

Chapter 6 - Working with Imported Graphics

6.1 Bitmaps

Bitmaps can be imported into your ShareDraw document from MacPaint format files. To import all or part of a MacPaint file, choose Paint from the Import submenu in the File menu.

The Import MacPaint dialog that appears displays a preview of your selected file. This dialog contains two tools that allow you to select just a portion of the file to import.

The Lasso tool can capture an irregular area of the image. The Box tool is used to capture a rectangular area. If you don't select any area with one of these tools, the entire bitmap is imported.

The smaller window in the dialog shows a scaled view of the entire image. By dragging either tool in this smaller window you can scroll the view of the area that is displayed in the larger, actual size view window.

You can 'colorize' imported MacPaint bitmaps by assigning a fill color to the black pixels and a fill color to the white pixels of the bitmap.

1. Select the bitmap you wish to add color to.
2. Open the Color Palette from the Tool menu.
3. Click the Fill bucket icon in the upper left corner of the palette.
4. Click the Black Bit icon (the black rectangular icon).
5. Click any color in the palette.

All of the black pixels in the bitmap will now display the color you clicked. To colorize the white pixels in the bitmap, follow the above steps but click the White Bit icon (the white rectangular icon) at the top, center of the Color Palette.

6.2 Pictures

Pictures is a general term for imported drawings and images. Two forms of pictures are supported: PICT and EPSF.

6.2.1 PICT

PICT format pictures may include objects that can be converted to graphic and bitmap objects. They can contain color images such as scanned photographs. When you import a PICT file or bring one in through the Clipboard a dialog appears. This dialog allows you to choose whether to import the file as a single image or to have ShareDraw import it as editable objects (such as polygons) if possible.

An option in the Preferences dialog, Use Picture Prompt, can be turned off so that all PICT imports are converted into separate, editable objects whenever possible.

6.2.2 EPSF

EPSF files created on a Macintosh usually include a PICT preview that can be displayed in your document. If no PICT preview was saved with the original EPSF file, a gray box will be drawn in the ShareDraw document as a substitute. Whether or not the PICT preview for the file is available, the EPSF file will print correctly to any PostScript printer. Non-PostScript printers will print the PICT preview or a gray rectangle if no PICT preview exists.

6.2.3 PICT Display

Imported pictures may be in color or in black and white and may include transparent areas. You may display imported color pictures in their original colors, or after importing you can specify that the colors be converted to black and white.

Only limited modifications can be made to color pictures that are displayed with their original color. You can scale, resize, and move them. You can also flip or rotate them, but doing so will remove the color information.

To convert a color picture to black and white, select the picture and then choose Picture Fill Colors from the Restore Normal submenu of the Arrange menu.

Once the color information has been removed, you can now apply fill colors to the picture.

1. Select the converted picture you wish to add color to.
2. Choose Picture Fill Colors from the Restore Normal submenu of the Arrange menu. This will remove all of the color information from the picture.
3. Open the Color Palette from the Tool menu.
4. Click the Fill bucket icon in the upper left corner of the palette.
5. Click the Black Bit icon (the black rectangular icon).
6. Click any color in the palette.

All of the black pixels in the converted picture will now display the color you clicked. To colorize the white pixels in the converted picture, follow the above steps but click the White Bit icon (the white rectangular icon) at the top, center of the Color Palette.

Items in the Restore Normal submenu are used to restore the original colors and orientation to a picture.

- Choose Orientation to remove any rotation or flipping.
- Choose Orientation and Color to remove rotation and flip and restore the original colors.
- Choose Orientation and 72 dpi to remove rotation and flipping and restore the original size if the picture has been resized or scaled.

- Choose All to do all of the above.

6.3 Linked Pictures

A Linked Picture is a PICT picture which is store on the disk rather than in the document. This can be used to control the disk size of your ShareDraw file or to allow you to display large pictures that take up huge amounts of memory.

There are very few modifications that you can make to a Linked Picture. A Linked Picture cannot use fill colors like imported pictures. It cannot be rotated or flipped. It can, however, be resized or scaled. A Linked Picture always displays and prints with full color.

To create a link, or file reference, choose PICT File Link from the Import submenu of the File menu.

ShareDraw must read the Linked Picture file from the disk whenever it needs to draw it. When a ShareDraw document is opened, all Linked Pictures are checked by the application. To find a Linked Picture file, ShareDraw first looks in the same folder as the ShareDraw document. If the Linked Picture is not found, ShareDraw next looks in the folder where the Linked Picture was last found. If the file is not found there, ShareDraw will draw a pattern of question marks in place of the picture.

6.3.1 Verify Link

Choose Verify Link from the Import submenu when you want to change the link to a file or to reset or locate a Linked Picture that is missing.

Verify Link is available when a Linked Picture is selected in your document. Double-clicking on a Linked Picture will also bring up the Verify dialog.

6.3.2 Redraw Links

The Redraw Links command forces ShareDraw to check all Linked Pictures as if the document was just opened. Then it redraws all Linked Pictures so that you can verify that the correct files are in use. Use Redraw Links when another application has updated a Linked Picture file.

6.4 QuickTime Movies

Choose Movie from the Import submenu in the File menu to import QuickTime movies. Imported QuickTime movies are similar to Linked Pictures in that the movie files are always stored on disk. Movies are played and controlled with the Movie Controls palette found in the Tools menu.