Menu Bar

About
Credits, version number, and copyright information

Background
Toggles plain or patterned background

Global
Settings for file output sizes, global mask, and relative bitmap positioning.

File Output Size
If you are having problems loading files from Particle Phantasy into your 3D Rendering or conversion program try lowering this setting and/or changing the setting between Objects and Points. Most programs have limits on object file sizes (contact the vendor for such information) and lowering this setting will cause Particle Phantasy to produce a series of numbered files (depending on what size you set this at) which can then be loaded individually into your program.

Global Mask
This loads a file saved using Particle Phantasy's Pmask option and applies a 3D Boolean operation on each   bitmap in the project after all other processing is finished.

Positioning For All Bitmaps
This toggles object positions based on either each bitmap's depth or on a default value of 255.

Options
Opens the Options dialog box where you can choose the processing order of 3D Mask, Gravity, and Matrix for that bitmap.

Pmask
Saves the current bitmap (using its settings) to a *.MSK file for use with the Global Mask feature.

Quit
Quits the program. If you choose YES all data/info will be lost. No returns to the program.

Save Object
Converts all bitmaps to 3D and saves them out to an *.OBJ format file(s).

Settings
Opens the Settings dialog box where you can save or load the current settings for that bitmap. Settings are saved in a *.SET format file.

?
Opens the help window.