

# **Menus\_PerfectPaint**

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<b>COLLABORATORS</b>
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	<i>TITLE :</i> Menus_PerfectPaint		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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<b>REVISION HISTORY</b>
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## Chapter 1

# Menus\_PerfectPaint

### 1.1 Menus

- Picture
- Brush
- Animation
- Palette
- Misc
- User

### 1.2 Picture Menu

#### New:

Creates a new image, letting you specify its width and height.

#### Load:

Loads an IFF picture of between 2 and 256 colours. If the picture is not in IFF format, the program will try to load it using Datatypes. It will not load 24-bit images, unless you have an Ak Datatype which converts 24-bit pictures to 8-bit. For the moment Datatype support is not internal, it is handled by an external program found in PerfectPaint:Tools (for more information the README is included in the drawer).

#### Save/Save as:

Saves the current image.

#### Effects:

##### Picture size:

Enlarges or reduces your picture, with antialiasing if it is active.

##### Flip X

Flips the image about the X-axis.

##### Flip Y

Flips the image about the Y-axis.

##### Rot 90\textdegree{} (Landscape)

Rotates the image by 90\textdegree{}.

**Prefs/Paths:**

Here you can define paths for your pictures, brushes and palettes, choose a default palette, and decide if you want to save icons with your files.

**Info**

Gives information about the current pictures and brushes, and tells you if you have enough memory for certain operations.

**About**

Info about the program and available free memory.

**Quit**

Quits the program.

## 1.3 Brush Menu

**Load:**

Loads a brush. If the new brush has a greater depth than the current picture, it will be shown as an empty box. To use it, you will have to remap it (see later).

**Save:**

Saves the current brush.

**Free:**

Destroys the current brush and frees its memory.

**Restore:**

Returns the current brush to the way it was when it was captured.

**Mode:**

Matte : the brush has transparency (the transparent colour being the Bg colour when the brush was captured)  
Colour : the brush has transparency but its contents are solely in the selected colour.  
Replace: the brush has no transparency.

**Misc:**

Change Transparency: changes the transparency of the current brush  
Add Transparency: adds transparency to the current brush  
Fix Transparency: sets the brush's transparency to match the brush itself, not just its mask.  
Invert Mask: Inverts the mask of the current brush  
Outline Mask: Adds an outline to the mask of the current brush

**Flip:**

Flip X  
Flip Y

**Rotation:**

Rot 90\textdegree{}

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## 1.4 Animation Menu

### Load

Pictures: loads a series of images to construct an animation.

Anim: loads an animation in Anim5 or Anim7 format.

(The animation is stored uncompressed in Fast memory).

### Save

Pictures: saves the animation as a series of individual frames.

Anim: saves the animation in Anim5 format.

### Frames

Create: create an animation

Add frames: add frames to the animation, after the current frame

Copy frames: copy the current frame or a series of frames

Delete frames: delete the current frame or a series of frames from  
the animation

### Control

Previous: makes the previous frame the current one

Next: makes the following frame the current one

Go to: allows you to move to a specific frame

Play: plays the animation. It will play until you press the space bar

Play Once: plays the animation a single time

Ping Pong: repeats the animation forwards and backwards until you press  
the space bar

Display screenmode: you may choose a screen to play the animation on.  
By default, the screen is a duplicate of your work  
screen. Choose a CybergraphX or Picasso96 screen

### Free Anim

Destroys the current animation.

### Notes:

- If you click the right mouse button on the 'trashcan' icon, you may delete the current frame or a series of frames.
- Animation has been optimised to play on a graphics card and will not work on a "classic" Amiga screen.
- Animation is not yet perfect (I've had to play tricks because the Amiga's double buffering does not work properly with graphics cards).

## 1.5 Palette Menu

### Load:

Loads a palette.

### Save:

Saves the current palette.

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**Edit:**

Edits the current palette.

**Adjust palette:**

you can modify your palette  
with R,V,B,Contrast,Color and Brightness.

**Fix Palette:**

Stores the current palette so that it can be restored later.

**Use Brush palette:**

Use the palette of the current brush.

**Restore palette:**

Restore the original palette, or one stored by "Fix Palette".

**Convert to grey:**

Converts the current palette to greyscale.

**Antique:**

Converts the current palette to sepia tones.

**Remap Brush:**

Remaps the current brush using the current palette.

**Make usable palette:**

PerfectPaint will modify the palette without altering the picture  
so that the OS GUI becomes visible (use this if the current palette  
makes the GUI unusable).

## 1.6 Misc Menu

**Coord:**

Toggles the co-ordinate display.

**Bridge:**

Allows fast communication with another instance of PerfectPaint so  
that you can send pictures, brushes and palettes.

**Invert Stencil:**

Inverts the current stencil.

**Flush Memory:**

Frees any memory not needed by the program.

**Make Object:**

Allows you to manually enter an object's dimensions (works with circle, line,  
ellipse, curve and box). The requester will store the details of the last  
constructed object.

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## 1.7 User Menu

This menu belongs to you, you may modify it as you wish.

Edit

Lets you edit the 'User' menu.

You may have up to 5 entries, and up to 15 subentries for each entry.

You may assign an Arexx script to each subentry. If you enter a 0 in a subentry's name, a separator bar will appear in the menu.

By default, one menu will be created.

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