

# Symsoft Digital Funhouse (TM) Demo

## Contents

### **About this Demo**

[About Digital Funhouse](#)

[How to order Digital Funhouse](#)

[Restrictions of this Demo](#)

[Legal Restrictions](#)

### **How To ...**

[Apply an effect](#)

[Select a region](#)

[Scan an image](#)

### **Commands**

[File menu](#)

[Edit menu](#)

[View menu](#)

[Help menu](#)

[Order command](#)

## Digital Funhouse Info - Upgrade Features

The full version of Symsoft Digital Funhouse offers great fun for you, your friends, family and, yes, even your pets!. Scan color and BW photos into the Digital Funhouse (DF) and make your own photorealistic creations -- funny, artistic and serious -- then fax or print them or put them into WP or DTP documents.

If you have ever seen those funny caricatures of Jay Leno or David Letterman, then you have an idea of what DF can do to photographs; because DF is like an electronic caricature artist.

DF allows you high-powered image processing previously available only in \$550-\$900 professional image editing software. Now, for only \$79.95 + S&H, you get the tools of the pros -- but faster and easier to use! FAX us your order **now** and start getting creative!

### Upgrade to Symsoft digital Funhouse and get the following great features:

**Scanning:** Scan in virtually any color or black and white photo using our built-in TWAIN scanner support. This is a great way to personalize your documents and faxes.

**Faxing:** Photorealistic faxing! You've never seen it before (because we're the first ones to do it) but believe it. Your faxed images will look nearly like a photo -- and you can enlarge it up to a full page!

**Printing:** Fabulous printing in both black and white and color. Photorealistic, only sharper than the FAX.

**More Effects & Edits:** Artistic: pencil drawing, negative, pixelate and oil painting; Sizing: fat, skinny, squash and stretch; and copy/paste allow much more creative leeway for artistic and bizarre distortions.

**File Saving:** To all standard Windows graphics file formats. This way you can save DF output to your favorite DTP, WP or graphics program.

**Export:** With export, you can save DF output especially processed for the highest quality printing or faxing from your own DTP or WP application.

**Image Enhancement:** These tools are essential for high-quality scanner input: tone adjustments (brightness, contrast, gamma), color correction (R, G and B color intensities), sharpen (to sharpen blurry images) and remove spots (to get rid of specks on an image).

Well, that about sums it up. Click on 'Order' on the right side of the top menu bar and fill out the order form. Then fax, mail or phone it in. You'll be laughing your head off in two days!

## **Restrictions of the Digital Funhouse Demo**

A number of Digital Funhouse features are not available in this demo version of the program. These features are summarized below.

### **Printing**

Printing is not available in the demo.

### **File Formats**

Modified images can only be saved in the Digital Funhouse DFG format. The demo can read a variety of file formats.

### **Effects**

Some effects are not available in the demo. Effects in the Artistic Effects and Sizing Effects groups with a N/A (not available) next to the name are not available in the demo.

### **Export command**

The Export command which saves images for use with other applications is not available in the demo.

### **Scanning**

The image scanning commands (Acquire and Select Source) are not available in the demo.

### **Clipboard commands**

The copy and paste commands are not available in the demo.

### **Image Enhancement commands**

The image enhancement commands (Tone Adjustment, Color Correction, Sharpen and Remove Spots) are not available in the demo.

## **How to Order Digital Funhouse**

Select the Order command from the menu bar. The Order dialog box can be used to print an order form.

### **Send orders to:**

Symsoft Corp.  
P.O. Box 10005  
Incline Village, NV 89450  
USA

### **Or call or FAX us at:**

Phone: 702-832-4300  
FAX: 702-832-4310

## **Order dialog box**

Use this dialog box to fill out and print an order form for Digital Funhouse.

You can fill in the form and print out a completed order. Or, select the Clear command and print a blank order form.

The Order menu fields are:

### **Ship To**

Type in your complete mailing address and phone number.

### **Method of Payment**

Select the method of payment from the list, check or credit card.  
If paying by credit card, type in the credit card information.

### **Payment**

Type in the number of copies of Digital Funhouse you want to order. Fill in the price fields based on the quantity being ordered. Nevada residents must add 7% sales tax. The shipping cost is determined by the selected shipping option. The per item shipping cost is shown in the Shipping and Handling list.

### **Shipping and Handling**

Select the desired shipping option from the list.

### **Print Order**

Print the order form on the selected printer. Choose the Setup option to change the printer and printer connection.

### **Setup**

Displays a Print Setup dialog box, so you can select a printer or fax and printer connection.

### **Clear**

Clear all of the fields on the Order menu. This allows you to print a blank order form, or re-enter the order information.

### **DF Info**

Displays information about the full version of Digital Funhouse.

## **Legal Restrictions**

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Symsoft Digital Funhouse Demo and associated files are contained in the self-extracting executable DIGFUN.EXE. This file may be freely distributed (subject to the restrictions below) in its entirety but may not be altered in any fashion including deletion or addition of files, reverse engineering, decompiling or disassembling of code.

### **RESTRICTIONS**

Symsoft Digital Funhouse Demo (DIGFUN.EXE) is solely intended by Symsoft Corp as an end-user demo program for the specific intent of allowing potential purchasers to "test-drive" the software prior to purchasing the full version. No commercial purpose whatsoever is allowed for Symsoft Digital Funhouse Demo by any party but Symsoft Corp without prior written consent from Symsoft Corp and the payment of appropriate license fees.

Symsoft Corp/ POB 10005/ Incline Village NV 89450  
702-832-4310/ FAX: 702-832-4310

## **File menu commands**

The File menu offers the following commands:

<u>Open</u>	Opens an existing image.
<u>Save</u>	Saves an opened image using the same file name.
<u>Save As</u>	Saves an opened image to a specified file name.
<u>Export</u>	Exports a file for printing or faxing using another application
<u>Acquire</u>	Acquires an image from a scanner
<u>Select Source</u>	Selects the TWAIN scanning source
<u>Print</u>	Prints an image.
<u>Print Setup</u>	Selects a printer and printer connection.
<u>Exit</u>	Exits Digital Funhouse.

## **Edit menu commands**

The Edit menu offers the following commands:

<u>Undo</u>	Reverse previous editing operation.
<u>Copy</u>	Copies the image to the clipboard.
<u>Paste</u>	Pastes an image the clipboard.
<u>Convert to Gray</u>	Convert color image to gray
<u>Image</u>	Choose an image enhancement tool
<u>Enhancement</u>	
<u>Select Effect</u>	Choose an effect



## **View menu commands**

The View menu offers the following commands:

<u>Entire Image</u>	Display the entire image (shrink it if necessary)
<u>Normal</u>	Display at the normal resolution (100%)
<u>200%</u>	Display image at 200%
<u>400%</u>	Display image at 400%
<u>800%</u>	Display image at 800%
<u>Toolbar</u>	Shows or hides the toolbar.
<u>Status Bar</u>	Shows or hides the status bar.

## **Help menu commands**

The Help menu offers the following commands, which provide you assistance with this application:

<u>Index</u>	Offers you an index to topics on which you can get help.
<u>Using</u>	Provides general instructions on using help.
<u>Help</u>	
<u>About</u>	Displays the version number of this application.

## **Image Enhancement menu commands**


The Image Enhancement menu offers the following tools, which can be used to enhance your image:

<u>Tone Adjustment</u>	Adjust the contrast, brightness and gamma in the image.
<u>Color Correction</u>	Adjust the Red, Green and Blue levels in the image.
<u>Sharpen</u>	Sharpen the image.
<u>Remove Spots</u>	Remove spots from the image.

## Open command (File menu)

Use this command to open an image. This command presents a File open dialog box, where you select the file to open.

### Shortcuts

Toolbar:   
Keys: CTRL+O

## **File Open dialog box**

The following options allow you to specify which file to open:

### **File Name**

Type or select the filename you want to open. This box lists files with the extension you select in the List Files of Type box.

### **List Files of Type**

Select the type of file you want to open:

### **Drives**

Select the drive in which Digital Funhouse stores the file that you want to open.

### **Directories**

Select the directory in which Digital Funhouse stores the file that you want to open.


### **Network...**

Choose this button to connect to a network location, assigning it a new drive letter.

## Save command (File menu)

Use this command to save the image to its current name and directory. When you save an image for the first time, Digital Funhouse displays the Save As dialog box so you can name your image. If you want to change the name and directory of an existing image before you save it, choose the Save As command.

### Shortcuts

Toolbar:   
Keys: CTRL+S

## **Save As command (File menu)**

Use this command to save and name the image. Digital Funhouse displays the Save As dialog box so you can name your image.

To save a image with its existing name and directory, use the Save command.

## **File Save As dialog box**

The following options allow you to specify the name and location of the file you're about to save:

### **File Name**

Type a new filename to save a image with a different name. A filename can contain up to eight characters and an extension of up to three characters. Digital Funhouse adds the extension you specify in the Save File As Type box.

### **Save File as Type**

Select the type of file you want to save:

### **Drives**

Select the drive in which you want to store the image.

### **Directories**

Select the directory in which you want to store the image.

### **Network...**

Choose this button to connect to a network location, assigning it a new drive letter.

## **Export command (File menu)**

Use this command to Export a file for printing or faxing using another application. Digital Funhouse displays the Export dialog box so you can name your image.

Digital Funhouse creates an image that is optimized to give the best output for the selected output device (printer or FAX). Exporting to the TIF format in Black and White gives the best results when working with other word-processing or desktop publishing applications such as Microsoft Word , Aldus Pagemaker.



## **Export dialog box**

The following options allow you to specify options, and the name and location of the file you're about to export: This dialog box is divided into several sections. The top portion of the dialog box is for specifying the name for the exported file. The size options specify how big the image should be. The format and resolution options specify the format for the exported image.

### **File Options**

#### **File Name**

Type a filename to save the image to. A filename can contain up to eight characters and an extension of up to three characters. Digital Funhouse adds the extension you specify in the Save File As Type box.

#### **Save File as Type**

Select the type of file you want to save:

#### **Drives**

Select the drive in which you want to store the image.

#### **Directories**

Select the directory in which you want to store the image.

### **Size Options**

#### **Width**

Type in the desired width in the specified units, or by modifying the scale factor..

#### **Height**

Type in the desired height in the specified units, or by modifying the scale factor.

#### **Units**

Select the units to use for the image sizing and position fields.

#### **Allow image distortion**

Select this option to allow image to be distorted. When not selected, the width and height scale factors will always be the same.

### **Format and Resolution Options**

#### **Black and White**

A black and white (2-color) image is created.

#### **Gray-scale**

A 256 gray-level image is created.

#### **Resolution**

Select the resolution of your output device, printer or FAX.

## **Acquire command (File menu)**

Use this command to acquire an image from a scanner. The [Select Source](#) command to select the TWAIN scanner device to use.

See Also

[Scanning an Image](#)

## **Select Source command (File menu)**

Select the TWAIN scanning source

## **1, 2, 3, 4 command (File menu)**

Use the numbers and filenames listed at the bottom of the File menu to open the last four images you closed. Choose the number that corresponds with the image you want to open.

## Exit command (File menu)

Use this command to end your Digital Funhouse session. You can also use the Close command on the application Control menu. Digital Funhouse prompts you to save images with unsaved changes.

### Shortcuts

Mouse: Double-click the application's Control menu button.




Keys: ALT+F4

## Undo/Can't Undo command (Edit menu)

Use this command to reverse the last editing action, if possible. The name of the command changes, depending on what the last action was. The Undo command changes to Can't Undo on the menu if you cannot reverse your last action.

### Shortcuts

Toolbar:   
Keys: CTRL+Z or  
ALT-BACKSPACE

## **Copy command (Edit menu)**

Use this command to copy selected data onto the clipboard. This command is unavailable if there is no data currently selected.

Copying data to the clipboard replaces the contents previously stored there.

### **Shortcuts**

Keys: CTRL+C

## **Paste command (Edit menu)**

Use this command to insert a copy of the clipboard contents at the insertion point. This command is unavailable if the clipboard is empty.

### **Shortcuts**

Keys: CTRL+V



## **Convert to Gray command (Edit menu)**

Use this command to convert a color image to 256 levels of gray.

## Select Effect command (Edit menu)

Use this command to select a new effect to apply to your image. This command presents a Select Effect dialog box, where you select the file to open.

### Shortcuts

Toolbar:



## Select Effect dialog box

The following options allow you to select a new effect:

### **Effect Group**

Choose the desired option group. When an option group is selected, the list of available effects in that group is displayed.

### **Effect**

Choose the desired effect from the list of effects. As you highlight each effect name, a sample image is displayed to the left showing the results of this effect.

## **Tone Adjustment command (Edit menu)**

This command selects the Tone Adjustment tool. Use this command to adjust the contrast, brightness and gamma correction for the image. The Tone Adjustment parameters are displayed in a tool bar at the top of the application window.

## **Color Correction command (Edit menu)**

This command selects the Color Correction tool. Use this command to adjust the red, green and blue levels for a color image. The Color Correction parameters are displayed in a tool bar at the top of the application window.

## **Sharpen command (Edit menu)**

This command selects the Sharpen tool. Use this command to sharpen (remove blurriness) the image. The Sharpen parameters are displayed in a tool bar at the top of the application window.

## **Remove Spots command (Edit menu)**

This command selects the Remove Spots tool. Use this command to Remove Spots from the image. The Remove Spots parameters are displayed in a tool bar at the top of the application window.

## **Entire Image command (View menu)**

Select this command to switch to the Entire image view. If the image is too large to display in the window, it will be shrunk so that you can view the entire image.



## **Normal command (View menu)**

Select this command to switch to the view. The image is displayed at 100% (no zoom).

## **200% command (View menu)**

Select this command to switch to the 200% view. The image is displayed at twice its normal size.

## **400% command (View menu)**

Select this command to switch to the 400% view. The image is displayed at four times its normal size.

## **800% command (View menu)**

Select this command to switch to the 800% view. The image is displayed at eight times its normal size.

## **Zoom tool**

The zoom tool is used to zoom in on an area of the image. You can use it to mark an area to zoom in on, or to increase the zoom level at a specific point in the image.

### **To mark an area to zoom in on:**

1. Click on the zoom tool in the tool bar. When you move the mouse over the image, the cursor will be a magnifying glass.
2. Move the mouse to one corner of the area you want to zoom in on.
3. Click the left mouse button and drag the mouse to the opposite corner of the area.
4. Release the left mouse button. Digital Funhouse will zoom in on the selected portion of the image.

### **To increase the zoom level at a specific point:**

1. Click on the zoom tool in the tool bar. When you move the mouse over the image, the cursor will be a magnifying glass.
2. Move the mouse to the point you want to zoom in on.
3. Click and release the left mouse button. Digital Funhouse will increase the zoom level at the specified location.

## **Toolbar command (View menu)**

Use this command to display and hide the Toolbar, which includes buttons for some of the most common commands in Digital Funhouse, such as File Open. A check mark appears next to the menu item when the Toolbar is displayed.

See [Toolbar](#) for help on using the toolbar.

## Toolbar

The toolbar is displayed on the left side of the application window. The toolbar provides quick mouse access to many tools used in Digital Funhouse,

To hide or display the Toolbar, choose Toolbar from the View menu (ALT, V, T).

### Click To

---



Open an existing image. Digital Funhouse displays the Open dialog box, in which you can locate and open the desired file.



Save the active image or template with its current name. If you have not named the image, Digital Funhouse displays the Save As dialog box.



Reverse the last editing. Note: You cannot undo some actions.



Print the image.



Turn on the zoom tool.



Select a new effect. The Select Effect dialog box is displayed.

## **Status Bar command (View menu)**

Use this command to display and hide the Status Bar, which describes the action to be executed by the selected menu item or depressed toolbar button. A check mark appears next to the menu item when the Status Bar is displayed.

See [Status Bar](#) for help on using the status bar.



## **Status Bar**

The status bar is displayed at the bottom of the Digital Funhouse window. To display or hide the status bar, use the Status Bar command in the View menu.

The left area of the status bar describes actions of menu items as you use the arrow keys to navigate through menus.

## **Index command (Help menu)**

Use this command to display the opening screen of Help. From the opening screen, you can jump to step-by-step instructions for using Digital Funhouse and various types of reference information.

Once you open Help, you can click the Contents button whenever you want to return to the opening screen.

## **Using Help command (Help menu)**

Use this command for instructions about using Help.

## **About command (Help menu)**

Use this command to display the copyright notice and version number of your copy of Digital Funhouse.

## Context Help command



Use the Context Help command to obtain help on some portion of Digital Funhouse. When you choose the Toolbar's Context Help button, the mouse pointer will change to an arrow and question mark. Then click somewhere in the Digital Funhouse window, such as another Toolbar button. The Help topic will be shown for the item you clicked.

### Shortcut

Keys:      SHIFT+F1

## **Title Bar**

The title bar is located along the top of a window. It contains the name of the application and image.

To move the window, drag the title bar. Note: You can also move dialog boxes by dragging their title bars.

A title bar may contain the following elements:

- Application Control-menu button
- Image Control-menu button
- Maximize button
- Minimize button
- Name of the application
- Name of the image
- Restore button

## **Scroll bars**

Displayed at the right and bottom edges of the image window. The scroll boxes inside the scroll bars indicate your vertical and horizontal location in the image. You can use the mouse to scroll to other parts of the image.

<< Describe the actions of the various parts of the scrollbar, according to how they behave in your application. >>

## Size command (System menu)

Use this command to display a four-headed arrow so you can size the active window with the arrow keys.



After the pointer changes to the four-headed arrow:

1. Press one of the DIRECTION keys (left, right, up, or down arrow key) to move the pointer to the border you want to move.
2. Press a DIRECTION key to move the border.
3. Press ENTER when the window is the size you want.

Note: This command is unavailable if you maximize the window.

### Shortcut

Mouse: Drag the size bars at the corners or edges of the window.



## **Move command (Control menu)**

Use this command to display a four-headed arrow so you can move the active window or dialog box with the arrow keys.



Note: This command is unavailable if you maximize the window.


### **Shortcut**

Keys: CTRL+F7

## **Minimize command (application Control menu)**

Use this command to reduce the Digital Funhouse window to an icon.


### **Shortcut**

Mouse: Click the minimize icon  on the title bar.  
Keys: ALT+F9

## **Maximize command (System menu)**

Use this command to enlarge the active window to fill the available space.

### **Shortcut**

Mouse: Click the maximize icon  on the title bar; or double-click the title bar.

Keys: CTRL+F10 enlarges a image window.

## Close command (Control menus)

Use this command to close the active window or dialog box.

Double-clicking a Control-menu box is the same as choosing the Close command.



Note: If you have multiple windows open for a single image, the Close command on the image Control menu closes only one window at a time. You can close all windows at once with the Close command on the File menu.

### Shortcuts

Keys:      CTRL+F4 closes a image window  
              ALT+F4 closes the <<YourType>> window or dialog box

## **Restore command (Control menu)**

Use this command to return the active window to its size and position before you chose the Maximize or Minimize command.

## **Switch to command (application Control menu)**

Use this command to display a list of all open applications. Use this "Task List" to switch to or close an application on the list.

### **Shortcut**

Keys: CTRL+ESC

### **Dialog Box Options**

When you choose the Switch To command, you will be presented with a dialog box with the following options:

#### **Task List**

Select the application you want to switch to or close.

#### **Switch To**

Makes the selected application active.

#### **End Task**

Closes the selected application.

#### **Cancel**

Closes the Task List box.

#### **Cascade**

Arranges open applications so they overlap and you can see each title bar. This option does not affect applications reduced to icons.

#### **Tile**

Arranges open applications into windows that do not overlap. This option does not affect applications reduced to icons.

#### **Arrange Icons**

Arranges the icons of all minimized applications across the bottom of the screen.

## Modifying the Image

<< Write application-specific help here that provides an overview of how the user should modify a image using your application.

If your application supports multiple image types and you want to have a distinct help topic for each, then use the help context i.d. generated by running the MAKEHELP.BAT file produced by AppWizard. Alternatively, run MAKEHM as follows:

```
makehm IDR_HIDR_,0x2000 resource.h
```

If the IDR\_ symbol for one of your image types is, for example, IDR\_CHARTTYPE, then the help context i.d. generated by MAKEHM will be HIDR\_CHARTTYPE.

Note, AppWizard defines the HIDR\_DOC1TYPE help context i.d. used by this help topic for the first image type supported by your application. AppWizard produces an alias in the .HPJ file for your application, mapping HIDR\_DOC1TYPE to the HIDR\_ produced by MAKEHM for that image type. >>

## **No Help Available**

No help is available for this area of the window.



## **No Help Available**

No help is available for this message box.

## **Applying Effects**

### **To apply an effect:**

1. Use the Select Effect command to select the desired effect.
2. Select a region of the image to apply the effect to. If no region is selected, the effect is applied to the entire image.
3. Set any effect parameters in the effect tool bar at the top of the screen. These parameters vary from one effect to another.
4. Select the effect button in the effect tool bar at the top of the screen. A dialog box is displayed showing the progress of the effect processing. Select Cancel in this dialog box to cancel the effect.

## Selecting a Region

From the selector list box in the effect tool bar, choose the selector type, Rectangle, Ellipse or Circle.

### To select a rectangular region:

1. Move the mouse to one corner of the region to select.
2. Click the left mouse button and drag the mouse to the opposite corner of the rectangle to select.
3. Release the left mouse button. A rectangle on the image shows the selected region.

### To select an elliptical or circular region:

1. Move the mouse to center of the ellipse or circle to select.
2. Click the left mouse button and drag the mouse out from the center point. The ellipse or circle is drawn as the mouse moves.
3. Release the mouse button. An ellipse or circle on the image shows the selected region.

### To de-select a region:

1. Move the mouse over the image and click the right mouse button. The region is no longer selected.

## **Scanning an Image**

Digital Funhouse supports the TWAIN interface for scanners and video input devices. You must have TWAIN support for your scanner installed to be able to scan images with Digital Funhouse.

There are two commands on the File menu that are used for scanning. The Select Source command is used to select the TWAIN device to scan from. If you only have one TWAIN device, you will not normally need to use this command.


The Acquire command is used to get an image from a TWAIN scanner.



## Print command (File menu)

Use this command to print an image. This command presents a Print dialog box, where you may specify the size and placement of the image on the page, the destination printer, and other printer setup options.

### Shortcuts

Toolbar:   
Keys: CTRL+P

## **Print dialog box**

The following options allow you to specify how the image should be printed:

### **Printer**

This is the active printer and printer connection. Choose the Setup option to change the printer and printer connection.

### **Setup**

Displays a Print Setup dialog box, so you can select a printer and printer connection.

### **Page Setup**

Select the page setup method, numeric, input numbers for size and position of image, or visual, click and drag a thumbnail image to the desired size and position on the page..

### **Allow image distortion**

Select this option to allow image to be distorted. When not selected, the width and height scale factors will always be the same.

### **Width**

Type in the desired width in the specified units, or by modifying the scale factor..

### **Height**

Type in the desired height in the specified units, or by modifying the scale factor.

### **Top**

Type in the desired position in the specified units for the top of the image on the page. This option is not active if Centered on Page is selected.

### **Left**

Type in the desired position in the specified units for the left side of the image on the page. This option is not active if Centered on Page is selected.

### **Centered on Page**

Select this option to automatically center the image on the page.

### **Units**

Select the units to use for the image sizing and position fields.

## **Print Progress Dialog**

The Printing dialog box is shown during the time that Digital Funhouse is sending output to the printer. The percentage indicator shows the progress of the printing.

To abort printing, choose Cancel.



## **Print Setup command (File menu)**

Use this command to select a printer and a printer connection. This command presents a Print Setup dialog box, where you specify the printer and its connection.

## **Print Setup dialog box**

The following options allow you to select the destination printer and its connection.

### **Printer**

Select the printer you want to use. Choose the Default Printer; or choose the Specific Printer option and select one of the current installed printers shown in the box. You install printers and configure ports using the Windows Control Panel.

### **Orientation**

Choose Portrait or Landscape.

### **Paper Size**

Select the size of paper that the document is to be printed on.

### **Paper Source**

Some printers offer multiple trays for different paper sources. Specify the tray here.

### **Options**

Displays a dialog box where you can make additional choices about printing, specific to the type of printer you have selected.

### **Network...**

Choose this button to connect to a network location, assigning it a new drive letter.



