

040b73747265616d747970656481a203840163c48403737373810a0a810b0b815f5f84012584067f411b312d37OneVision-Image: Create Canvas

692539\_TMSImgCreate.tiff ↗ **Create Canvas**

In OneVision, you can't have a frame without having an element. Drawing a frame always creates an element. The element owns the properties of the currently selected tool.

This tool is used to create the canvas for an image. It either creates a new, blank image or blanks out an existing one, creating an empty image frame with a single background color.

The *<Create Canvas>* tool offers various controls for defining the new image:

## Image Type

paste.tiff ↗

OneVision-Image supports several image types. The image type specifies the color model and the color depth of an image (i.e., how many color are available). A detailed description of image types in OneVision is found in the *<Image Types>* chapter  
;↗(;/TMSImg/PictureFormats.rtf;Bildarten;↗).

## Image Size

496360\_paste.tiff ↗

These parameters determine the size of the image, according to the units (;/OneVision/WorkingIntro/Units.rtf;↗) you select.

## Image Resolution

785021\_paste.tiff ↗

This portion of the panel is used for defining the resolution of the image.

### *Line Screen*

This specifies the image's line screen frequency for an output device.

### *Factor*

This value shows the relationship between pixels to halftone dots and normally ranges from 1.41 to 2.0.

### *Resolution*

The calculated final resolution of the image appears here, based on the values specified for *<Line Screen>* and *<Factor>*. If you change this value, the entry in the *<Factor>* field will be adjusted accordingly.

### *Horizontal*

This displays the width of the image in pixels, based on the values supplied in *<Resolution>* and *<Image Size>*. If you change this automatically calculated value, the width of the image will be adjusted accordingly.

### *Vertical*

This displays the height of the image in pixels, based on the values supplied in *<Resolution>* and *<Image Size>*. If you change this automatically calculated value, the height of the image will be adjusted accordingly.

### **Memory**

**35868\_paste.tiff** ↗

This field shows the amount of memory the new image will need, so you can estimate whether your computer will be able to handle the image (;../TMSImg/Firmware.rtf;Speicherende;↗).

### **Canvas Color**

**493624\_paste.tiff** ↗

This color well icon determines the initial (background) color of the

new image.

**Note:** The color you use for initializing the canvas should be of the same type or color model you selected for the image type. Otherwise the color has to be converted. This may result in a quite different appearance of the selected color, because using a CMYK color for a grayscale image obviously can't work.

## Create

This creates the image based on the specifications you have supplied. This command is only available if an element has been selected. Two options for creating blank images are available:

1. You can change to <sup>a</sup>New Element<sup>o</sup> mode

(;../OneVision/WorkingIntro/Cursorform.rtf;Neues Element öffnen;-) and draw a new element frame; the values for height and width that you have specified will be changed accordingly. Entering new values in the corresponding entry fields will resize the frame. Clicking **<Create>** creates the image with the specified color. Clicking **<Cancel>** or the panel's close button removes the drawn frame and discards the operation.

2. If you have already loaded an image, you can select it and click **<Create>**. In this case, the contents of this element will be replaced with an image according to the parameters you've specified.