

Editing Drawings

After choosing one of the "Display frame..." commands on the Main Display Edit menu, the "Filmstrip" display will appear:

The display now shows the chosen frames, and can be scrolled up or down, 5 or 20 frames at a time by clicking one of the scroll buttons. (If you have more than 300 drawings in memory, the "Display frame" menu accesses the frames in intervals of 50 instead of 20. To get to a particular frame you may have to scroll this display first.)

The Exit button returns to the main display, and any frames in "edit memory" will be forgotten (see "Cut" and "Paste" commands).

To use the editing functions, you must first mark a frame or a range of frames. To mark a single frame, click on it once. If you want to mark a range of frames, click on the first frame, and with the mouse button down, drag to the last frame to be chosen, and release the mouse. In the illustration above,

frames 127 to 134 are marked.

You can select a frame for printing (NOT IN LE VERSION) by first marking it and then pressing the space bar. A marker will be shown after the frame number, see frames 122-124 above. To deselect a frame, mark it and press space again.

By doubleclicking on a frame, you select that frame for retouching (NOT IN LE VERSION). See "Retouching Drawings" chapter.

The File menu:

rint screen outputs the screen display to your printer.

Print marked frames outputs all marked frames, even if they are not visible on the screen.

Clear all print markers does just that!

The Edit menu

ut The frame or range of frames to be cut must first be marked by clicking and dragging the mouse. In the illustration on the previous page, frames 127 - 134 inclusive are marked. The drawings are removed, but remain in an "edit

memory" and can be "Pasted" in another position. You may have to scroll the display first.

Paste Before a "Paste" is performed the insertion point must be marked by marking a frame on the filmstrip. Both "Cut" and "Paste" alter the frame numbering, so the exposure sheet will not refer to the intended frames any more. Use Cut and Paste only before you start working on the x-sheet, and not at all if you generate a correctly timed x-sheet during recording. (In that case, if you need to do any changes, use the x-sheets features instead!)

Display... enables you to quickly move to other images, without having to scroll the display.

Retouching Drawings (NOT IN LE VERSION)

When you go into retouching mode, the selected drawing will be displayed. With the drawing tools that are chosen with the round buttons, you can add details or erase unwanted parts of the image (such as numbers or inbetweening instructions present on the original drawings, or background imperfections due to less than perfect lighting during shooting).

ou can use a thin, medium or thick line in either black or white. Use the large white dot if you need an "eraser".

o write text, choose the text button, and click the mouse on a point on the drawing where you want to start typing text.

If you have made an error using the retouching tools, use this button to restore the displayed drawing to its original form.

These buttons allow you to move from one drawing to the next in the animation sequence. The changes made to the present drawing are accepted and it is no longer possible to use "Revert" on the frame that was displayed before the button was pressed.

The Exit button returns to the main display, or the "Filmstrip", depending on where you were when choosing the retouch function. Any changes made to the displayed drawing will be accepted.