density

Specify the strength of the turbulence,in the range of 1 to 5 in whole numbers.

Effect:Mirage

Using the Dialog

1. Specify the strength,frequency,and phase for the Mirage.
2. Click on**OK.**
    The effect is added to the image.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD039A')}Strength

{button ,JI(`>second',`DPD039B')}Frequency

{button ,JI(`>second',`DPD039C')}Phase

Strength

You can specify the intensity of the mirage,in the range of 1 to 100.

Frequency

You can specify the frequency of the mirage,in the range of 0 to 100 in whole numbers.

Phase

You can specify the phase of the mirage,in the range of 0 to 360.

Color Temperature:Dusk/Dawn

Using the Dialog

1. Specify the strength of color temperature correction.
2. Click on **OK**.
   The effect is added to the image.

What is this dialog used for?

This dialog corrects the reddish tints in a photo taken at dusk or dawn to regular lighting.Specify a negative intensity to give the opposite effect.This effect overlays a fixed amount of color and transparency on the image.Colors overlaid with positive strength are complementary to those produced with negative strength.

Color Temperature:Sun

Using the Dialog

1. Specify the strength of color temperature correction.
2. Click on **OK**.
    The effect is added to the image.

What is this dialog used for?

This dialog corrects the slightly bluish tints in a photo taken in full sun to regular lighting.Specify a negative strength to give the opposite effect.This effect overlays a fixed amount of color and transparency on the image.Colors overlaid with positive strength are complementary to those produced with negative strength.

Color Temperature:Shade/Clouds

Using the Dialog

1. Specify the strength of the color temperature correction.
2. Click on **OK**.
    The effect is added to the image.

What is this dialog used for?

This dialog corrects the slightly bluish tints in a shadowed photo,taken in shade or under clouds,to regular lighting.Specify negative strength to give the opposite effect.This effect overlays a fixed amount of color and transparency on the image.Colors overlaid with positive strength are complementary to those produced with negative strength.

Color Temperature:Fluorescent Light

Using the Dialog

1. Specify the intensity.
2. Click on **OK**.
   The effect is added to the image.

What is this dialog used for?

This dialog corrects the greenish tints in an image,taken under fluorescent light,to regular lighting.Specify negative intensity to give the opposite effect,to give a photo taken in regular light the effect of fluorescent lighting.This effect overlays a fixed amount of color and transparency on the image.Colors overlaid with positive intensity are complementary to those produced with negative intensity.

Correct Color Temperature:Incandescent Light

Using the Dialog

1. Specify the intensity.
2. Click on **OK**.
   The effect is added to the image.

What is this dialog used for?

This dialog corrects the reddish tints in an image,taken under incandescent light,to regular lighting.Specify negative strength to give the opposite effect.This effect overlays a fixed amount of color and transparency on the image.Colors overlaid with positive strength are complementary to those produced with negative strength.

Gradation

Using the Dialog

1. Specify the mode,composition,transparency,and shape.
2. Drag the mouse over the image from the starting point to the finishing point of the effect.
   The effect is added to the image.

What is this dialog used for?

This dialog applies a gradation effect to the selected image.Gradation is overlaid on the image with the specified transparency.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD048A')}Mode

{button ,JI(`>second',`DPD048C')}Composition

{button ,JI(`>second',`DPD048D')}Transparency
{button ,JI(`>second',`DPD048B')}Shape

Mode

Choose from the following types of gradation.

- Background color ->Foreground color
  Two-color gradation

- Foreground color ->Background color
  Two-color gradation

- Transparent ->Foreground color
  Color transparency gradually increases.

- Background color ->Transparent
  Color transparency gradually increases.

- Layer transparency (Opaque ->Transparent)
  Transparency gradually increases for the selected layer.

- Layer transparency (Transparent ->Opaque)
  Transparency gradually decreases for the selected layer.

- Bright ->Dark
  Darkness gradually increases.

- Dark ->Bright
  Darkness gradually decreases.

Shape

Specify the shape and position in one of the following ways:

Straight line

    Click to start drawing.Click again to specify the end point of the gradation.

Circle

    Click,drag,and release to specify the center point and the radius of the circular gradation area.

Rectangle

    Click at one corner and drag to the opposite corner of the rectangle.

Composition

Specify the composition of the current image and the gradation on the selected layer.

Transparency

Specify the transparency with which the gradation covers the current image,in the range of 0%and 100%in whole numbers.The higher the degree,the clearer the original image.

Text

Using the Dialog

1. Enter some text.
2. Specify the text attributes.
3. Click on **OK**.
   Text is inserted on the image.

What is this dialog used for?

This dialog inserts text onto the selected image.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD049A')}<u>Font</u>

{button ,JI(`>second',`DPD049C')}<u>Size</u>

{button ,JI(`>second',`DPD049B')}<u>Style</u>

{button ,JI(`>second',`DPD049D')}<u>Align</u>

{button ,JI(`>second',`DPD049G')}<u>Color/Texture</u>

{button ,JI(`>second',`DPD049H')}<u>Text field</u>

{button ,JI(`>second',`DPD049I')}<u>Decorate</u>

{button ,JI(`>second',`DPD049E')}<u>Transparency</u>

Font

Specify the font.

Style

Specify the text style:Bold,Italic,Strikeout,or Underline.

Size

Specify the text size.

Align

Specify the alignment.

Transparency

Specify the transparency for the text layer.

Sample

Click on **OK** or**Preview**to see your settings.

Color/Texture

- Color
    Text is written in the specified color.

- Transparent
    Use this in combination with the Border effect to create outline text.

- Texture
    Specify the image file to fill in the text.

Text entry field

Enter text in this field.

Decorate

- Border
    Text is outlined.

- Color
    Specify the color for the border.

- Anti-alias
    Specify the width of the outline.

Shadow

Using the dialog

1. Drag the circle to determine the direction and distance of the shadow.
2. Click on **OK**.
   The effect is added to the image.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD050A')}<u>Direction/Distance</u>

{button ,JI(`>second',`DPD050B')}<u>Color</u>

{button ,JI(`>second',`DPD050D')}<u>Blur</u>

{button ,JI(`>second',`DPD050E')}<u>Preview</u>

{button ,JI(`>second',`DPD050F')}<u>Reset</u>

{button ,JI(`>second',`DPD050C')}<u>Transparency</u>

Direction/Distance

Specify the direction and distance of the shadow.

Color

Specify the color of the shadow.Click on the **Foreground color**icon to specify the current foreground color.

Transparency

Specify the transparency for the shadow layer.

Blur

Specify the intensity of blur for the shadow.

Preview

You can preview the shadow from the dialog.

Reset

The preview screen is canceled.

Color Mode

Using the Dialog

1. Specify the number of colors for the image from the following options:

- Bi-Level
- Gray scale
- Index color
- Full color

2. Click on **OK**.
   The number of colors in the image is reduced.

What is this dialog used for?
Set the image color mode.

Bi-Level Options
This option is enabled when [Bi-Level]is selected for the color mode.The foreground and background colors specified in the [Tool Pallet]will be the two colors used.

Index Color Options
The image colors will be mapped to the colors of the color table.This color table is created by using the number of colors specified int [Number of colors].The color table can be edited using the Color Table sialog.
Some of the edit operations are not available in index color mode.In this case,convert the image to full color mode first.

Color Table

Using the Dialog

Replace colors of the color table.
1. Click the color to change from the color table located on the left of dialog.
   The [Color Settings]dialog is displayed.
2. Select a color in the [Color Settings]dialog and click on **OK**.
   The pixels with the selected color is replaced with the new color specified in the color table.

Save the color table
1. Click on **Save**.
   The current color table is saved.

   Tip:If you want to use the color table for a different image,save the color table first.

Replace the Color Table
1. Click on **Read**.
   The [Read]dialog is displayed.
2. Select a color table file from the [Read]dialog and click on **OK**.
   The color table is replaced and the image is redisplayed using the new color table.

What is this dialog used for?
Change the color table used by the index color image.Also the color table can be saved.

Image Information

What is this dialog used for?
The file information of the current image is displayed.

Color Mode: Bi-level,grayscale,index color or full color.
Width: Width of image in units of pixels.
Height: Height of image,in units of pixels
Resolution: Resolution in units of pixels per inch.

Environment Settings

Using the Dialog

1. Click on one of the following tabs.
- **Image Editor**
- **Helper**
2. Make changes,if necessary.
3. Click on **OK**.
   The specified environment is enabled.

What is this dialog used for?

In this dialog,you can set up the Image Editor environment.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD053A')}<u>Image Editor</u>

{button ,JI(`>second',`DPD053B')}<u>Number of actions to save in history</u>

{button ,JI(`>second',`DPD053C')}<u>Mask color</u>

{button ,JI(`>second',`DPD053E')}<u>Interpolation when modifying and rotating</u>

{button ,JI(`>second',`DPD053M')}<u>Amount of automatic level correction</u>

{button ,JI(`>second',`DPD053F')}<u>History working folder</u>

{button ,JI(`>second',`DPD053G')}<u>Helper</u>

{button ,JI(`>second',`DPD053H')}<u>Album</u>

{button ,JI(`>second',`DPD053I')}<u>Gallery Editor</u>

{button ,JI(`>second',`DPD053K')}<u>HTML editor</u>

{button ,JI(`>second',`DPD053L')}<u>E-mail</u>

Helper Settings

Using the Dialog

1. Click on one of the following tabs.
- **Image Editor**
- **Helper**
2. Make changes,if necessary.
3. Click on **OK**.
   The specified environment is enabled.

What is this dialog used for?

In this dialog,you can set up the Image Editor environment.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD053G')}<u>Helper</u>

{button ,JI(`>second',`DPD053H')}<u>Album</u>

{button ,JI(`>second',`DPD053I')}<u>Gallery Editor</u>

{button ,JI(`>second',`DPD053K')}<u>HTML editor</u>

{button ,JI(`>second',`DPD053L')}<u>E-mail</u>

Image Editor

On this tab,you can set the environment for Image Editor.

Number of actions to save in history

Specify the number of actions to save in the history.

Mask color

Specify the colors for quick mask and layer mask.

File Format

Specify the default settings used to open the image file.Select from
JPEG,GIF,bitmap,TIFF,Exif,FlashPix,PerfectPhoto (original format),PhotoCD,or All files.

Interpolation when modifying and rotating

Specify the method of interpolation when modifying and rotating the image.
Select from High speed,Medium,and High quality.If you select High speed,the image
deteriorates.However,if you interpolate using High quality,there is less deterioration of the image,but
processing takes longer.

Amount of automatic level correction

The amount of correction can be specified when automatic level correction is performed.A specified number of pixels from bright side and dark side of the red,green,and blue histograms respectively,are spread to the sides and thus widening the middle color range which results in an image with increase in contrast.

The value is specified using the [Environment settings]dialog.

Tip:The minimum brightness and maximum brightness is spread to the sides,when the automatic level correction value is set to 0%.

History Working folder

The Image Editor saves the operations applied to an image as can be seen in
the History pallet.The operation history is not only saved in memory,but
sometimes temporary output to a file.The folder where this temporary file
is stored is specified.This temporary file is automatically deleted after
it is used

Helper

On this tab,you can specify the external applications that you can use with Image Editor.

Album

Specify the album application.The default is PerfectPhoto Album Explorer.

Gallery Editor

Specify the digital gallery editor.The default is PerfectPhoto Gallery Editor.

HTML editor

Specify the HTML editor.

E-mail

Specify the E-mail application.

Compression Settings

Using the Dialog

1. Click on the image showing the compression settings you want.
2. Click on **OK**.
    The value needed to compress the image is saved.The value is used when you compress an image.

What is this dialog used for?

In this dialog,you can set the compression settings you want to use from the images.You can see only four at a time;scroll to see the others.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD054A')}#n

{button ,JI(`>second',`DPD054B')}High compression

{button ,JI(`>second',`DPD054C')}High quality

{button ,JI(`>second',`DPD054F')}-

{button ,JI(`>second',`DPD054E')}1:1

{button ,JI(`>second',`DPD054D')}+

{button ,JI(`>second',`DPD054G')}Display coordinates

#n

This indicates the number of the preview window.The file size in bytes when the image is compressed is shown on the right.

High compression

The image is compressed at a high rate.The image quality deteriorates,but the file size is smaller.

High quality

The image is compressed at a low rate.The file size is larger,but the quality does not deteriorate.

+

The image in the preview window is enlarged.

1: 1

The image in the preview window returns to the default settings.

The image in the preview window is reduced.

Display Coordinates

● Horizontal
Specify the position of the horizontal direction of the image to be displayed in pixels.

● Vertical
Specify the position of the vertical direction of the image to be displayed in pixels.

Trial Print

Using the Dialog

1. Move the slider.
2. Click on **Print**.
   The image is printed with slightly differing color phase and contrast,in the style shown in the dialog.
3. Specify the best of the printed images,and click on the corresponding image in the dialog.
4. Click on **Settings**and save your settings.Specify a name.

What is this dialog used for?

In this dialog,you can trial print the image with slightly differing color phase and contrast,to find the right setting to match your printer.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD055A')}Profile

{button ,JI(`>second',`DPD055B')}Settings

{button ,JI(`>second',`DPD055C')}Color phase adjustment

{button ,JI(`>second',`DPD055D')}Degree of change

{button ,JI(`>second',`DPD055E')}Contrast

{button ,JI(`>second',`DPD055F')}Print

{button ,JI(`>second',`DPD055H')}Clear

{button ,JI(`>second',`DPD055I')}Reset

{button ,JI(`>second',`DPD055J')}Close

Profile

This is the name of the file where the settings for color phase and contrast are stored. The name displayed here indicates the current settings.

Settings

You can save the current settings,or overwrite an existing profile.

Color phase adjustment

You can use these buttons to correct the color phase.Click on the color phase you wish to emphasize.

Degree of change

This slider alters the range in the color tone that you have changed.

Contrast

Click on the buttons to specify contrast.Click on +to raise the contrast,and -to lower it.

Print

This saves the current settings and prints the preview.Thumbnails with varying color tones and contrasts are printed.

Clear

This restores the default values.

Reset

This restores the settings you had when you opened the dialog.

Close

This closes the Trial print dialog.

Brush Tools

Using the Dialog

1. Click on the **Brushes**or the **Shapes**tab.
   A list of brushes or shapes is displayed.
2. Select a brush or a shape.
   A brush tool or a tool to draw a shape is selected.
3. Use the selected tool to draw in Image Editor.

What is this dialog used for?

In this dialog,you can use a brush to draw lines or draw a shape.Select a tool in the dialog,and draw with it on Image Editor.Specify color for the brush or shape in the Tool pallet foreground color or background color box.

Tools

For more information about the tool on the **Brush**tab,click on one of the following icons:

Brush

Air brush

Crayon

Charcoal

Chalk

Marker pen

Eraser

Magic eraser

Fingertip

Clone

fs Stamp

Light

Dark

Soft

Sharp

For more information about the tools on the **Shapes** tab,click on one of the following icons:

Straight line

Arrow
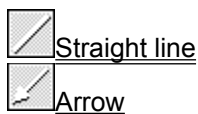
Rectangle

Ellipse

Star

Heart

● Brush

Use the brush to simulate a brush drawing.

1. Click on the **Brush** icon in the Brush Tools dialog.
2. Specify the type,size,composition,and transparency for the brush.
3. Use the brush to draw.(Click to draw a point.)

Tip: Use the left mouse button to apply the color specified in the foreground color box on the Tool pallet.
Hold down the **Ctrl**key to apply the color specified in the background color box.

● Air brush

Use the air brush to simulate an air brush drawing.

1. Click on the **Air brush**icon in the Brush Tools dialog.
2. Specify the type,size,composition,and transparency for the brush.
3. Drag the air brush to draw.
   Tip: Hold down the mouse button and stay at one position without dragging,to thicken the color at that spot.
   Tip: Use the left mouse button to apply the color specified in the Foreground color box on the Tool pallet.Hold down the **Ctrl**key to apply the color specified in the Background color box.

- ## Crayon

Use the crayon to simulate a crayon drawing.

1. Click on the **Crayon**icon in the Brush Tools dialog.
2. Specify the size,composition,and transparency for the crayon.
3. Drag the mouse on Image Editor to draw in crayon.
   Tip: Use the left mouse button to apply the color specified in the Foreground color box on the Tool pallet.Hold down the **Ctrl** key to apply the color specified in the Background color box.

● Charcoal

Use the charcoal to simulate a charcoal drawing.

1. Click on the **Charcoal**icon in the Brush Tools dialog.
2. Specify the size,composition,and transparency for the charcoal.
3. Drag the mouse on Image Editor to draw in charcoal.
   Tip: Use the left mouse button to apply the color specified in the Foreground color box on the Tool pallet.Hold down the **Ctrl** key to apply the color specified in the Background color box.

● Chalk

Use the chalk to simulate a chalk drawing.

1. Click on the**Chalk** icon in the Brush Tools dialog**.**
2. Specify the size,composition,and transparency for the chalk.
3. Drag the mouse to draw.
   Tip: Use the left mouse button to apply the color specified in the foreground color box in the Tool pallet.Hold down the **Ctrl**key to apply the color specified in the background color box.

Marker pen

Use the marker pen to simulate a marker pen drawing.

1. Click on the **Marker pen**icon in the Brush Tools dialog.
2. Specify the size,overlap,and transparency for the marker pen.
3. Drag the mouse to draw in marker pen.

   Tip: Use the left mouse button to apply the color specified in the foreground color box on the Tool pallet.
   Hold down the **Ctrl**key to apply the color specified in the background color box.

● Eraser

Use the eraser to erase the image drawn with the mouse.The erased area becomes transparent.

1. Click on the **Eraser**icon in the Brush Tools dialog.
2. Specify the shape,size,and composition for the eraser.
3. Drag the mouse to erase the image on Image Editor.

● Magic eraser

The magic eraser also erases the image in the same way as the eraser,but with magic eraser you can specify the color to erase.This is convenient for erasing background behind detailed areas such as hair.

1. Click on the **Magic eraser**icon in the Brush Tools dialog.
2. Specify the shape,size,and strength (color range)for the magic eraser.
3. Click on Image Editor to specify the color to erase.
4. Hold down the mouse button and drag the mouse to erase the image.

● Fingertip

This tool smudges where you drag the mouse as if by a fingertip.
1. Click on the **Fingertip** icon in the Brush Tools dialog.
2. Specify the size, and strength of the smudge.
3. Smudge by dragging the mouse.

● Clone

Use the clone to paint a copy of the image within the same image.

1. Click on the **Clone** icon in the Brush Tools dialog.
2. Hold down the **Alt** key, and click on the image you want to copy.
3. Drag the mouse to draw a clone image.

   Tip: Hold down the **Alt** key and click on the image to specify the position of the original image.

● Stamp

The stamp is used to stamp a part of the image within the same image.

1. Click on the **Stamp**icon in the Brush Tools dialog.
2. Hold down the **Alt**key and click on the image you want to copy.
3. Drag the mouse to draw the stamp.

   Tip: Hold down the **Alt** key and click on the image to specify the position of the original image.

● Light

Use this tool to brighten dark areas in an image.

1. Click on the **Light**icon in the Brush Tools dialog.
2. Specify the size,and strength for the trace.
3. Drag the mouse.
   The part of the image over which the mouse was dragged becomes brighter.

- **Dark**

  Use this tool to darken areas that are too bright in an image.

  1. Click on the **Dark**icon in the Brush Tools dialog.
  2. Specify the size and strength for the trace.
  3. Drag the mouse on Image Editor.
     The part you dragged the mouse over becomes darker.

● Soft

To use this tool,do the following:

1. Click on the **Soft**icon in the Brush Tools dialog.
2. Specify the size and strength for the trace.
3. Drag the mouse on Image Editor.
    The part of the image you dragged the mouse over becomes softer.

● Sharp

Use this tool to sharpen an area.

1. Click on the **Sharp**icon in the Brush Tools dialog.
2. Specify the size and strength for the trace.
3. Drag the mouse over the area you want to sharpen.
    The part of the image you dragged the mouse over becomes sharper.

● Straight line

Use this tool to draw straight lines.Straight lines are drawn in the foreground color specified on the Tool pallet.

1. Click on the **Shapes**tab in the Brush Tools dialog.
2. Click on the **Straight line**icon.
3. Specify the thickness.
4. Drag the mouse over the image.
   A straight line is drawn.

● Arrow

Use the arrow to draw arrows.Arrows are drawn in the foreground color specified on the Tool pallet.

1. Click on the **Shapes**tab in the Brush Tools dialog.
2. Click on the **Arrow**icon.
3. Specify the thickness.
4. Drag the mouse over the image.
    An arrow is drawn.

    Tip: The starting point is the tip of the arrow.
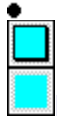
Rectangle

Use this tool to draw rectangles.The outline is drawn in the foreground color specified on the Tool pallet,and the rectangle is filled in with the background color.

1. Click on the **Shapes**tab in the Brush Tools dialog.
2. Click on the **Rectangle**icon:select from ● **Rectangle**,

Painted rectangle with frame,or

Painted rectangle without frame.
3.   Specify the line thickness.
4.   Drag the mouse over the image.
    A rectangle is drawn.

Ellipse

Use the ellipse to draw circles and ellipses.The outline is drawn in the foreground color specified on the Tool pallet,and the shape is filled in with the background color.

1. Click on the **Shapes**tab in the Brush Tools dialog.

2. Click on the **Ellipse**icon:select from **Ellipse**,

Painted ellipse with frame,or

Painted ellipse without frame.
3. Specify the line thickness.
4. Drag the mouse over the image.
   An ellipse is drawn.

Star

Use the star to draw stars.The outline is drawn in the foreground color specified on the Tool pallet,and the shape is filled in with the background color.

1. Click on the **Shapes**tab in the Brush Tools dialog.

2. Click on the **Star**icon:select from **Star**,

Painted star with frame,or

Painted star without frame.

3. Specify the line thickness.
4. Drag the mouse over the image.
   A star is drawn.

Heart

Use this tool to draw hearts.The outline is drawn in the foreground color specified on the Tool pallet,and the shape is filled with the background color.

1. Click on the **Shapes**tab in the Brush Tools dialog.

2. Click on the **Heart**icon: **Heart**,

Painted heart with frame,or

Painted heart without frame.
3.   Specify the line thickness.
4.   Drag the mouse over the image.
    A heart is drawn.

Paint

Using the Dialog

1. Move the sliders in the Paint dialog to specify the transparency and range of approximate colors.
2. Specify the foreground color on the Tool pallet,and specify the color in the Color Settings dialog.
3. Click on the area you want to fill in.
   The pixel and neighboring pixels in the approximate color range are filled in.

What is this dialog used for?

In this dialog,you can specify the range of colors to be filled and the transparency.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD058A')}Transparency

{button ,JI(`>second',`DPD058B')}Tolerance

Transparency

Move the Transparency slider to specify the transparency of the filling color in the range of 0%to 100%.The default setting is 0%.

Tolerance

Move the Tolerance slider to specify the range of color to be filled,in the range of 0 to 255.The default setting is 32.The smaller the value,the closer the color of pixels filled in.

Rotate the Image

Using the Dialog

Click on **Rotation**to rotate the image.
The Rotate the Image dialog is displayed.

What is this dialog used for?

You can rotate the whole image,invert it upside down,or invert it right to left.

With rotation,the image size changes as follows:
The height and width are reversed if the image is rotated 90 degrees.
No change occurs if the image is rotated 180 degrees,inverted upside down,or inverted right to left.
The smallest rectangle that can contain the image is used if the image is rotated freely.

Options

90 degrees right (clockwise)
Select this to rotate the image 90 degrees clockwise.

180 degrees
Select this to rotate the image 180 degrees.

90 degrees left (counterclockwise)
Select this to rotate the image 90 degrees counterclockwise.

Invert right to left
Select this to invert the image right to left.

Invert upside down
Select this to invert the image upside down.

● **Free Angle**
Enter an angle in whole numbers,and click on **Do**to correct the angle of a photo.

Correct the Red Eyes

Using the Dialog

1. Move the slider in the Correct the Red Eyes dialog to set the degree of effect and the range of colors similar to red.
2. Click on the eye color,and specify the color in the Color Settings dialog.
3. Click on the position to apply the effect.
   The pixel and neighboring pixels in the area are filled in.

What is this dialog used for?

In this dialog,you can specify the degree of the effect and the range of colors.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPD059A')}Effect

{button ,JI(`>second',`DPD059B')}Tolerance

{button ,JI(`>second',`DPD059C')}Color

Effect

Move the slider so specify a range of 0 to 255.

Tolerance

Move the slider so specify a range of 0 to 255.The smaller the value,the narrower the range of red colors filled in.

Color

Specify the original eye color.

Transformation Tools

Using the Dialog

1. Select a transformation tool.
   The image is surrounded by a frame,and is ready to be transformed.
2. To transform the image,drag the mouse.
   The image is transform.
3. Click on **Close**.
   A dialog asks you to confirm the transformation.Click on **OK**to accept.
   The transformation is applied to the image.

What is this dialog used for?

In this dialog,you can reshape,rotate,invert the image upside down,or invert it right to left.

Options

For more information,click on one of the following:

Transformation

Resize

Perspective

Distort
{button ,JI(`>second',`DPD060E')}Rotate/Invert

Transformation

When this tool is selected,a frame with four trackers is displayed around the image.
When a tracker located at one of the four corners is dragged,the image can be transformed into any arbitrary shape.
When the **Shift**key is pressed while dragging,the image can be transformed without changing the aspect ratio.
When the **Alt**key is pressed while dragging,the tracker opposite to the tracker being dragged moves opposite to the drag direction and symmetrically transforms the image.

When the outside of the frame is dragged,the image can be rotated,and when the inside of the frame is dragged,the image can be moved.

Resize

When this tool is selected,a frame with four trackers is displayed around the image.
When a tracker located at one of the four corners is dragged,the image can be resized vertically and horizontally.
When the **Shift**key is pressed while dragging,the image can be transformed without changing the aspect ratio.
When the **Alt**key is pressed while dragging,the tracker opposite to the tracker being dragged moves opposite to the drag direction and symmetrically   transforms the image.

When the outside of the frame is dragged,the image can be rotated,and when the inside of the frame is dragged,the image can be moved.

● Perspective

When this tool is selected,a frame with four trackers is displayed around the image.
When a tracker located at one of the four corners is dragged,the opposite corner along the edge of the tracker being dragged moves opposite to the drag direction and transforms the image into a trapezoid. The image can be transformed into a perspective image.

When the outside of the frame is dragged,the image can be rotated,and when the inside of the frame is dragged,the image can be moved.

● Distort

When this tool is selected,a frame with four trackers is displayed around the image.
When a tracker located at one of the four corners is dragged,the image can be transformed into a parallelogram.

When the outside of the frame is dragged,the image can be rotated,and when the inside of the frame is dragged,the image can be moved.

Rotate/Invert

- **90 degrees right (clockwise)**
  Select this to rotate the image 90 degrees clockwise.

- **180 degrees**
  Select this to rotate the image 180 degrees.

- **90 degrees left (counterclockwise)**
  Select this to rotate the image 90 degrees counterclockwise.

- Invert right to left
  Select this to invert the image right to left.

- Invert upside down
  Select this to invert the image upside down.

Image Editor Operation Bar

Using the Operation Bar

1. Click on one of the following:

Start **Start**

Correct **Correct**

Edit **Edit**

Advanced **Advanced**

Output **Output**

Tools **Tools**

Setup **Setup**

Run **Run**
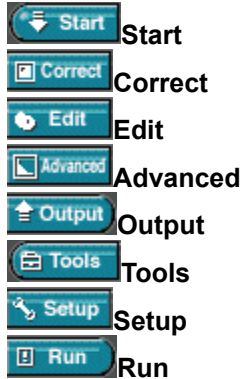
The operation is selected,and the icons that are available with that operation are displayed.

2. Click on an icon.

Operation Bar Icons

To see how an icon in the Image Editor operation bar works,click on it here:

(Start)

Create image

Open Image

Input from TWAIN device

Open from album

Open template

(Correct)

Rotation

Trim

Automatic level Correction

Brightness/contrast

Color tone

Color temperature
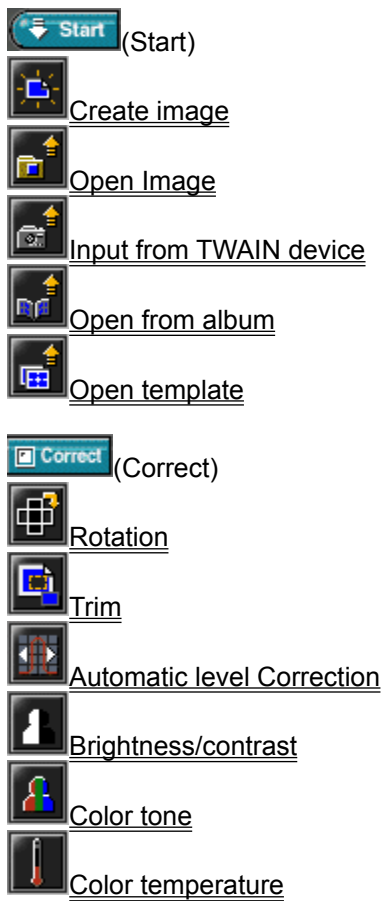
 Sharp

 Red eyes

● (Edit)

 Brush

 Paint

 Gradation

 Shadow

 Text

 Transformation

 Calendar

● (Advanced)

 Gamma

 Level

 Tone curve

 Color tone slider

 Hue

 Resolution

 Paper size

 Color mode

 Color table

● (Output)

 Save

 Save as

 Save in album

 Print preview

Print

● (Tools)

Retouch Navigation

Tool pallet

Zoom pallet

Layer pallet

History pallet

Effect pallet

● (Settings)
● Environment settings

Compression settings

Trial print

Printer settings

● (Run)

Gallery Editor

HTML editor

E-mail

About Image Editor

Image Editor is a program used to edit digital images.You can enhance images imported from a digital camera or scanner,and you can create your own posters or calendars.Image Editor can be used for the following purposes:

- To adjust the color if the image is too dark or if there is color on images imported from a TWAIN-compatible digital camera or scanner.

- To add effects to an image.Image Editor contains Retouch Navigation,which makes enhancing images easy.You can also use templates.

- Advanced image editing is possible using Layer function.

- To produce an enhanced image in a variety of formats,such as a poster,an HTML file for your Web page,or a Slide Show.

In addition,Image Editor supports a variety of file types and can be used for converting files.

Starting Image Editor

To start Image Editor,do the following:

1. Click on the Windows **Start** button.
2. Move the cursor on **Program** and **PerfectPhoto;**then click on **Image Editor**.
   Image Editor starts.

Nothing is displayed when you first open Image Editor.To display an image,you need to open a file.After opening an image,use the Tool pallet and the Effect pallet to enhance your image as you like.

Opening an Image

You can open an image in Image Editor in several ways.For details,click on one of the following:

{button ,JI(`>second',`DPC001E')}<u>Creating an Image</u>

{button ,JI(`>second',`DPC001B')}<u>Opening an Image from a File</u>

{button ,JI(`>second',`DPC001A')}<u>Importing from a TWAIN Device</u>

{button ,JI(`>second',`DPC001C')}<u>Opening an Image from an Album</u>

{button ,JI(`>second',`DPC001D')}<u>Opening a Template</u>

Creating an Image

To create an image,do the following:

1. From the operation bar,select ⬤ and then
⬤ **Create image**.
    The Create an Image dialog is displayed.
2. Specify the size,resolution,and color.
3. Click on **OK.**
    An image is created.

Importing from a TWAIN Device

You can import an image from a digital camera,scanner,or other image input device,supporting the TWAIN interface,and display it in Image Editor.
Note:You must have a TWAIN driver installed in your computer.

1. Connect the digital camera to your PC using the special cable.
2. From the operation bar,select ● and then
● **Input from TWAIN device**.
    The Select TWAIN Device and Import Image dialog is displayed.
3. Specify the TWAIN driver type,and click on **Open image**.
    The TWAIN driver program starts.
4. Follow the instructions that came with the driver.You can import an image and display it in Image Editor.

Opening an Image from a File

To open an image from a file,do the following:

1. From the operation bar,select ● and then
● **Open image**.
   A dialog is displayed where you can open the image.
2. Specify the file type,folder,and file name,and then click on **OK**.
   The file opens.

Selecting an Image from an Album

To open an image from an album,do the following:

1. From the operation bar,select ◉ and then
◉ **Select from album**.
   Album Explorer starts.
2. Open the album.
3. Select images on the album,then click on **Image**right on the operation bar.
   The image opens.

Opening a Template

Templates are stored in the template album.You can create calendars and greeting cards from the templates.To open a template,do the following:

1. From the operation bar,select ● and then
● **Open template**.
    Album Explorer starts and a list of templates is displayed.
2. Double-click on the template you want to open.
    The template opens.

Correcting Images

Correction means,among other things,correcting the hue and brightness of an image.For details on the corrections you can make,click on one of the following:

{button ,JI(`>second',`DPC002J')}<u>Rotating an Image</u>

{button ,JI(`>second',`DPC002H')}<u>Trimming an Image</u>

{button ,JI(`>second',`DPC002K')}<u>Automatic Level Correction</u>

{button ,JI(`>second',`DPC002B')}<u>Correcting Brightness and Contrast</u>

{button ,JI(`>second',`DPC002A')}<u>Adjusting Color Tone</u>

{button ,JI(`>second',`DPC002F')}<u>Correcting Color Temperature</u>

{button ,JI(`>second',`IDH_DPD011')}<u>Sharp</u>

{button ,JI(`>second',`DPC002E')}<u>Correcting Red Eyes</u>

Adjusting the Color Tone

To adjust color balance,saturation,and brightness,do the following:

1. Open the image in Image Editor.
2. From the operation bar,select ☢ and then
☢ **Color tone**.
    The Adjust the Color Tone dialog is displayed.
3. Move the Level slider to adjust the degree of change.
4. Click on the image you want to use.
    The image you click on replaces the original image.
5. When you are finished,click on **OK**.
    The hue of the image is adjusted.

Correcting Brightness and Contrast

To correct the brightness and contrast of an image,do the following:

1. Open the image in Image Editor.
2. From the operation bar,select ⬤ and then
⬤ **Brightness/contrast**.
    The Correct the Brightness and Contrast dialog is displayed.
3. Move the Level slider to adjust the degree of change.
4. Click on the image you want to use.
    The image you click on becomes the reference image.
5. When you are finished,click on **OK.**
    The brightness and contrast of the image is corrected.

Correcting the Level

When you correct the level,you are changing the histogram to adjust the brightness of the image.You can adjust to a natural brightness a too-bright photo taken in too much light,or a dark photo taken in the shadow of a building.

1. Open the image in Image Editor.
2. From the operation bar,select ● and then
● **Level**.
  The Correct the Level dialog is displayed.
3. Drag the sliders (double-headed arrows)to correct the brightness.
4. Click on **OK**.
  The level is corrected.

Tip: The histogram indicates the distribution of brightness for the pixels in the image.The horizontal axis corresponds to the brightness level (0 to 255),and the vertical axis corresponds to the number of pixels.

Tip: To set up highlights and shadows for an image that does not have pixels on both ends of the histogram,you can also move and position the Input Level slider to where the pixels show up.

Adjusting the Tone Curve

To adjust the brightness by correcting the mix of red,green,and blue in the image while keeping the effect on the image as a whole to a minimum,adjust the tone curve.You can minimize the effect on other areas when adjusting the tone curve to a specific level.You can also adjust the brightness by correcting the level,but the change in the pixel brightness is relatively smooth.

1. Open the image in Image Editor.
2. From the operation bar,select ● and then
● **Tone curve**.
     The Adjust the Tone Curve dialog is displayed.
3. Drag the tone curve to adjust the brightness.
4. Click on **OK**.
     The image is corrected.

Correcting Red Eyes

To correct red eyes,do the following:

1. From the operation bar,select ◕ and then
◕ **Red eyes**.
2. Click on the red part of the eyes.
   The pixel you click on and the neighboring colors become darker,correcting the red eyes.

Adjusting Color Temperature

You can adjust the color temperature of the whole image.For a photo taken indoors with fluorescent light,select **Fluorescent Light ->Incandescent Light**.A red layer is overlaid to soften the green color of the fluorescent light,creating a more natural color.To adjust the color temperature,do the following:

1. Open the image in Image Editor.
2. From the operation bar,select ● and then
● **Color temperature**.
    The Color Temperature tab of the Effect pallet is displayed.
3. Double-click on the image you want to use.
    The color temperature is adjusted.

Adjusting Resolution

To adjust the resolution,do the following:

1. Open the image in Image Editor.
2. From the operation bar,select ● and then
● **Resolution**.
   The Adjust the Resolution dialog is displayed.
3. Specify the vertical and horizontal resolution by percentage or by pixels.
4. Click on **OK**.
   The resolution is adjusted.

Trimming an Image

You can keep part of an image and discard the rest.The trim tool selects a rectangular area from the image.If you selected an area using the circle tool,the smallest rectangular area containing the area selected with the circle tool is selected by the trim tool.
Note:The original image is discarded.

1. Select an area on the image.
2. From the operation bar,select ● and then

● **Trim**.

The part of the image not selected is discarded,and the trimmed image is displayed.
The layer structure remains the same after the image is trimmed.

Changing the Paper Size

To resize an image,do the following:

1. From the operation bar,select ● and then
● **Paper size**.
   The Change the Paper Size dialog is displayed.
2. Specify the size,and then click on **OK.**
   The size of the image changes.

Rotating an Image

To rotate an image,do the following:

1. Open the image in Image Editor.
2. From the operation bar,select ◉ and then
◉ **Rotation**.
   The Rotate the Image dialog is displayed.
3. Click on a button to rotate the image 90 degrees right,90 degrees left,or 180 degrees.
   You can also invert the image (make a mirror image),either left to right or upside down.
   All layer images are rotated or inverted in the direction specified.

Automatic Level Correction of an Image

Automatic level correction corrects color balance and increases middle range contrast automatically.

1. Open an image with the Image Editor.
2. From the operation bar,select ● and then

● **Automatic Level Correction**.

The image level is corrected.

Tip: The color balance is corrected and the middle range contrast is increased automatically.A specified number of pixels from bright side and dark side of the red,green,and blue histograms respectively,are spread to the sides and thus widening the middle color range which results in an image with increase in contrast.The value is specified using the [Environment settings]dialog.

Editing Images

Editing means applying various effects to the image or painting on the image.There are several editing features available.For details,click on one of the following:

{button ,JI(`>second',`DPC003A')}Adding Effects to an Image

{button ,JI(`>second',`DPC003B')}Using Brushes

{button ,JI(`>second',`DPC003C')}Painting an Image

{button ,JI(`>second',`DPC003D')}Adding Gradation

{button ,JI(`>second',`DPC003E')}Adding a Shadow

{button ,JI(`>second',`DPC003F')}Entering Text

{button ,JI(`>second',`DPC003G')}Transforming an Image

{button ,JI(`>second',`DPC003H')}Using Retouch Navigation

{button ,JI(`>second',`DPC003I')}Using the Tool Pallet

{button ,JI(`>second',`DPC003J')}Changing the Paper Size

{button ,JI(`>second',`DPC003K')}Creating a Layer

{button ,JI(`>second',`DPC003L')}Saving the History of Your Actions

{button ,JI(`>second',`DPC004I')}Create a Calendar

Adding Effects to an Image

To add effects to an image,do the following:

1. Select the area you want to add effects to.
2. From the operation bar,select ● and then

    Effect Pallet.
    The Effect pallet is displayed.
3. Double-click on an effect under any of the four tabs (**Effect**,**Photo**,**Color Tone**,or **Color Temperature**.)
    The effect is added to the image.
    Tip: To fine-tune the effect,select an effect first and then correct the image with the options available with the **Correct**icon.

Types of Effects

The following effects are available:

● Effect tab:Flat,Blur,Sharp,Unsharp Mask,Emboss,Border,Vortex,Wave,Bubble,Raindrop,Tile,Mosaic,Noise,Oil Painting,Kaleidoscope,Scatter,Outline,Pinch,Turbulence,and Mirage
● Photo tab:Cross,Multi-Image,Half ND,Center Focus,Remove Stain,Motion Blur,Wind,Zoom,Rectangular to Polar Coordinates,Polar ->Rectangular Coordinates
● Color Tone tab:Grayscale,Bilevel,Sepia,Negative,Half Tone,and Posterize
● Color Temperature tab:Dusk/Dawn,Sun,Shade/clouds,Fluorescent Light,and Incandescent Light

Using Brushes

In Image Editor,you can simulate lines drawn by air brush or crayon.To use a brush,do the following:

1. From the operation bar,select ● and then
● **Brush**.
  The Brush Tools dialog is displayed.
2. Select a brush.
3. Drag the mouse where you want to draw a line.
  A line is drawn where the mouse is dragged.

Brushes

Select one of the following brushes:

● Brush
● Air brush
● Crayon
● Charcoal
● Chalk
● Marker pen
● Eraser (creates a transparent line)
● Magic eraser (erases colors similar to the color you click on)
● Fingertip (smudges where you drag as if by a fingertip)
● Clone
● Stamp
● Light (lightens the trace where you drag)
● Dark (darkens the trace where you drag)
● Soft (softens the trace where you drag)
● Sharp (sharpens the trace where you drag)

Painting an Image

You can fill in with the color you specify the pixel you clicked on and adjacent pixels that are close to that color.

1. Select the image.
2. From the operation bar,select ● and then
● **Paint**.
   The Paint dialog is displayed.
3. Click on **Options**.
4. In the Tool pallet,specify the foreground color.
5. Click on the place you want to fill.
   The specified color range is filled in.

Adding Gradation

To add gradation to an image,do the following:

1. Select the area you want to add gradation to.
   Tip: If you do select an area,gradation is added to any layer you might have selected or to the whole image.
2. From the operation bar,select ● and then
● **Gradation**.
   The Gradation dialog is displayed.
3. Specify the gradation mode and shape.
4. On the Tool pallet,use the foreground color and background color to specify the gradation colors.
5. Drag the mouse from the starting point to the finishing point of the gradation and release it.
   The gradation is added.

Adding a Shadow

To add a shadow to an image,do the following:

1. Select the layer you want to add a shadow to.
2. From the operation bar,select ● and then
● **Shadow**.
   The Shadow dialog is displayed.
3. Drag the shadow to specify the direction and thickness.
4. Click on **OK**.
   A shadow is added to the image (on a new layer that is created automatically).

Entering Text

You can enter text into an image.The text is composed of pixels,so you can enhance it by adding effects.

To add text to an image,do the following:

Entering the text

1. From the operation bar,select ● and then
● **Text**.
2.   Click on the image where you want to put text.
     The Text dialog is displayed.
3. Enter text in the field.If you want to,specify the font,size,and color of the text.
4. Click on **OK**.
    A layer made of text is created,and the text is displayed where you clicked in the image.

Editing the text

1. With the text layer selected,hold down the **Shift**key and click.
    The Text dialog is displayed.
2. Edit the text or options.
3. Click on **OK**.

Transforming Images

To transform an image,do the following:

1. Select the image and the area you want to transform.
2. From the operation bar,select ● and then
● **Transformation.**
    The Transformation Tools dialog is displayed.
3. Select the type of transformation.
    The image is surrounded by a frame,and it is ready to be modified.
4. Drag the frame to make transformations.

Types of Transformation

The following tranformations are available:

● **Transformation**
    When this tool is selected,a frame with four trackers is displayed around the image.
    When a tracker located at one of the four corners is dragged,the image can be transformed into
    any arbitrary shape.
    When the **Shift**key is pressed while dragging,the image can be transformed without changing the
    aspect ratio.
    When the **Alt**key is pressed while dragging,the tracker opposite to the tracker being dragged
    moves opposite to the drag direction and symmetrically   transforms the image.

    When the outside of the frame is dragged,the image can be rotated,and when the inside of the
    frame is dragged,the image can be moved.

● **Resize**
    When this tool is selected,a frame with four trackers is displayed around the image.
    When a tracker located at one of the four corners is dragged,the image can be resized vertically
    and horizontally.
    When the **Shift**key is pressed while dragging,the image can be transformed without changing the
    aspect ratio.
    When the **Alt**key is pressed while dragging,the tracker opposite to the tracker being dragged
    moves opposite to the drag direction and symmetrically   transforms the image.

    When the outside of the frame is dragged,the image can be rotated,and when the inside of the
    frame is dragged,the image can be moved.

● **Perspective**
    When this tool is selected,a frame with four trackers is displayed around the image.
    When a tracker located at one of the four corners is dragged,the opposite corner along the edge of
    the tracker being dragged moves opposite to the drag direction and transforms the image into a
    trapezoid.
    The image can be transformed into a perspective image.

    When the outside of the frame is dragged,the image can be rotated,and when the inside of the
    frame is dragged,the image can be moved.

● **Distort**
    When this tool is selected,a frame with four trackers is displayed around the image.
    When a tracker located at one of the four corners is dragged,the image can be transformed into a
    parallelogram.

When the outside of the frame is dragged,the image can be rotated,and when the inside of the frame is dragged,the image can be moved.

- **90 degrees right**
  Select this tool to rotate the image 90 degrees clockwise.

- **180 degrees**
  Select this tool to rotate the image 180 degrees (turn it upside down).

- 90 degrees left
  Select this tool to rotate the image 90 degrees counterclockwise.

- **Invert right to left**
  Select this tool to invert the image right to left (make a mirror image).

- **Invert upside down**
  Select this tool to invert the image upside down (make an upside down mirror image).

Using Retouch Navigation

You can enhance images as you view them using Retouch Navigation.
The Retouch Navigation screen shows you how to do it and shows you samples.To enhance the image,simply follow the instructions on the screen.The tools and   effects you need are automatically selected.You can achieve professional results with very little practice.

1. Open the image you want to enhance in Image Editor.
2. From the operation bar,select ● and then

 Retouch Navigation.
   The Retouch Navigation window is displayed.
3. Select an enhancement category.
   A list of effects is displayed for that category.
4. Select an effect.
     The preview window on the left gives you a sample of the effect.
5. Click on **Next**.
     Retouch Navigation starts.Instructions are given on the right side of the screen.
6. Follow the instructions on the screen.

   Tip:To go to the next step,click on **Next**.If you make a mistake while enhancing an image,click on **Previous**;the image is restored to the way it was in the previous step.

7. To close Retouch Navigation,click on **X** in the upper right corner.

Using the Tool Pallet

The Tool pallet contains a set of basic tools that you can use in Image Editor.With these tools you can select an area on the image.

Displaying the Tool Pallet

Select ● and then

Tool pallet.

Tools

The Tool pallet contains the following tools:

Zoom to expand or shrink an image

Hand to move the image in Image Editor

Move to move a selected area or layer

Magic brush to select the color at the clicked position and adjacent close colors

Cutter to select an area by freehand

Magic wand to select the color at the clicked position and adjacent close colors

Rectangle to select a rectangular area

Ellipse to select a circular area

Heart to select a heart-shaped area

Star to select a star-shaped area

Select allto select the whole image

Reverse selection to switch the selected area with the unselected area

Cancel selection to cancel the selection

Sampler to set up the foreground color with a color used in the image

Foreground color (upper left box)to specify the foreground color

Background color (lower right box)to specify background color

Undo to cancel the action taken

Redo to redo a canceled action

Tip:The selected area is used to restrict the area where effects are applied.The selected area has transparency property which can be edited using the Quick mask mode.The lighter the area,the stronger the application of effects.Apart from the above selection tools,you can use the following tools from the **Selected area**menu:

Select gray scale   To create a selected area with transparency,according to the brightness of the displayed image.

Select opaque area   To create a selected area with transparency,according to the transparency of the displayed image.

Apply selected area   To replace the transparency of the image in the active layer with the selected area.

For more information about the Tool Pallet

To see help for tools,click on **Help** in the Tool pallet.

Zooming the Image

Use the Zoom pallet to specify the image enlargement rate,or specify the position of the displayed image.

1. From the operation bar,select ◉ and then
   ◉ **Zoom pallet**.
      The Zoom Pallet is displayed.
2. Move the slider to change the enlargement rate.
3. Move the rectangle on the left image to change the position of the displayed image.
4. While holding down the **Ctrl**key,draw the rectangle on the left image to change the position of the displayed image.

What is Layer?

A layer is like a transparent slide and can be overlayed to create a single image.The layer below can be seen through the transparent part of a layerabove.It is useful to use layers when combining more than two images.The layers of an image is shown in the [Layer Pallet].

Types of Layer

Image Layer:Layer for image.This layer is created by selecting [Layer]->[New Layer]or clicking on **Create** of the [Layer Pallet].

Text Layer:Layer for text and text image.This layer is created when text is input with the text tool.The text input is editable.Also,effects can be applied similar to image layers.The effects are cancelled when the text is modified after applying an effect.

Floating Layer:This layer is temporary created when the selected area of an image is moved.This layer merges with the layer below upon completion of the move.

Layer Operations

Most of the image operations,such as drawing with a brush,filling with a fill tool,hue correction and applying effects,are peformed on a selected area of a layer selected with the layer pallet.A layer is selected with the [Layer Pallet]before performing an operation.

Select ♣ ->
♣ from the operation bar.
=>The [Layer Pallet]is displayed.

The layer options,such as transparency value of a layer and the overlay modes,are specified using the [Layer Option]dialog.

Select a layer in the layer pallet and click on **Option**.
=>The [Layer Option]dialogis displayed.

Tip: Apart from the above,the following operations are available from [Layer]of the menu bar:

Merge with the layer below Merge the active layer with the layer below it.
Combine the layers Merge all the layers into one.
Reset the layer mask Make the active layer opaque (all area is visible).
Separate red Separate the red component of an image and create a new layer.
Separate green Separate the green component of an image and create a new layer.
Separate blue Separate the blue component of an image and create a new layer.

Creating a Layer

To create a layer,do the following:

1. From the operation bar,select ● and then
● **Layer pallet**.
    The Layer Pallet is displayed.
2. Click on **Create**.
    A layer is created.

You can paste other images on the new layer.

Saving the History of Your Actions

This feature is convenient when repeating the same action.Save the action in the history,and use it when necessary.To save and apply the actions,use the History pallet.

1. From the operation bar,select ● and then
● **History pallet**.
     The History Pallet dialog is displayed,with all the operations you have done with this image.
2. Record,save,read,or edit the history.You can apply the history to other images.

Advanced Correcting and Editing Images

Correction means,among other things,correcting the hue and brightness of an image.For details on the corrections you can make,click on one of the following:

{button ,JI(`>second',`IDH_GAMMA')}<u>Adjusting Gamma</u>

{button ,JI(`>second',`DPC002C')}<u>Correcting Level</u>

{button ,JI(`>second',`DPC002D')}<u>Adjusting the Tone Curve</u>

{button ,JI(`>second',`IDH_COLOR_SLIDER')}<u>Adjusting the Color Tone with Slider</u>

{button ,JI(`>second',`IDH_HUE_SLIDER')}<u>Adjusting the Hue</u>

{button ,JI(`>second',`DPC002G')}<u>Adjusting Resolution</u>

{button ,JI(`>second',`DPC002I')}<u>Changing the Paper Size</u>

Correcting Colors

{button ,JI(`>second',`DPC004F')}<u>Reducing the Number of Colors in an Image</u>

{button ,JI(`>second',`DPC004G')}<u>Using the Color Table</u>

Saving and Printing an Image

Saving an Image

There are two different ways to save an image enhanced in Image Editor.For details,click on one of the following:

{button ,JI(`>second',`DPC004A')}<u>Saving an Image as a File in an Album</u>

{button ,JI(`>second',`DPC004B')}<u>Saving an Image in an Album</u>

Printing an Image

There are two ways to print an image;from the Preview window or from a regular window.To adjust the hue,use trial print:

{button ,JI(`>second',`DPC004C')}<u>Printing an Image after Previewing It</u>

{button ,JI(`>second',`DPC004D')}<u>Printing an Image Immediately</u>

{button ,JI(`>second',`DPC004E')}<u>Adjusting Hue and Contrast for Printing</u>

Saving an Image in the same File

To save an image in the same file,do the following:

1. From the operation bar,select ● and then
● **Save.**
    The image is saved.

Saving an Image as another File

To save an image in another file,do the following:

1. From the operation bar,select ● and then
● **Save as.**
   A dialog is displayed where you can save the image as a file in an album.
2. Select the file type.
3. Specify the directory where you want to save the file,and specify the file name.
4. Click on **Save**.
   The image is saved.
   Tip: When saving a file in the JPEG format,click on **Options**to display a dialog where you can specify the compression settings**.**

Options

When saving a file in the JPEG format,click on **Options**to display a dialog where you can specify the compression settings.

Saving an Image in an Album

You can save the enhanced image in an album.

1. From the operation bar,select ● and then
● **Save in album**.
   Album Explorer starts.
2. Open an album,or select **New**.
   The image is saved in the album.
   Tip: If the file does not have a name,the Save dialog is displayed.Specify the file name.
   When saving a file in the JPEG format,click on **Options**to display a dialog where you can specify
   the compression settings.

Creating a Calendar

To create a calendar with the image you are editing, do the following:

1. From the operation bar, select ⬤ and then
⬤ **Calendar**.
   The Create a Calendar dialog is shown.

Printing an Image after Previewing It

Display the print preview and click on **Options** before printing the image.

1. From the operation bar, select ● and then
● **Print preview**.
    A dialog where you can preview the printout is displayed.
2. Make selections on the dialog.
3. From the operation bar, select ● and then
● **Print**.
    Printing starts.

Printing an Image Immediately

To print the image you are editing,do the following:

1. From the operation bar,select ◉ and then ◉ **Print**.
   Printing starts.

Adjusting Hue and Contrast for Printing

Trial Print

The image displayed on the screen might be slightly different from the printed image.To print the optimum image,use trial print to adjust the hue and contrast.

1. Open the image in Image Editor.If necessary,select the area (If you do not select an area,the whole image is selected).
2. From the operation bar,select ● and then
● **Trial print**.
    The Trial Print dialog is displayed.The dialog shows a number of variations of the image,each with slightly differing hue and contrast.
3. Click on P**rint**.
    The image thumbnails are printed with the same layout as the dialog.

Saving Trial Print as a Profile

To save the settings of hue and contrast after printing the image,do the following:

1. Check the results of the printing.Click on the thumbnail with the best hue and contrast,and enter a profile name.
2. Click on **Print**.
    The Print dialog is displayed.Even if you do not print the image,the settings are recorded as a profile.

Reusing a Profile

With the Trial print dialog displayed for another image,select the recorded profile name;the image is displayed in the Before-to-After row at the bottom left,with the profile applied.

Reducing the Number of Colors in an Image

To reduce the number of colors in an image,do the following:

1. Select the area where you want to reduce colors.
2. From the operation bar,select ● and then
● **Reduce colors**.
   The Reduce the Colors dialog is displayed.
3. Select the color mode and any other options you want.
4. Click on **OK**.
   The number of colors in the selected area is reduced.

Using the Color Table

With a full-color image reduced to 256 colors,you can control the color using an image format called the index color.Use the color table to specify the index color.

You can use any one of 256 colors as the index color.Since you can set up color separately,it is possible to narrow the color range down to a minimum in order to reduce the file size of the image.

1. From the operation bar,select ● and then ● **Color table**.
    The Color Table dialog is displayed.
2. Click on the color you want to change on the color table.
    The Color Settings dialog is displayed.
3. Change the color,and click on **OK**.

Setting Up Options

For more information about the options in Image Editor,click on one of the following:

{button ,JI(`>second',`DPC005A')}<u>Setting the Image Editor Environment</u>

{button ,JI(`>second',`DPC005B')}<u>Setting the Compression Rate</u>

{button ,JI(`>second',`DPC004E')}<u>Adjusting the Hue and Contrast for Printing</u>

{button ,JI(`>second',`DPC005D')}<u>Setting Up the Printer</u>

Setting the Image Editor Environment

To register the number of actions to save in the history,or the profile for printing,do the following:

1. From the operation bar,select ● and then
● **Environment settings**.
    The Environment Settings dialog is displayed.
2. Change the optoins as you like.
3. Click on **OK**.
    The new options are used in the future.

Setting the Compression Rate

To specify the compression rate for a JPEG or a FlashPix image file,do the following:

1. Open the image in Image Editor.
2. From the operation bar,select ⏺ and then
⏺ **Compression settings**.
3. Specify the compression rate.
4. Click on **OK**.
    The image is compressed.

Setting Up the Printer

To set up your printer,do the following:

1. From the operation bar,select ● and then
● **Printer settings**.
   A Windows dialog is displayed where you can specify the printer settings.
2. Specify your printer settings.
3. Click on **OK**.

Starting Other Programs

You can start the following programs,and use them with your images:

{button ,JI(`>second',`DPC006A')}Starting Gallery Editor

{button ,JI(`>second',`DPC006C')}Starting an HTML Editor

{button ,JI(`>second',`DPC006D')}Starting E-Mail

Starting Gallery Editor

To start Gallery Editor,do the following:

From the operation bar,select ◉ and then
◉ **Gallery Editor**.

Starting an HTML Editor

If you have IBM Home Page Builder or another HTML editor,you can start it from PerfectPhoto.

From the operation bar,select ● and then
● **HTML editor**.

If your HTML editor does not start,select ● and then
● **Environment settings**from the operation bar.

Starting E-Mail

From PerfectPhoto,you can start your IBM Mail King or another E-mail application.

From the operation bar,select ● and then
● **E-mail**.
If your E-mail application does not start,select ● and then
● **Environment settings**.

List of Pallets

{button ,JI(`',`IDH_DPP001')}<u>Layer Pallet</u>

{button ,JI(`',`IDH_DPP002')}<u>Effect Pallet</u>

{button ,JI(`',`IDH_DPP003')}<u>Zoom Pallet</u>

{button ,JI(`',`IDH_DPP004')}<u>Tool Pallet</u>

{button ,JI(`',`IDH_DPP005')}<u>History Pallet</u>

Layer Pallet

What is this pallet used for?

With the Layer pallet,you can organize the layers of your image.The pallet shows you an image thumbnail in each layer.To sort the layers,drag and drop them.

Creating a Layer

Click on **Create layer**to create a layer.

Adjusting the Transparency or the Blur of a Layer

1.   Select the layer.
2.   Click on **Options**.
     The Layer Options dialog is displayed.
3.   Specify the transparency and the outline blur.
4.   Click on **OK**.

Types of Layers

The following layers are available.

● Image layer,which includes stationary images.

● Text layer,which includes stationary images and text data.

Using the Buttons

To see how to use the selections on the pallet,click on one of the following:

{button ,JI(`>second',`DPP001A')}<u>Creating a Layer</u>

{button ,JI(`>second',`DPP001B')}<u>Copying a Layer</u>

{button ,JI(`>second',`DPP001C')}<u>Deleting a Layer</u>

{button ,JI(`>second',`DPP001D')}<u>Options</u>

{button ,JI(`>second',`DPP001E')}<u>Display Mode</u>

Tip: Apart from the above layer functions,you can use the following from the **Layer**menu:

Merge with layer below	Merge the active layer with the layer below.
Merge layers	Merge all layers.
Reset layer mask	Make the active layer opaque.
Separate red from layer	Create new layer from the red color component.
Separate green from layer	Create new layer from the green color component.
Separate blue from layer	Create new layer from the blue color component.

Creating a Layer

Click on **Create** to create a layer. The layer is created on top of the layer you are currently working on. You can drag and drop the layers to alter the sequence.

Copying a Layer

Select a layer,and then click on **Copy**to copy it.

Deleting a Layer

Select a layer,and then click on **Delete**to delete it.

Options

Select a layer,and then click on **Options**to display the Layer Options dialog.The following options are available in this dialog:

- **Composition**(Select from normal,multiplication,maximum value,minimum value,dithering,screen,absolute difference screen,or copy.)

- **Transparency**

- **Outline blur**

Display Mode

You can display a layer in five different modes.The mode specifies how each layer is displayed in Image Editor.If you change the mode,you change the way the image is displayed,not the image itself.To change the display mode,click on one of the following:

Image-The opaque part of the quick mask is shown as the selected area.

Image□{quick mask-The part of the image covered by the quick mask is shown in light red.You can edit the quick mask by using the tools in the Brush Tools dialog.

Quick mask-The quick mask is displayed in gray scale.You can edit the quick mask by using the tools in the Brush Tools dialog.

Image□{layer mask-The part of the image covered by the layer mask is shown in light red.You can edit the layer mask by using the tools in the Brush Tools dialog.

Layer Mask-The layer mask selected on the Layer pallet is displayed in gray scale.You can edit the layer mask by using the tools in the Brush Tools dialog.

About the Quick Mask

The quick mask is a selected area displayed as a mask covering the image.It is used as a transparency when an effect is applied to a layer.The selected area has transparency property which can be edited by selecting Quick mask mode.The lighter the area,the stronger the application of effects.

You can edit the quick mask by using the tools in the Brush Tools dialog.Use a brush tool to increase the masked area,or use the eraser tool to delete the masked area.

About Layer Mask

Layer mask records the layer as an Alpha Channel.Layer Mask is used as a transparency for the layer.

You can edit the layer mask using the Brush Tools dialog.To edit,use the brush tools to add a masked area.Delete the masked area with the eraser.

Effect Pallet

Using the Effect Pallet

1. Click on one of the following tabs:
- **Effect**
- **Photo**
- **Color tone**
- **Color temperature**
2. Double-click on an effect.
   The effect is applied to the image.

   Tip: To change the strength of the effect,click on the effect,and then click on **Options**.

What is pallet used for?

This pallet adds special effects to the selected area or to the whole image.

Options

For more information,click on one of the following:

{button ,JI(`>second',`DPP002B')}Preview

{button ,JI(`>second',`DPP002C')}Apply

{button ,JI(`>second',`DPP002D')}Options

Preview

Click on this button to preview the effect in the pallet in a rectangle containing the selected area.

Apply

Select an effect and click on **Apply** to apply the effect. The degree of the effect is added to the image according to the default value.

Options

Click on this button to display a dialog for adjusting the selected effect.

Zoom Pallet

Using the Zoom Pallet

The rectangle on the left image shows the position of the displayed image.
Drag the slider to set the zoom rate,or click on a button.The image expands or shrinks.

What is this pallet used for?

You can set the zoom in the following ways:

Magnification 700 %By entering the zoom rate
You can set the zoom rate by entering a value in the range of 6%and 1600%.

By moving the zoom slider
Movethe slider with the mouse to set the zoom rate in the range of 6%and 1600%.

By clicking on **Full pixel size display**
Click on this button to zoom the image by multiples of the pixel number.

By clicking on **Full window display**
Click on this button to enlarge the image to the full window size.

By clicking on **Match the window to the image**
If the image is smaller than the window frame,click on this button to adjust the window frame to the image.

You can set the position of the displayed image in the following ways:

By moving the rectangle on the left image
Movethe the rectangle on the left imagewith the mouse to set the position of the displayed image.

By drawing a rectangle on the left image
Drawthe the rectangle on the left imagewith the mouse while holding down the **Ctrl**key to set the position of the displayed image.

Tool Pallet

Using the Tool Pallet

If you click on a tool,the icon is outlined.

What is this pallet used for?

The Tool pallet contains tools and buttons that are used to enhance the image.The selection tools are used often.You can use the cutter to select an area by freehand,or you can use the magic wand to select an area by color.

Tools

For detailed information on how to use the tool,click on of the following:

- Zoom
- Hand
- Move
- Magic brush
- Cutter
- Magic wand
- Rectangle
- Circle
- Heart
- Star

Range

- Select all
- Reverse selection
- Cancel selection
- Foreground color and Background color
- Undo
- Redo
- Sampler

● Zoom

Zoom moves n image closer or farther away.When you use the zoom tool,the mouse pointer changes into a magnifying glass.To change the display size of the image,do one of the following:

Selecting an Area

1. Click on the **Zoom**icon ● in the Tool pallet.
2. Drag the mouse over the image to select a rectangular area.
   The selected area expands to the full window size.

Zooming to a Fixed Magnification

1. Click on the **Zoom**icon ● in the Tool pallet.
2. Do one of the following:

● Click on the image.(The point you click on becomes the center of the image.)Each time you click on the image,it enlarges.The maximum size is 16 times the original image.

● Hold down the <Alt>key,and click on the image.Each time you click on the image,it shrinks.The minimum size is 1/16.

• Hand

If an image is too large to be viewed in Image Editor,use the hand tool to move to the part you want to put into view.

1. Click on the **Hand**icon ● in the Tool pallet.
   The cursor changes into a hand.
2. Drag the image to see the part you want to see.
   The portion of the image dragged into view is displayed.

● Move

The move tool moves a selected area.

1. Select an area.
2. Click on the **Move** icon ● in the Tool pallet.
   The cursor changes shape.
3. Drag the selected area.
   The selected area is cut and moved in the direction you drag it.

   Tip: To move a copy of the selected area in the desired direction, hold down the **Alt** key, and drag the selected area. The original image remains unchanged. A new image is created when an image is dropped outside a window. Also, when an image is dropped into a another window, the image is inserted into that window.

● Magic Brush

The magic brush is a brush tool for selecting similar colors.It gives you more flexibility,because you can use the brush to extend an area.This is particularly convenient when selecting detailed areas,such as hair.

1. Click on the **Magic brush**icon ● in the Tool pallet.
   The unselected portion of the image turns red and the Brush Tools dialog is displayed.The Magic eraser is automatically selected.
2. Use the slider in the Brush Tools dialog to specify the range of color you want to select.
3. Click the mouse button on the image to select the color,and keep holding down the mouse button.The color you have pressed becomes the reference color.
4. Start at the point where you clicked and drag the mouse to select an area,moving the mouse as if it were a brush.
   The closest color is selected and the mask is cleared from that area.
5. Repeat procedures 3 and 4 to expand the selected area.
6. After selecting an area,click on **Image** mode ● in the Layer pallet.
   The mode changes from the quick mask mode to the image mode,defining the selectedarea.
   Thearea inside the broken line is the selected area.

   Tip: Toselect the area with greater accuracy,narrow down the color range,and then click and drag the mouse as many times as necessary.To select a large area in one step,widen the color range.

● **Cutter**

The Cutter selects an area by freehand.

1. Click on the **Cutter**icon ● in the Tool pallet.
2.   Drag the mouse around the area that you want to select.Or,click the mouse at a few positions around the area that you want to select.

      Double-click the mouse.The line you made turns into a broken line.The area inside the broken line is the selected area.

      Tip: The following operations can be performed on an image with a selected area.
      Selection with the <Shift>key pressed: adds the current selection
      Selection with the <Alt>key pressed: removes the current selection
      Dragging with the <Ctrl>key pressed: moves the selected area
      Dragging with <Shift>and <Ctrl>keys pressed: moves the selected area similar to the move tool.

● Magic Wand

The magic wand automatically selects an area with similar colors.

1. Click on the **Magic wand**icon ● in the Tool pallet.

2. Specify the range of approximate color,using `Range 32` in the Tool pallet.
3. Click on the image at a point showing the intended color.
   All areas similar to the color specified are selected.

   Tip: The following operations can be performed on an image with a selected area.
   Selection with the <Shift>key pressed: adds the current selection
   Selection with the <Alt>key pressed: removes the current selection
   Dragging with the <Ctrl>key pressed: moves the selected area
   Dragging with <Shift>and <Ctrl>keys pressed: moves the selected area similar to the move
      tool.

● Rectangle

The rectangle is a tool for specifying rectangular areas.

1. Click on the **Rectangle**icon ● in the Tool pallet.
2. Click and drag the mouse diagonally across the area you want to select.Release the mouse button.

A rectangular area is selected.

Tip: The following operations can be performed on an image with a selected area.
Selection with the <Shift>key pressed: adds the current selection
Selection with the <Alt>key pressed: removes the current selection
Dragging with the <Ctrl>key pressed: moves the selected area
Dragging with <Shift>and <Ctrl>keys pressed: moves the selected area similar to the move tool.

● **Circle**

The circleis a tool for specifying circular or elliptical areas

1. Click on the **Circle**icon ● in the Tool pallet.
2.   Click and drag the mouse diagonally across the area you want to select.Release the mouse button.
       An area is selected.

Tip: The following operations can be performed on an image with a selected area.
Selection with the <Shift>key pressed: adds the current selection
Selection with the <Alt>key pressed: removes the current selection
Dragging with the <Ctrl>key pressed: moves the selected area
Dragging with <Shift>and <Ctrl>keys pressed: moves the selected area similar to the move
   tool.

● Heart

The heartis a tool for specifying heart-shaped areas.

1. Click on the **Heart** icon ● in the Tool pallet.
2.   Click and drag the mouse diagonally across the area you want to select.Release the mouse button.
   A heart-shaped area is selected.

   Tip: The following operations can be performed on an image with a selected area.
   Selection with the <Shift>key pressed: adds the current selection
   Selection with the <Alt>key pressed: removes the current selection
   Dragging with the <Ctrl>key pressed: moves the selected area
   Dragging with <Shift>and <Ctrl>keys pressed: moves the selected area similar to the move
     tool.

● **Star**

The staris a tool for specifying star-shaped areas.

1. Click on the **Sta**r icon ● in the Tool pallet.
2. Click and drag the mouse diagonally across the area you want to select.Release the mouse button.
   A star-shaped area is selected.

Tip: The following operations can be performed on an image with a selected area.
Selection with the <Shift>key pressed: adds the current selection
Selection with the <Alt>key pressed: removes the current selection
Dragging with the <Ctrl>key pressed: moves the selected area
Dragging with <Shift>and <Ctrl>keys pressed: moves the selected area similar to the move
   tool.

Range

The range selects and sets the range of a color.The default is 32,and the range is 0 -255.

   (For more information,see <u>Magic Wand</u> ● .)

● Select All

To select a whole image,click on **Select all**● in the Tool pallet.

● Reverse Selection

Reverse Selection reverses the area selected and the area not selected.

1. Select an area.
2. Click on the **Reverse selection** icon ● in the Tool pallet.
   The selected area and the area not selected are reversed.

Blur Outline

Blur outline blurs the outer edge of the selected area.

1. Select an area.
2. Click on the **Blur outline** icon in the Tool pallet.
   The outside edge of the selected area becomes blurred.

Expand Selected Area

Expand Selected Area expands the size of the selected area.

1. Select an area.
2. Click on **Expand selected area** in the Tool pallet.
   The selected area expands.

Shrink Selected Area

Shrink Selected Area shrinks the size of the selected area.

1. Select an area.
2. Click on the **Shrink selected area** icon in the Tool pallet.
   The selected area shrinks.

● Cancel Selection

Cancel selection● in the Tool pallet cancels the selected area.

◆ Sampler

The samplertakes a sample of a color from a selected area,to use elsewhere.The color you specify becomes the color used for the brushes and the shape tools.

1. Click on the **Sampler**icon ◆ in the Tool pallet.
2.   Click on a color on the image to select the foreground color.To select the background color,click on the color on the image while holding down the **Alt**key.
    Foreground and background colors are selected.

● Foreground and Background Color

●
The foreground color is at top left,and the background color at bottom right.

Foreground Color

The foreground color is the color used to paint areas.The foreground color is used when the Brush Tools dialog is used.The default setting is black.To change the color,do the following:

1. Click on the **Foreground color**icon of the Tool pallet.
   A dialog is displayed where you can select a color.
2. Select a color and click on **OK**.
   The selected color becomes the foreground color.

Background Color

You can use the background color to create a background or to specify the second color for gradation.For example,if you use a brush tool while holding down the **Ctrl**key,the background color is used.The default setting is white.To change the color,follow the procedure below.

1. Click on the **Background color**icon on the Tool pallet.
   A dialog is displayed where you can select the background color.
2. Select a color and click on **OK**.
   The color you selected becomes the background color.

◆ **Undo**

To undo actions,do the following:

1. Click on the **Undo**icon ◆ in the Tool pallet.
   The action just performed is cancelled.You can click on **Undo**repeatedly to cancel previous actions
   one at a time.

Redo

To redo actions you have undone,do the following:

1. Click on the **Redo**icon ● in the Tool pallet.
   The action you just had cancelled with **Undo**is restored.You can click on **Redo**repeatedly to restore previous steps one at a time.

History Pallet

Using the Pallet

1. Enhance an image in Image Editor.
   All actions are added to the History pallet.
2. Click on **Save**in the History pallet.Specify the file name and save the history.
3. To call up a saved history,click on **Read**.To repeat the actions saved in the history on another image,select the image and click on **Run**.
   Tip: All non-protected steps that come after the current step are deleted each time a new action takes place.

What is this pallet used for?

This pallet saves a history of actions taken.You can apply those actions to other images.The saved history is stored in a file,which you can open and edit.Also,steps where you can use the **Redo**and **Undo**icons are indicated.If you save the file using **Save temporarily**in the History pallet appropriate stages,you can go back to that stage in a single step.

Buttons

Several buttons are available on the History pallet.To see how a button works,click on it here:

Undo

Redo

Return to the temporary saved status

Save temporarily

{button ,JI(`>second',`DPP005E')}Step

{button ,JI(`>second',`DPP005F')}Skip

{button ,JI(`>second',`DPP005G')}Run

Protect

{button ,JI(`>second',`DPP005I')}Delete

{button ,JI(`>second',`DPP005J')}Read

{button ,JI(`>second',`DPP005K')}Save

Undo

This button cancels one action.

Redo

This restores one action that was cancelled with **Undo**.

⬆️Return to the Temporary Saved Status

This button returns you to the most recent stage where you saved the file using **Save temporarily**.

Save Temporarily

Click here to temporarily save the image.

Step

Each time you click on this button,a steps is run,starting from the top of the list.To change the parameters,click on the triangle to the left of the step before taking the step.The dialog to set the parameters opens before the step is taken.

Skip

This button lets you skip the current step.Use this together with the **Step**button.

Run

This button lets you run all listed actions without changing parameters.

● **Protect**

When you perform an action on Image Editor,steps after the current step are overwritten and deleted from the History pallet.However,steps taken while this button is selected are protected.Protected steps are not deleted from the history even if they occur after the current step.

1. Click on **Protect**on the History pallet.
2. Enhance an image in Image Editor.
   Your actions are added to the History pallet in the protect mode.
3. Click on ● **Undo**to go back,and perform other actions.
   The actions taken before are not deleted.

Delete

Click on this button to delete the next item in the history.

Read

This button opens a history file saved with the **Save**button and displays it on the History pallet.This file is appended to,in the protect mode,directly after the current step.

Save

This button saves the history of actions displayed on the History pallet in a file.

Convert File Format Settings

In this dialog,you can specify one of the following formats:

- FlashPix (Open)
- PCD (Open)
- FlashPix (Save)
- GIF (Save)
- JPEG (Save)

FlashPix (Open)

You can specify the image size.The image size remains valid until you change it.To specify the size,click on the **Specify the size**radio button.You can select either **Maximum**or **Minimum**.
To specify the upper limit in pixels,click on **Specify the upper limit**,and enter the upper limit size.
If the file contains an image of that size,the program opens that image.If the file does not contain any image of that size,the program opens the image closest to the upper limit size.
To adjust the image size to the size of the window,click on **Match the window size**.The window size is fixed when the program starts up.

The file name you have selected is shown in the **Specified file**field.If you do not select a file,General appears in the **Specified file**field.

PCD (Open)

You can specify the resolution.If the specified resolution is not found,the PhotoPerfect opens the file with the closest resolution.

The file name you have selected is shown in the **Specified file**field.If you do not select a file,General appears in the **Specified file**field.

FlashPix (Save)

You can specify the compression rate for JPEG files.Click on **Preview**to fine-tune the compression rate.
If you select **Vertical subsampling**you can achieve even more compression.
Put a check mark in the **Multiple resolutions**check box to save the file in multiple resolutions.

The file name you have selected appears in the **Specified file**field.If you do not select a file,General appears in the **Specified file**field.

GIF (Save)

You can select Transparent GIF and Interlace display before saving a file.If you have selected Transparent GIF,click on **Transparent color settings**to specify the transparent color.

The file name you have selected appears in the **Specified file**field.If you do not select a file,General appears in the **Specified file**field.

JPEG (Save)

You can specify the compression rate for the image.Click on **Preview**to fine-tune the compression rate.If you select **Vertical subsampling**you can achieve even more compression.To save a file as a progressive JPEG file,put a check in the **Progressive JPEG**check box.

The file name you have selected appears in the **Specified file**field.If you do not select a file,General appears in the **Specified file**field.

Transparent Color Settings

Using the Dialog

1. Specify the color you want to make transparent.
2. Click on **OK**.

Tip:To specify a transparent color,click on the index pallet on the left in the dialog.You can also click (or sample)on the preview window on the right.

What is this dialog used for?

In this dialog,you can specify transparent colors for your transparent GIF file.

Compression Settings

You can specify the compression rate for your image file in this dialog.Specify the compression rate while viewing the compressed images.

Adjust the compression rate with the slider while looking at the top left image,and click on **OK**to apply your settings.

If you select **Vertical subsampling**you can achieve even more compression.

If no image has been selected,this dialog shows the default image.If you have already selected an image,that image is shown.

Print

Using the Dialog

1. Click on**Print.**
   The Select the Print Mode dialog is displayed.
2. Select a print mode and click on **Print**.
   Printing starts.

Options

There are three print modes.For details,click on one of the following:

{button ,JI(`>second',`IDH_PLD001A')}Page/Poster print
{button ,JI(`>second',`IDH_PLD001B')}Tile print
{button ,JI(`>second',`IDH_PLD001C')}Comment print

Page/Poster print

Using the Mode

1. Click on one of the following:
- **Image**
- **Title**
- **Printer options**
- **Poster**

     The tab is displayed.
2. Enter your settings.
3. Click on **Print**.
   Printing starts.

Note

This mode is used to print an image on one single page.

Options

Four tabs are available in this mode.For details,click on one of the following:

{button ,JI(`>second',`IDH_PLD001AA')}<u>Image</u>

{button ,JI(`>second',`IDH_PLD001AB')}<u>Title</u>

{button ,JI(`>second',`IDH_PLD001AC')}<u>Printer options</u>

{button ,JI(`>second',`IDH_PLD001AD')}<u>Poster</u>

Image

You can position your image with this tab.Click on one of the following to position the image:

[icon] Top left
[icon] Top center
[icon] Top right
[icon] Left
[icon] Center
[icon] Right
[icon] Bottom left
[icon] Bottom center
[icon] Bottom right

You can also enter values to specify the exact position of the image.

To specify the image size,click on one of the following:

[icon] Original image size
[icon] Maximize size
[icon] Maximize size with landscape orientation

You can also enter values to specify the exact size of the image.

Title

To put a title on the image printout,put a check in the **Enable title** check box.You can also specify the font size and position of the title.

Printer Options

Enlarged images might appear ragged when they are printed.If this happens,click on the **Best quality**radio button.The image appears less ragged.

To invert the image horizontally,select **Invert image**.

Poster

You can print a poster using more than one sheet of paper.Set the paper overlap.You can also print guidelines,which is convenient when cutting the paper.If the horizontal and vertical overlap are both set at 0.0,the guidelines are not printed.

You can specify the number of sheets to be printed.To set the number automatically,remove the check mark from the **Fix the number of sheets**check box,change the size of the preview image on the left,and the number of sheets increases and reduces.To change the image size,click on the black square and drag it.

Tile print

Using the Mode

1. Click on one of the following:
- **Tile**
- **Image**
2. Enter your settings and click on **Print**.
   Printing starts.

Note:

This mode is used to print several images on the same page.If there are more tiles than images,some image are printed more than once.

Options

Two buttons are available in this mode.For details,click on one of the following:

{button ,JI(`>second',`IDH_PLD001BA')}Tile

{button ,JI(`>second',`IDH_PLD001BB')}Image

Tile

You can specify the position of your image.To specify the position manually,disable **Auto adjust**.To specify the margin between the image and the edge of the paper,enter values in the margin box.To specify the image size,enter values in the **Size**field.To specify the space between one image and another,enter values in the Space box.

You can specify the arrangement of the images.

You can save the settings and use them again.Click on **Register settings.T**he Save/Delete Settings dialog appears.

Image

To maximize the size of the image while retaining the arrangement specified with the **Tile**button,click on **Expand to the full tile size**.To turn the image from portrait orientation to landscape orientation,and to set an equal distance between images,click on **Rotate to the tile orientation**.

Comment print

Using the Mode

1. Click on one of the following:
* **Layout**
* **Output information**
   The button is displayed.
2. Enter your settings.
3. Click on **Print**.
   Printing starts.

Options

Two buttons are available in this mode.For details,click on one of the following:

{button ,JI(`>second',`IDH_PLD001CA')}Layout

{button ,JI(`>second',`IDH_PLD001CB')}Output information

Layout

You can arrange your list of images.

Compact

Image above and text below

Image below and text above

Image left and text right

Image right and text left

Image and text alternately right and left

To arrange your images in two rows,put a check mark in the **Print in two rows** check box.The arrangement does not change if **Compact**is selected.

You can specify the number of images displayed on one page.

Output information

You can specify the information to be printed on the list of images.Select the necessary information from **Information to print**,and click on left arrow [<-]to add it to the **Printable information** field.

Print mode

You can select the print mode in this dialog.The following print modes are available:

- Page/Poster
- Tile
- Comment

To print,click on **Print**.To see a preview,click on **Preview**.

Trial Print

In this dialog,you can adjust the contrast and color tone before printing a color image.

In the Trial Print dialog,click on **Print**.
Check the printout.
Select the image you want and click on **Print**.The corrected image is printed.To save this adjustment,click on **Settings**.

To clear the settings,click on **Clear**.To restore the initial settings,click on **Reset**.

Save/Delete Settings

You can save and delete the paper settings in this dialog.The software contains settings for various types of paper.To save a name,enter it in the **Paper settings**field and click on **Save**.To delete a setting,select it from the list and click on **Delete**.

Select TWAIN Device and Import Image

In this dialog,you can select a TWAIN device,and import an image file.

The list box shows you a list of available TWAIN devices.Select a device from the list,and click on **Open image.**