WinPaint *256* **Table of Contents**

WinPaint 256

It is our sincere hope that this help system is beneficial to you.   Many people have been frustrated with help screens and we at Rentek have tried to give WinPaint a system that is more *help-full*.   We have tried to avoid stating the obvious and to focus in on the not-so-obvious.   It is designed to be simple and easy-to-read, with a lighthearted touch.   May it prove useful to *you!*

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WINPAINT *256* **Summary of Features**

WinPaint is not an all-encompassing, feature-packed, deluxe graphics package.   On the contrary, WinPaint is a fairly simple bitmap editor, intended to build upon the good-natured qualities of Microsoft Paintbrush and fill in some of the gaps.

WinPaint offers:

Multiple bitmaps open at the same time.
Multiple views of the same bitmap.
Direct Open and Save to the Clipboard (no more fighting with Copy/Paste commands).
Quick Restore command to reload bitmaps from disk.
All features available in zoomed views.
Touch-up corrections to lines or shapes drawn out of place, in the wrong color, etc.   Even accidental clicks of the mouse can be easily reversed (e.g. Undo).
Extensive keyboard support.

We *strongly* recommend that you read through the Tips and Tricks topic, which points out some of the more subtle features of WinPaint.

WinPaint 256 Tips and Tricks

Some features of WinPaint shine most when they are used together.   This topic is meant to help you get into "high gear" with WinPaint.

When you work in a zoomed view, you may want to see the picture in normal mode at the same time.   Just open a second view of the same bitmap.   Each view has its own zoom setting.   If you want to maximize the close up view and still see the normal view, just pin-up the normal view.   It will stay on top of the zoomed view (and everything else as well) so you can see them both.

WinPaint has a special button on the Color Palette which is *Clear*.   Like normal color buttons, the Clear button can be used for the foreground, background, or both. However, it's really not a color, it is the *lack* of a color.   Several of the modes available in Microsoft Paintbrush have been eliminated in WinPaint with the Clear button.   If you're wondering where these modes went, read through the Modes topic.

WinPaint provides keyboard support for scrolling the screen and moving the cursor. Also, when you draw a line (or box, etc.) you can use the TAB key to jump the cursor between the two ends.   This means you can draw a shape in *rough form* with the mouse, then adjust the ends to their   *exact* positions with the keyboard.   When you drag an outlined area across the screen, put it into the general area and then use the keyboard to nudge it into place.

Sometimes you may want to draw a line or box, or outline an area which is bigger than the whole screen.   One way to do this is to drag the cursor off the edge of the screen and invoke automatic scrolling.   But there is another way.   While you hold down the mouse button, scroll the screen with the keyboard!   This can also be done when dragging an outlined area.   Think of it as moving the screen while the outline holds still, instead of moving the outline while the screen holds still.

WINPAINT 256 Confusion and Chaos

YES, there are some tricky sides to WinPaint.   This topic deals with some frustrating situations that can and do occur for new users of WinPaint.

WinPaint's <u>adjustment phase</u> takes some getting used to.   When you draw a series of several lines, you may find a time when you draw from point A to point B, then from point B to point C and you get a surprise!   The result is a single line from point A to point C.   When you click on point B to begin the second line, WinPaint thinks you are *adjusting* the first line rather than drawing a second line.   You need to hit the Enter key to tell WinPaint you're done with line *A-B* and moving on to line *B-C*.

The same problem from another angle is when you draw a series of lines with different colors.   Let's say you select red from the color palette and draw a line, then select blue and draw another.   What will you get?   2 blue lines!   When WinPaint notices the change of color the first line is still adjustable, so the color change is applied to the first line.   Again, hit Enter to indicate the first line is finished.

The above might happen *accidentally* sometimes but *intentionally* at other times.   This example is not done on purpose.   Let's suppose you want to nudge an outlined area into place on the screen with the <u>keyboard</u>., but you're having some trouble.   About every 3 or 4 pixels, the whole image slips one way or the other.   What could cause this?   Since your mouse is still active, a slight brush of the mouse with your wrist or elbow will effect the image.   Also, make sure your mouse is on a level surface so it doesn't slide if your desk gets bumped.

These problems are difficult to eliminate because they are *side effects* of desirable features.   If you have a solution to offer, please send us a letter.   We welcome ideas for future upgrades.

WinPaint256 **The Shareware Thing**

WinPaint is being released as shareware.   Therefore, we encourage you to give copies of the software to your friends, coworkers, etc.

Shareware is not free software!   It is copyright protected in exactly the same way as commercial software.   The only difference is that you get to *try out* shareware programs before buying.   You pay for a shareware program *after* a trial use period, and only if you decide to continue using the program.   If WinPaint doesn't suit your needs, delete it from your hard drive and that's that.   If you like it and use it: you're obligated to pay for it.   (See <u>Registration</u> for details).

Yes, there are people who "try out" shareware programs for years without registering. Unfortunately, they spoil things for the rest of us.   As you might expect, if everyone's uses WinPaint without paying for it, Rentek will be unable to pursue WinPaint upgrades or new shareware products.

WinPaint was developed by M. David Holden, Product Development Manager at Rentek, Incorporated of Detroit Michigan as an in-house Research and Development effort.   Our staff enjoyed using WinPaint so much, we thought perhaps the public might feel the same way.

Rentek, Inc. is a Software Consulting Firm established in 1974 and incorporated in 1979.   Originally Rentek was predominantly involved in the large scale main frame arena.   In the early 90s Rentek made the transition to PCs and Networks, and is currently involved in consulting and client support, as well as custom software design, development and publication.

If your business is in need of software development, analysis, or consulting support, please feel free to contact me at:
    Rentek, Incorporated
    Attn: D. Holden
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    Westland, MI   48185

WinPaint256 **Registration**

When you purchase a registered version of WinPaint, you will receive:
    The most current version of the program
    A bound and printed manual
    The right to telephone support for the program

To register WinPaint, fill out the Registration screen (press the "Register" button on the "Help : About WinPaint" screen), print out the order form, and send it along with a check or money order to:
    Rentek, Inc.
    Attn: WinPaint Mgr.
    PO Box 12
    New Hudson, MI   48165-0012

 For a single user registration, the price is TWENTY DOLLARS ($20).
 For networks with 10 or fewer users, the price is FIFTY DOLLARS ($50).
 For larger networks, the price is ONE HUNDRED DOLLARS ($100).

With a Network registration you will receive three copies of the printed manual.   We ask that you establish a single person responsible for handling questions about WinPaint when you contact Rentek.

WinPaint (like most shareware programs) has some "incentive to register" aspects designed into the unregistered version.   For instance, the "Help : About WinPaint" screen is *always* presented before starting WinPaint, and it clearly states that you're using an unregistered version.

Also, WinPaint counts the number of times you have used the Save command from within the program, and in the unregistered version it shows you this count each time you save.   If the count reaches 100 or more, it is certainly time to conclude your evaluation of WinPaint.

WinPaint **does not** create hidden tattletale files, nor perform any form of reprisal for extended non-registered use.

WinPaint 256 Upgrades

When you register WinPaint you receive a disk with the most current version of the software (along with a manual, etc.).   If this is a newer version than the trial version you originally had, you will have purchased an upgrade!   Because the purchase price for WinPaint is so low, the upgrade prices are the same as the original registration prices. Upgrade packages contain the same materials as registration packages.

Upgrades to WinPaint may be available about every 6 months or so.   Each new version will contain new features and enhancements.   As a registered user, you will receive a notification when an upgrade is available and information about the enhancements offered.

New releases of the *current version* of WinPaint will be made available via the major bulletin board services, or by sending a blank diskette to Rentek, Inc. along with a self addressed stamped envelope.   New releases are not the same as upgrades.   They contain corrections for newly discovered problems.   If you have a registered copy of the current version of WinPaint, you may install a new release of this same version without affecting your registration.

WINPAINT 256 **License Agreement**

This is the general LEGALESE section, including legal authorizations, warranties, and of course the usual disclaimers.

Rentek Inc. is not responsible for anything at all.   Nothing.   Even if held responsible, the limit of our liability is the licensing fee you've paid if you are a registered user.

WinPaint is not and has never been public domain software, nor is it free software. Non-registered users are granted a limited license to use WinPaint on a trial basis for the purpose of determining whether the software is suitable for their needs.   Any other use of WinPaint requires registration.

A **single user registration** permits a user to use one copy of WinPaint on a single non-networked computer.   A **single user registration** may only be used upon a networked computer if the disk drive it is installed upon is a non-networked disk drive.

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This license agreement pertains to version 1.1 of WinPaint.   If a user obtains a copy of a different version of WinPaint, it will include a license agreement pertaining to it.

No one may modify or patch any of our executable files in any way, including but not limited to decompiling, disassembling, or otherwise reverse engineering WinPaint. WinPaint maintains installation specific information in parameter files, some of which is protected via encryption.   Tampering with this information is considered an alteration to WinPaint, and is prohibited.

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Rentek, Inc. warrants that all disks provided by Rentek, Inc. are free from defects in material and workmanship, assuming normal use, for a period of 90 days from the date of purchase.

Rentek, Inc. warrants that WinPaint will perform in substantial compliance with the documentation included.   If a significant defect is found, the purchaser may return the product for a refund or replacement at Rentek's discretion.   In no event will such a refund exceed the purchase price.

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TRADEMARKS

WinPaint 256 — Using the Mouse

If you're familiar with other paint programs, this topic will probably be nothing new to you.   Even so, you really should take a look at the <u>keyboard support</u> topic: you may be surprised at what you find!

Some of the <u>Editing Modes</u> in WinPaint utilize only the left mouse button, but some use both buttons.   The choice of mouse buttons involves <u>Color Selection</u>. For example, if you're in Dot by Dot mode, you can draw with either the foreground or background color, so therefore you can use either button.   If you're in Draw Box mode, both colors are used to draw the box (outline and interior) so there's no meaning WinPaint could give to the right button.   In the <u>Editing Modes</u>   topic, each mode describes how the colors are applied.

WinPaint uses the standard rubber-banding mechanism (like most paint programs) to draw lines, boxes, outlines, etc.   You can click the mouse and stretch your shape off the edge of the window to tell WinPaint to scroll for you while you hold down the mouse button.   WinPaint provides a Scroll Lock control, however, to turn off this mechanism. We felt it was important because it's fairly common to accidentally cross the window edge boundary.   Having the screen start to scroll "all by itself" can be very frustrating.

WinPaint 256 — Using the Keyboard

The shortage of keyboard support in Microsoft Paintbrush was one of the main reasons why WinPaint was developed.   However, WinPaint does *require* the use of a mouse!

Like most Windows programs, WinPaint provides keyboard support in the nature of hot keys on pull down menus, shortcut keys for common commands, etc.   Pull down the menus one by one to see the hot keys and shortcut keys.   Getting to know these keystrokes may take time now but will save you time in the long run.

You can scroll the current view up or down using the Page-Up and Page-Down keys, or left and right using the Home and End keys.   Normally they only move the view in small steps.   To scroll in larger steps, use the same keys while holding down the Control key. You can move the cursor itself with the arrow keys one logical pixel at a time (in zoomed views a logical pixel can get pretty big!) or 8 logical pixels at a time with the Control key held down.

WinPaint uses the keyboard to _emulate_ the mouse.   This is accomplished by using the space bar as a replacement for the left mouse button and the arrow keys for movement. For example, to draw a line with the mouse you move the cursor to the starting point, click and hold the mouse button, slide the mouse to the ending position, then release the button.   To do the same thing with the keyboard, move the cursor to the starting point *with the arrow keys*, press and hold the *space bar*, slide the *cursor* to the ending position *with the arrow keys*, then release the *space bar*.   (The keyboard doesn't emulate the right mouse button).

The final important keyboard command is the Tab key.   When you draw a line or box, WinPaint remembers the starting and ending points until you accept or reject the change (or move on to some other action).   If you want to adjust these points, you simply click and drag them with the mouse.   On the keyboard, when you press the Tab key once, the cursor will jump to the exact starting point of the shape.   Pressing Tab again will jump the cursor to the next, and so on.   You can then adjust the point with the keyboard mouse emulation described above or simply use the mouse normally.

WINPAINT256 **The Menu Bar**

Click on the items below to view the choices within each menu.

[The File Menu](#)
[The Edit Menu](#)
[The Line Menu](#)
[The Outline Menu](#)
[The Text Menu](#)
[The Window Menu](#)
[The Help Menu](#)

WINPAINT256 The Command Buttons

Across the top margin of the screen is a series of buttons.   They are generally grouped into three zones:

> The Quick Access Commands
> The Mode Buttons
> The Toggle Buttons and Current Settings

The Command buttons provide a quick way to use features normally available from the pull down menus.   There is **no difference** between these buttons and the menus.

Open on the **File** menu
Save on the **File** menu (or Save As if the file name is unknown)
Print on the **File** menu

The Mode Buttons are discussed in a separate Help topic.   However, be aware that when you click on a mode button, it presses *immediately,* with no *release* phase as with normal buttons.

The Toggle buttons:

Pin Up from the **Window** menu (Toggle button: UP or DOWN)
Grid Lines from the **Window** menu (Toggle button)
Scroll Chained from the **Window** menu (Toggle button)
Lock Auto-Scroll from the **Window** menu (Toggle button)

The Current Staus Settings:

Line Attributes Information.   The number indicates the current line thickness, and the key word next to it indicates the style.   Also accessible via the **Line** menu.
Zoom Level for the current view.   Also accessible via the **Window** menu.

WINPAINT256 The Mode Buttons

The Mode Buttons are the life blood of WinPaint.   They tell WinPaint what you wish to do what a mouse click means.   Each Button is shown with both UP and DOWN images, so you can see the difference between off and on.

Outline Area mode.   Used for clipping out areas to drag across the screen.   This mode is used for Copy / Paste commands from the Edit menu.   The Print command from the

File menu also has a special reference to Outlined Areas. When you outline an area to drag, first set the background color to indicate the portions of the area you want to be transparent during the operation.   If you set the background color to *clear*, then you will be dragging a *copy* of the outlined area, and no portions of it will be transparent.

Text mode.   When you first enter Text mode, a text window appears into which you can type and/or paste text from the Clipboard.   If you have a large amount of text in this window, but only want to paste part of it into your bitmap, highlight the portion desired.   See the topic on the Text Menu for other special options.

Draw (Dot by Dot) mode.   You can draw with either the foreground or background color, using either left or right mouse buttons.   WinPaint ignores the Line Thickness Setting in Draw mode and always draws one dot at a time.

Erase mode.   Actually a *Replace mode*, because only the foreground color is erased, which essentially means replaced, with the background color.   If the foreground is *Clear*, then all dots touched will be changed to the background color.   The size of the Erase zone around the cursor is dependent upon the line thickness setting.

Paint (Area Fill) mode.   In this mode, a single click of the mouse will *pour* the desired color onto the bitmap, replacing all contiguous dots of the same color as the dot clicked.   You can paint with either the foreground or background color, using either left or right mouse buttons.   The Reject command can be used to undo Painted areas.   The area effected by the paint command could encompass the entire bitmap, regardless of how much is visible in the current view.

Line Draw mode.   Click at the starting point, hold down the mouse button and stretch out the line, then release the mouse button at the ending point for the line.   You can use either the foreground or background color, using either left or right mouse buttons.

Box Draw mode.   As with Line mode, stretch out the box as desired.   If you set the background color to *clear*, only the box outline will be drawn.   Otherwise, the interior of the box will be filled with the background color.   If you don't want an outline on the box, set the foreground color to *clear*.

Irregular Shape mode.   This mode allows you to draw from point to point, up to 64 lines, until eventually you connect back to the beginning point.   Before Accepting the shape, you can tweak any and all of the points along the outline.   See Box Draw mode above for color options.

Circle Draw mode.   This is really an *ellipse* draw mode.   In

WinPaint the only way to draw a perfect circle is to watch the
Message Line and to see when the width and height are
equal.   See Box Draw mode above for color options.

WINPAINT256 **The Color Palette**

WinPaint has a color palette along the left hand margin of the screen which includes 4
types of buttons:

Normal SOLID colors (16)
The CLEAR color (1)
MIXED DOT colors (4)
CUSTOM colors (4)

Two of these buttons are selected at all times: Foreground and Background.   The
current foreground button will look pressed and have a DOT in the center of the color
block.   The current background button will also look pressed and have a CIRCLE in the
color block.   You can select the same color for both foreground and background.

WinPaint256 The Accept / Reject Buttons

The ability to adjust edits before they become final is one of WinPaint's strongest features.   It can also be a frustrating feature (see Confusion and Chaos).   It's as a double edged sword,   all the better to cut with once you get the hang of it.

The buttons themselves look like this ✓✗ and are located at the bottom left corner of the screen.   The green check means Accept, the red cross out means Reject.   The **Enter** and **Escape** keys are a faster way to do the same job.   These commands can also be accessed via the Edit menu.

One big advantage of the adjustment phase is that get a moment to let go of the mouse and switch over to the keyboard.   See the topic on Keyboard Support for more information.

The Dot by Dot Draw mode has no adjustment phase.   After all, how do you "adjust" an edit for a single dot?   The same applies to Erase mode and Paint mode.   In these modes, edits are accumulated until they're Accepted or Rejected all at once.   The other modes draw one object at a time.   For instance, when you draw a line, you don't draw another until the first one is either Accepted or Rejected.   Don't worry!   WinPaint automatically performs an Accept for you when you start the second line, as it does when you change the current mode, or when you do a Save or Restore, or when you switch over to another bitmap view window.

There is an important point to make here.   WinPaint does an automatic Accept **only if** you switch to a **different** bitmap Image.   If you open two or more view windows for the **same** bitmap, you can switch freely between them.   This means you can draw a line in one view, then tweak the tips in another.

WINPAINT 256 The Message Area

The Message Area is located along the bottom margin of the screen.   WinPaint does not make this optional (as do some paint programs).   WinPaint goes further than merely showing the current pixel position of the cursor.   It also shows the position where an edit began, where it ended (or will end), and the distance between these two points.

Each display box has its own caption, and contains two values separated by commas. The first number is the horizontal pixel value measured from the left side of the bitmap. The second number is   the vertical pixel value measured from the top.

The three position type displays show *distance* from the edge, so naturally the *first* dot is **zero** (not at all distant).   The *size* display box acts differently.   It does not measures from left to right or right to left.   It measures the *difference*.   Also, the values are shown one dot more than actual.   For example, if you draw a horizontal line, the difference in height between the two tips is zero (none at all), but there is still 1 dot in height to this line.   If the line were drawn 2 pixels wide, the *difference* would be 1 but the *width* would be 2 (Two dots side by side are one dot apart).

WinPaint256 **Bitmap View Windows**

WinPaint uses what the software industry calls "The Multiple Document Interface" (MDI).   This is a standard way of gathering together many windows under the umbrella of a single main window.   MDI is used by the Program Manager, The File Manager, Microsoft Word,   Microsoft Excel, and many other major programs.

You can shrink (Minimize) a view window to an icon, or Maximize them to use all of the desktop space.   Use the Tab key while Control is held down to rapidly switch between multiple view windows.   You can close a view by making it Current, then hitting F4 with Control held down (Alt F4 closes the WinPaint main window, the same as selecting Exit from the File menu).

WinPaint 256   Pinned Up Views

The Pin Up feature in WinPaint replaces the *keyhole view* presented most other paint programs when in Zoom Mode.   Instead, you open two (or more) views of the same Bitmap and Pin Up one of them, so you are free to work within the other, even in minimized mode.

Pinned-Up views stay on top of everything on the screen.   They can be moved right off of the WinPaint screen (or over the top of the Command Buttons, the Color Palette, etc.).   The intention is to let **you** decide what to do and how.   Pinned-Up views can do everything normal views can.

Be aware, however, that Pinned-Up windows have some slightly odd behavior.   First, when you make a Pinned-Up view the *Current* view, you will see the main WinPaint window *caption bar* across the top **turn dark** (inactive).   This is an unsought a side effect.   Second, there is also a small problem accessing the Menu Bar via the keyboard when the current view is Pinned-Up.   We hope to address these quirks in future upgrades.

WINPAINT 256 Scroll Chained Views

Scroll Chaining is a special mechanism in WinPaint to make it easier to use multiple views of the same bitmap.   When Scroll Chaining is turned on, it applies to **all** view windows for the given bitmap.   Whenever you scroll one view of this bitmap, **all** views for it will scroll the same amount (in logical pixels) so they will stay focused on the same part of the image.

Do not confuse Scroll Chaining with Auto-Scroll Locking.   Locking doesn't mean the view can't scroll, it just means the cursor won't slip off the edge and cause WinPaint to scroll the image automatically.

Definition: Emulate

Emulate means "to imitate in both manner and purpose".   The word is very close in meaning to *Simulate*.   The keyboard can emulate the mouse by doing the same things with key strokes that the mouse does with movements and clicks.

Definition: Dithering

Dithering is the process of mixing together dots of varying shades to produce an overall impression of a color which can not be created directly.   An example of dithering is laying down a pattern of red and white dots to make a pink area.   There is another kind of dithering, depending upon the context of discussion.   Dithering also can be the use of off-color dots along the fringe area where two colors meet.   For example, a black line on a white area often looks jagged.   With dithering, you add gray dots along the edge of the line.   To the eye, these dots seem half black and half white.   The results can be breathtaking.

File Menu

New Bitmap	Opens a view onto a blank bitmap.
Open File	Opens an existing bitmap file.
Open Another View	Opens another view window for the current bitmap.
Open From Clipboard	Gets the bitmap from the Clipboard (if there is one), and opens a view window for it.
Save	Directly saves the current bitmap.
Save As	Saves the current bitmap using a new file name.
Save to Clipboard	Puts a copy of the current bitmap on the Clipboard.
Revert	Reloads the bitmap or PCX file from disk.
Print	Prints the current bitmap with selected options.
Exit	Shuts down WinPaint.
1. *File Name*	The four most recently accessed files are listed here. Selecting one of these four file names opens the file for editing.

File: New Bitmap

Creates a blank bitmap and opens a view window for it.   When you are through with it, you may close the view and destroy the bitmap, or you may save it to disk.   The bitmap is initially created at the same size as the screen, so if you wish to set the bitmap dimensions, you should immediately use the Bitmap Size command from the Edit menu.

File: Open

This command uses the standard Windows file-name dialog to provide a way for you to locate the bitmap (*.BMP) or PCX (*.PCX) file you want.   If this dialog isn't adequate, try using the Drag and Drop mechanism built into MS Window File Manager!   All you have to do is run WinPaint and File Manager at the same time (both windows at least partially visible), locate the file you want, then "drag" it from the File Manager screen and "drop" it on the WinPaint Screen!   For further explanations of this feature, refer to the File Manager Help System or MS Windows manual.

File: Save As

This command uses the standard Windows file-name dialog to provide a way for you to enter the file-name and select the drive and directory where the image will be saved.   If you do not specify a file name extension (xxx.EXT) then one will automatically be applied depending upon the file type field (in the lower left corner of the dialog screen). If you DO provide an extension, but it is neither BMP nor PCX, the file type field should indicate the format in which to save the file.   Note: Images created by the New command or Open From Clipboard command do not have a file-name initially, so the Save command for these images is automatically converted into a Save As command.

File: Print

Before printing your bitmap, WinPaint opens a dialog screen, which allows you to select the printer to use, access the printer setup options (dot resolution, orientation, gray scale mode, etc.), set the margins, and select additional options.   If you have outlined a portion of the current bitmap, you may choose to print only this portion.

Edit Menu

Cut	Copies the outlined area to the Clipboard and then deletes it from the bitmap.
Copy	Copies the outlined area to the Clipboard.
Paste	Retrieves the bitmap on the Clipboard (if any) and "drops" it onto the current view. You may then "drag" it into the desired position.
Accept Changes	Causes the current edit(s), which are still adjustable, to become "permanent".
Reject Changes	Performs an UNDO for the most recent edit(s).
Bitmap Size	Allows you to resize the current bitmap, and optionally stretch or shrink the image as well.
Mode	One way of setting the Current Mode.
Color Patterns	One way of accessing the Color Setup Screens.

Edit: Paste

A copy of the image previously placed on the Clipboard is dropped into the current view in the center of the visible area.   The Paste command will automatically switch you to Outline Mode.   If there are any edits in the adjustment phase, they will automatically be accepted at this time.   You may still UNDO the Paste command by hitting Escape, or pressing the Reject button with the mouse.   The background "see through" effect occurs as usual for Outline mode, so you should set the background color before using this command.   This function has no effect if there is no bitmap image on the Clipboard.

Line Menu

Thicker	Increases the current line width setting.
Thinner	Decreases the current line width setting.
Solid	Sets the current line drawing style.
Dotted	Sets the current line drawing style.
Dashed	Sets the current line drawing style.
Dot Dash	Sets the current line drawing style.

Outline Menu

Flip Horizontal	Changes the currently outlined area into a mirror image flipped over from side to side.
Flip Vertical	Changes the currently outlined area into a mirror image flipped over from top to bottom.
Turn Upside-down	Turns the currently outlined area 180 degrees.
Turn Left	Turns the currently outlined area 90 degrees counter-clockwise.
Turn Right	Turns the currently outlined area 90 degrees clockwise.

Text Menu

Font	Brings up the standard font selection dialog box.
Normal	Text displays left to right.
Upside-down	Text displays right to left and upside-down.
Upward	Text displays vertically, reading bottom to top.
Downward	Text displays vertically, reading top to bottom.
Level	Not raised or sunken.
Raised	Text will have a white accent and a gray shadow.
Sunken	Text will have a white counter-accent.

Window Menu

Tile	All view windows will be arranged to use as much space as possible and still show all windows.
Cascade	All view windows will be set to a medium size and arranged so that all title bars are visible.
256 Color Palette	Opens the 256 Color Palette selector window for editing the 16 Solid Colors of the Color Palette. Only available if your video display driver is configured for 256 color mode.
Pin Up	Allows a view window to stay on top of all other windows. (Toggle switch).
Grid Lines	Allows a view window to have pixels demarcated by black lines when in Zoom mode. (Toggle switch).
Zoom In	Increases the magnification one step.
Zoom Out	Decreases the magnification one step.
Zoom Settings	Allows control of each magnification step.
Scroll Chained	Allows simultaneous scrolling of all view windows for a given bitmap. Useful for zoomed and non-

	zoomed window pairs. (Toggle switch).
Lock Auto-Scroll	Prevents the cursor from accidentally dragging an outline or shape off the edge of the screen, thereby causing the screen to scroll. (Toggle switch).
1. *Bitmap View Name*	Selecting this type of entry is one way of making the chosen view become the current view window.

Help Menu

Index	Brings up the "Front Door" to this Help System.
Using Help	Brings up the "Windows Help" file, which is included with all versions of Microsoft Windows. Once you have selected this help option, you will be viewing a separate help file which is not related to the file you are currently viewing.
Registration	Brings up Registration information about WinPaint.
Commands	Brings up information regarding the pull down menus.
About WinPaint	Tells you the program version number, your Registration Number, and a variety of other useful bits of information.

Definition: Contiguous

Simply put, it means "all together, adjacent, touching".   This does NOT included dots which touch on the diagonal (corner to corner).   If you have an area filled with a dot mix (dithering) you could have difficulties because even though you MADE these dots with a "single" color, once they are in place there isn't any way to know they are related.   As far as WinPaint is concerned, only the 16 solid colors are replaceable as contiguous dots.

Normal SOLID colors

The 16 solid colors represent the actual colors available in the Windows color palette. In a standard VGA setup, there are only 16 *real* solid colors.   However, if you have a Super VGA monitor and it is configured to run in 256 color mode, then the 16 solid color buttons represent 16 of the 256 available solid colors.   You can double click on one of these buttons to bring up the 256 Color Palette to pick a different shade for that button. A shortcut for setting the shades of the Solid Color buttons is to hold down the *Shift* and *Control* keys while clicking on the desired color directly in your bitmap image.   Using this method, you can set either the foreground or background buttons using the left and right mouse buttons respectively.

The CLEAR color

The Clear button isn't really a color.   It is the LACK OF color.   The simplest example of using clear is when you draw a box, but want only the outline of the rectangle. Normally WinPaint fills the box with the background color.   If you set the background to *clear*, you're telling WinPaint "I don't have a background color", so the area will not be filled at all.

Take time to experiment with the different <u>modes</u> and combinations of the Clear button as the foreground or background while thinking about the concept of "not having" a color.

MIXED DOT colors

We use the name "Mixed Dot", though the actual term for these 4 buttons is <u>Dithered</u>. The Mixed Dot colors are adjustable in the same way as with Microsoft Paintbrush and most other paint programs.   You can dial in the red, green, and blue aspects in a range from 0 to 255.   Access the edit window for one of these colors by simply double clicking on its button, or via the Edit Menu.

CUSTOM colors

The Custom colors aren't really colors at all!   They are actually patterns.   WinPaint provides 4 of these buttons, and it remembers them from session to session, so you don't have to constantly recreate them.   When you double click on one of these buttons (or use the Edit Menu), WinPaint opens a view window with an image 8 by 8 pixels in size.   You can draw anything you want on this tiny image, and when you save it, you are making this pattern a part of the color palette.   Think of it as wallpaper!   You cannot draw lines with this "color," since it isn't really a color, but you can use it in Paint mode, or as a fill color for boxes, circles and irregular shapes.

256 Color Palette

WinPaint provides a *preset* collection of 256 shades for use in 256 color mode.   The 256 Color Palette selection window divides colors into three general areas.   They are the 16 standard VGA colors, a grid of 216 evenly graduated shades (mixing red, green and blue), and a collection of miscellaneous shades.   There are some overlaps, so don't be surprised to see pure white in all three categories!

When you select a shade from the 256 color palette, you are choosing a shade to use in the WinPaint color palette.   You may use either the left or right mouse button to select foreground or background respectively.   With the keyboard, normal arrow key movements apply to the foreground.   When the shift key is held down, they apply to the background.   Only the 16 Solid Color buttons may be altered with the 256 color palette.