

# *The Picture Man Help System*

Introduction

Basics

Commands

File formats supported

## Basics

The Picture Man window  
The Tool box  
Showing and hiding elements  
Creating a new image  
Opening an image file  
Saving an image file  
Editing an image  
Undo last step, reload and erase  
Area selection  
Using the clipboard  
Paste from file  
Printing  
Viewing an image  
Color and dithering options  
Optimizing performance  
Painting

## Introduction

Welcome to Picture Man version 1.5. This is powerful yet simple in use package designed for true color image enhancement, retouching, painting, creating special effects, printing and so on.

The key feature of Picture Man is that it not only allows to process image in selected area but to paint with every available processing filter or transformation as well. It results in outstanding retouching capabilities.

Picture Man offers user-friendly interface. You don't have to be an expert in image processing to obtain professional looking results.

We are inviting you to get acquainted with Picture Man and we hope that this tool will save your time and will introduce a speed and accuracy into your creative process.

Picture Man is designed to respond a wide variety of image processing needs from scanning or grabbing image to outputting it to any Windows-compatible device or export into another application in one of the popular image formats. Here are just few features available in Picture Man:

- Internally Picture Man handles true color image, but it can read, process and save Black & White, Grey scale, Paletted 16 and 256 Color and RGB True Color data types. In addition, Picture Man can produce 15- and 16-bit HiColor images. Each processing filters which are available in Picture Man can be applied to any of these data types.

- You can input image from any scanner, video capture board, or other input device, which has a driver compatible with Picture Man.

- Picture Man can make conversion from one image format to another, supporting color reduction and dithering if needed. Picture Man allows an Open Interface to image format converters, so you can design your own DLL's for custom formats.

- Picture Man supports TWAIN

- Picture Man currently supports TIFF 5.0, PCX, GIF, TARGA, JPEG, BMP, and can save images in Encapsulated Postscript files.

- Picture Man runs multiple instances. You can copy fragment of an image in one window and paste it into another one.

- Picture Man provides true multitasking. It can process several images in the background simultaneously.

- Picture Man offers 46 different image processing filters and transformations, which can be done in 7 types of selected local areas with smooth or sharp edges or in the whole image.

- Picture Man provides virtual memory support. Size of accepted image is limited only by your free hard disk space.

## **The Picture Man window**

Invoking Picture Man opens the application window. Besides the main window, Toolbox appears on the screen.

The main window has appearance and controls, which are common for all Windows applications. It has system menu, title bar, menu bar, maximize and minimize buttons, scroll bars. You should handle all controls in a usual way. Please, refer to your Windows User Guide for additional information.

## The Toolbox

The Tool box buttons allow user to change the type of local fragment for image processing and transformation.

There are 7 types of local areas available in Picture Man



Whole image. After entering a command from menu, Picture Man starts processing immediately.



Rectangular fragment. After entering a command from menu, Picture Man offers you to select rectangle. When you finish editing rectangle, double click interior or exterior of the rectangle to indicate which part of an image should be processed. System will start processing. To cancel area selection, click outside Picture Man window and toolboxes, or press Esc.



Elliptical fragment. After entering a command from menu, Picture Man offers you to select ellipse. When you finish editing area, double click interior or exterior of the ellipse to indicate which part of an image should be processed. System will start processing. To cancel area selection, click outside Picture Man window and toolboxes, or press Esc.



Arbitrary polygonal fragment. After entering a command from menu, Picture Man offers you to select polygon. When you finish editing area, double click interior or exterior of the polygon to indicate which part of an image should be processed. System will start processing. To cancel area selection, click outside Picture Man window and toolboxes, or press Esc.



Text. After entering a command from menu, Picture Man offers you to select text. Choose font typeface, size and type desired text. Click OK. Choose position of the text. As the end of selection, double click interior or exterior of the bounding rectangle to indicate which part of an image should be processed. System will start processing. To cancel area selection, click outside Picture Man window and toolboxes, or press Esc.



Freehand. After entering a command from menu, Picture Man offers you to select area. Just paint the area. As the end of selection, double click interior or exterior of the area to indicate which part of an image should be processed. System will start processing. To cancel area selection, click outside Picture Man window and toolboxes, or press Esc.



Pen. When this type of area is selected, you can paint with any image processing filter or transformation available. System cancels painting mode when you change type of the area or load new image.



Magic wand. After entering a command from menu, Picture Man offers you to select area. Indicate reference point for selection. Picture Man outlines area with color closed to the color in reference point. As the end of selection, double click interior or exterior of the area to indicate which part of an image should be processed. System will start processing. To cancel area selection, click outside Picture Man window and toolboxes, or press Esc.

Picture Man offers you capability to hide edge of the processed fragment so as it flows into unprocessed part of an image.



Sharp edge.



Smoothed low.



Smoothed medium.



Smoothed high.

Note! When painting, Picture Man treats the degree of smoothing as a degree of transparency of the pen.

Picture Man offers 2 types of brush/pen shapes of the following set



square pen



circle pen



Pen/Line size box. There are 6 sizes available from 1 to 11 pixels. Just click on line of desired size.



Color selection box. You can either pick up color from loaded image using the eyedropper button or choose it using the Color selection dialog. To do this just click on color box. Picture Man uses common dialogs for color selection. Please, refer to your Windows User's guide for additional information.

## Creating a new image

The New... command in the File menu creates an image filled with white color. Use this command to create an empty image into which you can paste fragments from another Picture Man windows to form a new composite image.

When you choose the "New..." command, a dialog box containing the following options appears:

Width - sets the width of the image.

Height - sets the height of the image.

Unit - sets the unit of measurement to inches, centimetres, or pixels.

Resolution - sets the resolution of the image.

Enter all necessary values and click on OK button.

## **Opening an image file**

Before you begin to edit image you must load it into Picture Man. Use the "Open" command in the File menu to load an image from disk. The File Open dialog box appears. You must enter the appropriate file extension, locate directory and click on appropriate filename. Then click OK. The dialog box closes and Picture Man loads image into window.

Note! Picture Man uses common dialogs to handle files. Please, refer to your Windows User's Guide for additional information.



## **Saving an image**

To retain images for later work you must save them. We recommend you to save regularly from time to time to avoid possibility of losing work.

In order to save an image you must choose one of the following commands from the File menu:

- Save - stores image into file with the name currently displayed on window's title bar with current color/grey content and dithering options.
- Save As...- after entering this command, the "Save As..." dialog box appears. You must choose appropriate format, sub format, enter desired filename and click on OK. After completion of saving, Picture Man changes filename on the title bar.
- Convert...- This command slightly differs from the "Save As..." one. In this case Picture Man will not reload saved image. The name of edited image remains the same.

## Editing an image

To edit a specific area within an image you must do the following steps:

- select type of the area to be edited. Click on appropriate button in Area box or enter command from the Options/Area menu.

- select operation to perform. All operations you can apply to an image are gathered in the Edit menu and are divided into 4 groups.

You can find geometric transforms which alter a size of an image or a fragment, produces deformations in the "Transforms" sub menu.

The next menu entry "Tune" contains operations which change color/half-tone content of an image

The Fill area menu provides you with operations, which fill area with color, gradient, pattern, rainbow colors or patch area using border image brightness.

The "Processing" menu consists of image processing filters which change appearance of an image.

- After you have chosen the operation, Picture Man either starts processing in the case of whole image area or offers you to select an area to process. In each case, you must end the area selection with double click within or outside the area to indicate whether to process an interior or exterior of the fragment.

- If you enter the Tune or Processing command, Picture Man starts processing. You can cancel it by pressing Esc button.

- If you enter the Transform command, Picture Man offers you to change form, position of the fragment or a degree of deformation (this step is operation-specific.) Click within the area to start the processing.

## **Undo, Erase and Reload**

Picture Man provides you with three ways to recover from mistakes: The Reload command in the File menu, The Undo command in the Edit menu and the Erase command in the Edit menu.

### **Reload**

If you are experimenting with an image and you need to return to previously saved version, select "Reload" from the File menu. Be careful! Picture Man can't undo this command.

### **Undo**

If you are not satisfied with the result of command you have applied, select "Undo" from the Edit menu. Picture Man restores the image to its state prior to the application of the command. Undo will only undo the most recent change. If you need to undo several changes, use the Reload command.

### **Erase**

This command performs undo in a selected area. It removes the result of last applied command and replaces it with the previous image content. You can apply this command several times. When you are in painting mode, you can invoke erase by means of pressing the right mouse button.

## Area selection

Picture Man allows to process images both as a whole and in a selected area. For doing a local processing in a selected area it is necessary to press an appropriate button in the Tool box or select the Rectangle, Ellipse, Polygon, Freehand, Magic wang, Pen, Text command in the Options/Area menu. The edge of the processed area may be masked so it would appear as if the processed image would flow into a non-processed one. For attaining this effect Smooth low, Smooth Medium or Smooth high command should be selected in the Options-Edge menu (these commands define different degree of smoothing) or an appropriate Edge button in Tool box should be pressed. After setting area/edge parameters choose the desired kind of transformation, processing or tuning for the loaded image. Choose parameters specific for given processing if needed. Then Picture Man shows an area-specific cursor inviting you to select area for processing.

[Entering a Rectangular Area](#)

[Entering an Elliptic Area](#)

[Entering a Polygonal Area](#)

[Entering a Freehand Area](#)

[Entering a Text Area](#)

[Entering a Magic Wang Area](#)

[Painting](#)

**Note!** If you are repeatedly processing the image with the previous type of area then contour of this area will be shown in the image after entering a processing command. You may accept it by double clicking the left button of the mouse or cancel by entering a new area. You can also use Shift+Mouse click to edit previous area (it doesn't work in the case of Magic wang selection!).

In some cases Picture Man allows to select area and to change its dimensions and/or place it into another position. In this case Picture Man keeps first area for another processing. Still, you can work with a changed fragment when you switch to the Freehand mode and turn off the Preserve mask option in the Options menu.

The input of a local processing area may be cancelled by clicking the left button of the mouse when the cursor is positioned beyond the limits of the Picture Man window or by pressing the Esc key.

### Entering a Rectangular Area

The cursor in the form of an arrow with small rectangle should be moved to the left upper corner of a supposed area, then it is necessary to press the left button of the mouse and while not releasing it to move the cursor to the right lower corner of the area. The selected dashed-line rectangle will be displayed in the window. It is possible to drag corners and sides of the rectangle with the mouse and to correct dimensions in such a way. The rectangle may be moved in the following manner:

- Move the arrow of the mouse inside the rectangle;
- Press the left button of the mouse and the arrow will be replaced with the palm as if it supports the rectangle;
- While moving the mouse select the necessary position of the rectangle in the window and release the button.

After setting the dimensions and position of the area double click the left button of the mouse preliminary having moved the arrow inside the rectangle if you want to process the image within the rectangle or outside if you want to process the exterior of the rectangle.

## **Entering an Elliptic Area**

The cursor in the form of an arrow with a small circle should be moved to the left upper corner of a supposed area, then it is necessary to press the left button of the mouse and while not releasing it to move the cursor to the right lower corner of the area. The selected dashed-line ellipse will be displayed in the window. It is possible to drag corners (upper, bottom, left and right points) with the mouse and to correct dimensions in such a way. The ellipse may be moved in the following manner:

- Move the arrow of the mouse inside the ellipse;
- Press the left button of the mouse and the arrow will be replaced with the palm as if it supports the ellipse;
- While moving the mouse select the necessary position of the ellipse in the window and release the button.

After setting the dimensions and position of the area double click the left button of the mouse preliminary having moved the arrow inside the ellipse if you want to process the image within the ellipse or outside if you want to process the exterior of the ellipse.

## Entering a Polygonal Area

For entering a polygon mark consecutively its apexes by pressing the left button of the mouse. (If to hold the pressed button then the current edge follows the cursor and the setting of an apex is made by releasing the button.) It is possible to cancel an entered apex by pressing the button of the mouse with a simultaneously pressed "Shift" key. When removing the very first apex it is replaced with a new one in the place pointed out with the cursor. To finish entering a polygon double click the left button of mouse and the last apex of polygon coincides with the first one, the polygon is becoming closed.

Then you can edit the entered polygon. Picture Man allows to change its position, position of any apex and add a new apex as well.

The polygon may be moved in the following manner:

- Move the arrow of the mouse inside the polygon;
- Press the left button of the mouse and the arrow will be replaced with the palm as if it supports the polygon;
- While moving the mouse select the necessary position of the polygon in the window and release the button.

An arbitrary apex may be moved in the following manner:

- Position the arrow of the mouse on the appropriate apex. A cursor in the form of a diagonal cross appears.
- Press the left button of the mouse;
- While moving the mouse select the necessary position of the apex in the window and release the button.

A new apex may be added to contour in the following manner:

- Position the arrow of the mouse on the appropriate side.
- Press the left button of the mouse; Picture Man adds a new apex and switches to the mode of it's moving
- While moving the mouse select the necessary position of the apex in the window and release the button.

After setting the dimensions and position of the area double click the left button of the mouse preliminary having moved the arrow inside the polygon if you want to process the image within the polygon or outside if you want to process it's exterior.

### **Entering a Freehand Area**

While entering a freehand area, a cursor in the form of hand appears on the screen. You must simply paint a desired area. After entering the area double click the left button to indicate whether you want to process an interior or exterior of the area..Use the right mouse button to erase area.



## **Entering a Text Area**

Picture Man treats text as a kind of a selected area. After entering a processing command, cursor in the form of an arrow with small "T" letter appears. Move it to the left bottom corner of a supposed text area and click the mouse. The "Select text" dialog box appears. You must choose typeface, size, effects and enter an appropriate text into entry box. Click on OK button The text area appears on the screen. Move it to the desired place by dragging with the mouse.

After setting the dimensions and position of the area double click the left button of the mouse preliminary having moved the arrow inside the bounding rectangle if you want to process the image within the text or outside if you want to process it's exterior.

## **Entering a Magic Wang Area**

The Magic Wang selects an area in an image which contains similar colors or greys. You can define how similar colors and greys are. To define the degree of similarity (or the Tolerance) enter the Magic wang command in the Options menu. The "Magic Wang options" dialog box appears. The more value of tolerance, the wider a selected area. You can also choose between two models of color matching: first, named RGB model, matches R, G, B channels independently, second, HVS model, relies more on color similarity than on brightness. In addition, Picture Man allows to select either unfold or non-unifold area. The term Unifold means that you can get from any point of an area to another point without crossing the boundary.

While entering a Magic Wang area, a cursor in the form of wang appears on the screen. You must simply click on a reference point in an image. Picture Man generates an area, which encloses all pixels with colors or greys close to the color or grey value in the reference point.

To start processing double click the left button to indicate whether you want to process an interior or exterior of the area.

## **Painting**

After entering a command the cursor in the form of a pen appears. You can paint anywhere in an image. It's convenient to use right mouse button to erase mistakes. System cancels painting mode when you change type of the area or load new image.

**Note!** In the case of painting Picture Man treats a degree of edge smoothing as a degree of transparency.

## Using the clipboard

Many commands in Picture Man use the clipboard. The clipboard is a temporary storage area where an image or a fragment of an image can be placed. This stored image can be pasted from the clipboard to any Picture Man window or to another application.

The clipboard can contain only one image at a time. Each new Copy command replaces current content of the clipboard.

### **Copy**

The Copy sub menu in the Edit menu has two entries: the Copy bitmap and the Copy truecolor command. The Copy bitmap command places current content of the window as is, depending on color/dithering options. This command can be used to port image to another application, such as Windows Paintbrush. The Copy truecolor command is intended to storing an image or an area of an image for subsequent use within Picture Man or for transferring it to another Picture Man window. After entering this command system offers you to select an area in a usual way.

### **Paste.**

The Paste command allows you to copy the content of the clipboard onto an image. This command is active only when the clipboard contains some picture in standard Windows format (DIB or DDB). After invoking this command, the "Paste" dialog box appears. You must enter transparency value for the inserting content of the Clipboard. Click on OK. Then Picture Man offers you to enter a bounding rectangle for the fragment to be inserted. Edit it in a usual way. There are two additional commands available in this mode:

- Mouse click within a bounding box with pressed Shift key sets an original size of a fragment.
- If you drag sides of a bounding box with pressed Control key, the dimensions of a bounding box change proportionally.

## **Paste from file**

The Paste from command in the Edit menu allows you to insert fragment from an arbitrary image file into current image. After entering this command, the "Paste" dialog box appears.

Choose appropriate logic of insertion between

- replace - inserts an image as is
- black level transparent - inserts an image with transparent black areas
- white level transparent - inserts an image with transparent white areas

## Print

For creating a printed copy of an image choose the "Print..." command of the File menu. The "Print" dialog box appears. Enter desired size of an imprint. You must choose appropriate units of measurements before that (pels, inches or centimetres.) Check the "Correct proportions" check box if you want to preserve proportions of an image. In this case entered dimensions are treated as dimensions of the bounding rectangle.

You can print either directly to printer or save rasterised image into TIFF or BMP file. In the first case Picture Man uses default printer resolution, otherwise you must enter appropriate resolution values and define target filename.

Picture Man allows to use a lot of rasters to convert to black and white image and print it on paper. Most useful ones are the Fattening and the Error diffusion. Another rasters can be used to create artistic effects. Some printer correction is often required due to effect of dots overlapping. It causes some darkening of a printed copy in comparison with original image, especially in the case of high-resolution rasters such as the Error diffusion. To compensate this effect you can use either parametric method or directly specify correction table. In the first case the greater value, the more correction, the lighter an imprint. Actually, the correction value should be about 1 for the Fattening and about 90-95 for the Error diffusion rasters. The format of correction table is described in the Appendix.

Picture Man also allows you to print a mirror copy of an image and to convert it to negative as well. To start printing click on OK button.

## Viewing an image

Picture Man allows to zoom in and out an image. Zoom in to work on small details in an image. Zoom out to view large image and compare several images. The available steps are: Zoom in: 2x, 4x, 6x, 8x, Zoom out: 1/2, 1/4, 1/6, 1/8, and the Original size command. When you enter the command correspondent to zooming in an image, the cursor in the form of loop appears. Click on a place you want to zoom in. When you magnify the view, an image often cannot be fully displayed within Picture Man window. In this situation, scroll bars appears along the right and bottom edges of the image. To navigate around the image click on the scroll bars or drag their thumbs.

When the Original size command is selected, an image is displayed with each pixel being shown by one screen pixel. This is a normal view of an image; when you open images they are displayed at this view.

## Color/dithering options

Picture Man internally handles an image as 24-bit truecolor one. It allows to apply all available processings to all types of images. Nevertheless, Picture Man can display image as a Black & White one, Grey scale, 16- and 256 - Paletted (or Indexed) image with uniform or optimized palette, and 15-bit HiColor image as well. You can save an image in appropriate format by default (the Save As command allows to change data type at final step).

Error diffusion and Bayer dithering are available in most cases. 20 additional dither patterns for creating artistic effects can be used for Black & White rasterisation.

When you load a new image, Picture Man always sets its native options. To change them, select the Color/dither options command from the View menu. The "Colors" dialog box appears. Choose appropriate items from the Color depth and Dither combo boxes. If you choose a combination which makes no sense, the OK button will be disabled.

The Repaint button allows you to obtain a preview of an image with options you" we just set.

The Number of colors entry box allows you to set a number of colors for the case of optimised palette.

The remaining two controls: The Fast view and the Repaint after processing serve to choose compromise between speed and accuracy and are discussed in the following section.



## Optimizing performance

Picture Man gives you the several possibilities to fine tune it's performance and to choose a compromise between speed and accuracy.

Picture Man offers you both fast and precise methods of visualisation. The precise method always gives you the most possible adequate visualisation of an image, but it's sometimes time expensive. For example, visualisation of an image in 256-color optimized palette mode can be rather slow. To overcome this drawback, the Fast view mode is available, in which you obtain must but more or less adequate presentation of an image. For example, Picture Man outputs an image on the screen in uniform palette while its native format is 256-colors optimized palette. To toggle the Fast mode, click on the Fast view check box in the Colors dialog box. It appears after selecting the Color/dither options command in the View menu. There is also the Repaint after processing check box in this dialog. When it's checked, Picture Man repaints all of an image after each command you enter. It's important, for example, when you paint in the Optimized palette mode. You can choose a color which is not presented in a current palette. In this situation it's necessary to recalculate the palette. Picture Man makes it automatically when the Repaint after processing box is checked. Otherwise you should use the Repaint command from the View menu from time to time to refresh optimal palette. Picture Man allows you to use a temporary bitmap for image presentation (this option doesn't work on truecolor adapter.) The usage of a temporary bitmap can dramatically increase speed of switching from one Picture Man window to another, because it increases speed of window refresh. From the other side, temporary bitmap requires an additional amount of memory.

Enter the Use temporary bitmap command from the View menu to toggle this option. You can also disable a creation of a backup copy of an image before each command. In this case you save some memory and sometimes get some increase in speed but the Undo and the Erase commands in the Edit menu will be disabled.

## **Showing and hiding elements**

The Toolbox command in the View menu allow you to set whether or not the Toolbox is displayed on the screen. Picture Man stores position of the Toolbox in PMAN.INI file and keeps them the same for all instances.

Use the Progress indicator command to set whether or not the Progress indicator appears during processing and file operations.

## Painting

The key feature of Picture Man is that it gives you an opportunity to make each of 64 available operations with the pen.

There are 2 available types of painting tools from the following set:

**Square pen.** You can choose among 6 available sizes from 1 to 11 pixels.

**Circle pen.** You can choose among 6 available sizes from 1 to 11 pixels.

### **Painting with Transformations.**

You are encouraged to use transformations in painting mode as means for retouching and creating special effects. Below there are only some tips:

- Use the Rubber deformation to shift parts of an image interactively. You must first define a direction and a relative value of the deformation. With the help of this tool you can draw a large defect to an edge or a boundary or gently deform image .
- Use the Flip and Rotate commands to mix pixels of an image.
- Use the Rotate on small angle and Whirlpool deformation to create the effect of a smoke or a turbulence
- Use the Elliptic concave mirror to eliminate small defects.

### **Painting with Tune operations.**

You can paint with tune processing to adjust gently color/grey scale content in small parts of an image, to tinge them. The Gamma correction command is the simplest to use in such a way, though you should try all available commands.

### **Painting with Fill area operations.**

Select the Color command in the Fill area sub menu of the Edit menu for common painting. You should activate the Color selection dialog box to change a color of the pen during painting. Just press the Color box in the Pen box or select the Color command in the Options menu.

Painting with vertical or horizontal gradients gives a strong impression of a volume. Try it and have a fun!

Painting with patterns gives you possibility to create backgrounds or to edit them precisely.

The Patch command in painting mode gives you the **best unique retouching tool** for eliminating defects!

We are proud to provide you with this tool.

### **Painting with Processings.**

Picture Man gives you an opportunity to smooth, sharpen an image, outline contours, scatter pixels, make special effects. All these features are at your service in the painting mode!

## **New**

The "New..." command creates a new image.

When you choose the "New..." command, a dialog box containing the following options appears:

Width - sets the width of the image.

Height - sets the height of the image.

Unit - sets the unit of measurement to inches, centimetres, or pixels.

Resolution - sets the resolution of the image in dots per inch.

## **Open**

The "Open..." command opens a file that has been previously created.

When you choose the "Open..." command, a dialog box containing the following options appears:

List Files of Type :Sets the file format for the image file you want to open.

File Name - indicates the filename. Enter the name of the selected file.

Files - displays the files in the current directory with the selected file extension. Highlight a file to place the name in the "Filename" list box.

Directories - displays the directories you can choose from. The current directory is shown above the "Directories" list box.

Drives - displays the drives you can choose from.

Picture Man uses common dialogs to manipulate files. You should refer to your Microsoft Windows User's guide for additional information.

**Reload**

Replaces the current image with the last saved version.

**Grab**

This command allows you to accept an image from video board or other capturing device while you are in Picture Man.

## **Save**

The "Save" command saves the image to disk.

If Picture Man can't save the image in loaded format, (for example you try to save GIF truecolor image,) the "Save As ..." dialog box appears..



## **Save As**

Use the "Save as..." command to assign a new filename, file format, and file path for the loaded image.

When you choose the "Save As..." command, a dialog box containing the following options appears:

List Files of Type - sets the file format for the image file you want to save.

File Name - indicates the filename. Enter the name of the selected file.

Files - displays the files in the current directory with the selected file extension. Highlight a file to place the name in the "Filename" list box.

Directories - displays the directories you can choose from. The current directory is shown above the "Directories" list box.

Drives - displays the drives you can choose from.

Sub format - sets the file sub format for the image file you want to save.

Dithering - sets the dithering method for the image you want to save.

Number of colors - sets the number of colors for the image you want to save.

## **Convert**

Use the "Convert..." command to convert the loaded image in various file formats.

When you choose the "Convert..." command, a dialog box containing the following options appears:

List Files of Type - sets the file format for the image file you want to convert.

File Name - indicates the filename. Enter the name of the selected file.

Files- displays the files in the current directory with the selected file extension. Highlight a file to place the name in the "Filename" list box.

Directories - displays the directories you can choose from. The current directory is shown above the "Directories" list box.

Drives - displays the drives you can choose from.

Sub format - sets the file sub format for the image file you want to convert.

Dithering - sets the dithering method for the image you want to convert.

Number of colors - sets the number of colors for the image you want to convert.

## **Print**

The "Print..." command prints the image.

When you choose the "Print..." command, a dialog box containing the following options appears:

Units - sets the unit of measurement to inches, centimetres, or pixels.

Image Sizes and Offsets sets size and offset of image to be printed. Choose "Correct proportions" box if you want to save aspect ratio of loaded image.

Print to - sets whether you want to print an image on a printer or in a file.

Resolution - sets the resolution for output file if you choose print in a file.

Raster - sets dithering method for printing.

Dot correction method and value -sets dot correction method and value of correction.

Negative - negates printed image.

**Exit**

This command shuts down Picture Man.

**Undo**

Undoes the result of last operation.

**Erase**

Undoes the result of last operation in a selected area.

## **Size**

Changes the size and/or resolution of the entire image.

When you choose this command, a dialogue box containing the following options appears:

Width - specifies the width for the entire image.

Height - specifies the height for the entire image.

Units - specifies the unit of measure used for the dimensions of the image.

Resolution - specifies the resolution of the image, you may set screen, printer or custom resolution of the image, resolution is measured in dots per inch (DPI) units.

**Clip**

Lets you clip any square part of the entire image using the mouse. When you choose this command, you must select a rectangular area on the image and double click within selected area.



## **Move**

Moves a selected area.

1. If you are not in painting mode you must select area in a usual way, and then double click within selected area to accept selection. The preview of area to be moved will be displayed. Move the preview into the needed place, resize the preview and double click the left mouse button.
2. If you are in painting mode first select a reference point by pressing Shift key and left mouse button simultaneously, then press left mouse button to move part of image located near reference point to a needed place. This command is often called "Clone".

**Flip**

Flips the selection area or an entire image horizontally or vertically.

## **Perspective**

Change length of vertical or horizontal edges of a selected area to give the impression of perspective. When you select the "Perspective" command, handles appear around the selected area. Select any of the handles and drag the mouse. Double click the area to start processing. Then change size and position of a fragment. Double click to accept the result, click anywhere outside Picture Man window or press Esc key to cancel.

## **Rubber**

This command lets you to deform freely the selection area or an entire image using mouse as it printed on rubber. When you select the Rubber command, a grid appears within selected area or entire image. Press left mouse button while pointing at the appropriate point and drag the mouse to establish a degree of deformation (a boundary of the area remains unchanged, a reference point moves to selected place, other points change their position simulating deformation of a rubber). Double click within selected area to deform image. Then change size and position of a fragment. Double click to accept the result, click anywhere outside Picture Man window or press Esc key to cancel.

When you are in a painting mode, Picture Man draws grid within its window. In this situation you define a relative deformation. The Rubber command in a painting mode provides you with a unique tool which lets you to shift parts of an image interactively. This powerful tool gives you an opportunity to retouch defects just shifting on them adjacent parts of an image.

## **Deformations**

Lets deform the selection area or an entire image to give the impression of reflection from curved mirror and produce a whirlpool deformation.

When you choose this command, a dialog box containing the following options appears:

Type of mirror - specifies the type of mirror.

Parameters - specifies the step of deformation and wave length for waved mirrors.

Use the preview window on left side of dialog box to select appropriate type and parameters of deformation. Click OK button to start processing.

## **Rotate**

Rotates the selected area or entire image by degrees.

When you choose this command, a dialog box containing the following options appears:

Angle - set the amount of rotation in degrees counter clockwise. To rotate clockwise, enter a negative value.

**Tune - TV**

Allows to correct contrast, brightness and color of the selected area or entire image. When you choose this command, a dialog box appears.

Use scroll bars to correct contrast, brightness, and color saturation of the selected area or entire image.

### **Tune - RGB Linear**

Changes contrast and intensity of brightness and color, manipulates RGB components of an image or a selected area.

When you choose this command, a dialog box appears.

There are 5 controls with correspondent dependence curves for brightness (half-tone), color content, red, green and blue components. (Horizontal axis corresponds to input values, vertical axis corresponds to output ones.)

1. Select needed control by pointing it with the mouse arrow and clicking its left button.
2. Place the mouse pointer on a filled rectangle.
3. Move a rectangle while holding the mouse button pressed.
4. Release the mouse button. Image will be redrawn.
5. Choose Restore to restore initial image colors.
6. Choose OK to process image.



## **Gamma correction**

Changes contrast of an image using gamma correction in the either image or selected area. After entering this command the dialog box is displayed with the scroll bar for adjusting the contrast and brightness within the range from 0.25 to 4.0 .

When changing the position of the scroll bar by pressing the button of the mouse;

- to the left (nearer to 0.25) - the image is brightening;

- to the right (nearer to 4.0) - the image is darkening;

You may also select Red, Green or Blue component of image to correct components separately.

**Expand**

Enhance low-contrast images. Simply expands their brightness into 0...255 in the either Image or selected area .

## **Equalization**

Enhance low-contrast images. Equalizes distribution of image brightness in the all of image or a selected area.

**Fill area - color**

Fills an area with the system color. To select system color activate the Color selection dialog box. Click on the Color box in the Pen box or select the Color command in the Options menu.

**Fill area - gradient**

Fills an area with vertical, horizontal or radial gradients. After entering of one of these commands the Gradients dialog box appears. You must set boundary colors for gradients. Click on color boxes to activate the Color selection dialog box.

Another available method is the Fractal gradient. It allows you to create a fractal pattern with transition from one selected color to another.

## **Fill area - pattern**

Fills an area with an image from another file. When you select one of these commands, the Open file dialog box appears. Select an appropriate file and click on OK.

When you select the Tiled pattern command, Picture Man fills area with tiled images. This is a pattern in a strict sense.

When you select the Scaled pattern command, Picture Man scales an image to insert to fit dimensions of a loaded image. This is a useful way to import backgrounds, especially in combination with the Magic wang selection tool.

When you select the Fitted pattern command, Picture Man scales an image to insert proportionally to enclose a loaded image. This is a most convenient way to import backgrounds, especially in combination with the Magic wang selection tool.

## **Patch**

This group of commands provides you with unique tool for eliminating large defects in an image. Picture Man can fill an area with boundary values just continuing an image inside the area.

The Horizontal patch preserves horizontal lines.

The Vertical patch preserves vertical lines.

The Full patch makes total eliminating of defects.

It's highly recommended to use the Full Patch command in the painting mode as a retouching tool. Just try it!

## **Smoothing**

Makes an image smooth.

1. Enter needed filter size. The more size, the softer the result.
2. Choose OK.



## **Sharpening**

Makes an image sharper, but sometimes increases noise.

## **Heavy sharpening**

Makes an image even more sharper, but often increases noise.

## **Spot removing**

This command changes the value of each pixel to the median value of the surrounding group of pixels. Effectively removes spots and scratches.

1. Enter needed filter size. The more size, the stronger the effect.
2. Choose OK.

## **Maximum**

This command replaces pixel value with the maximum value of the surrounding group of pixels.

1. Enter needed filter size. The more size, the stronger the effect.
2. Choose OK.

## **Minimum**

This command replaces pixel value with the minimum value of the surrounding group of pixels.

1. Enter needed filter size. The more size, the stronger the effect.

2. Choose OK.

This command creates the impression of a pastel painting.

1. Enter needed filter size. The more size, the wider the contours.

2. Choose OK.

**Clean background**

This command smoothes flat areas of the image, leaving sharp edges unchanged. Is recommended to pre-process images captured from video boards.

1. Enter needed filter size. The more size, the softer the result.
2. Choose OK.

## **Mosaic**

This command creates an image composed of tiles of square or rectangular various brightness.

1. Enter needed filter size. The more size, the stronger the effect.
2. Choose OK.



**Emboss**

This command creates the impression of an image raised in relief.

## **Faceted glass**

This command creates an impression of an image seeing through faceted glass.

## **Outline contours**

This command outlines contours of an image.

## **Scatter**

This command replaces pixel value with the value randomly selected in the surrounding group of pixels.

1. Enter needed filter size. The more size, the stronger the effect.
2. Choose OK.

**Copy truecolor**

Use this command to put selected area of the image on clipboard to send it to another instance of Picture Man.

**Copy bitmap**

Use this command to put bitmap onto clipboard.

**Paste**

Inserts the Clipboard content into a selected area of an image.

**Paste from**

Inserts the new image from file into a selected area of an image.  
You must select filename of images to insert.



View commands

**Zoom in**

Magnifies part of the image so you can change one pel (pixel) at a time.  
These commands allow 4 levels of magnification, from 1:2(lower magnification) to 1:8 (the highest magnification).

## **Zoom out**

Shows a whole image that is larger than the drawing area.

These commands allow 4 levels of magnification, from 1:2(lower magnification) to 1:8 (the highest magnification).

**Original size**

Returns the image to normal resolution after you choose Zoom Out or Zoom Out.

## **Color/dither options**

The "Color/Dither options ..." allows you to change color depth and dithering method of viewed image. When you choose the "Color/Dither options..." command, a dialog box containing the following options appears:

Color depth - sets the color depth of viewed image.

Dithering - sets dithering method.

Number of colors - sets number of colors in viewed image.

Fast view - sets fast view mode.

Repaint after processing - cause image to be repainted after processing. This mode is useful when optimized palette is chosen.

**Repaint**

Caused image to be repainted. This command is useful when optimized palette is chosen.

**Use temporary bitmap**

This command causes Picture Man to use temporary bitmap to show the image. Increases speed (not for truecolor displays).

**Animate selection**

This command causes Picture Man to animate selection border for best preview during area selection.



**Tool Box**

Shows or hides Toolbox.

**Progress indicator**

Causes Picture Man to show or hide Progress indicator during processings.

**Paint on icon**

Causes Picture Man to draw the image on icon while minimized.

**Area**

Changes type of area to process. Choose between Whole image, Rectangle, Ellipse, Polygon, Freehand, Pen, Magic wand. Menu item associated with current selection is checked.

**Edge**

Changes edge of a local area. Choose between Sharp, Smooth low, Smooth medium and Smooth high.  
Menu item associated with current selection is checked.

**Pen/Brush/Line size**

Sets size of a pen and a line width. Choose between 1(x1), 3(x3), 5(x5), 7(x7), 9(x9), 11(x11) pixels.

**Pen type**

Choose between square and circle pen.

**Color - select**

Changes system color. The Color selection dialog box appears. Select appropriate color. Then you can close the dialog box or leave it active for subsequent use.



## **Magic Wang**

To define the degree of similarity (or the Tolerance) enter the Magic wang command in the Options menu. The "Magic Wang options" dialog box appears. The more value of tolerance, the wider a selected area. You can also choose between two models of color matching: first, named RGB model, matches R, G, B channels independently, second, HVS model, relies more on color similarity than on brightness. In addition, Picture Man allows to select either unfold or non-unifold area. The term Unifold means that you can get from any point of an area to another point without crossing the boundary.

**Create Backup**

When Create Backup mode is on a previous version of the image is preserved on disk and the Undo command is enabled. In this case you can also use Esc key to cancel current operation.

When Create Backup mode is off the Undo command is disabled.

## **Keep mask**

In some cases Picture Man allows to select area and to change it's dimensions and/or place it into another position. In this case Picture Man keeps first area for another processing. Still, you can work with a changed fragment when you switch to the Freehand selection and turn off the Preserve mask option in the Options menu.

Help

## **Help on Help**

Using Help will explain how to use built in help systems.

## **Index**

Index will call up Picture Man's built in help system. If you are unfamiliar with using built in help systems, select the Help - Help on Help option.

**About**

Displays general information about Picture Man. Press the OK button to close the About box.

## **File formats supported**

### **General Information:**

Pictures that may be used by PC computers are saved in a lot of formats. Picture Man supports a limited number of these formats. User can develop his own DLL module to support his own formats.

### **BMP File Format:**

The BMP format will support bits per pixels of 1, 4, 8 and 24. Picture Man supports all possibilities. BMP files can be used as "wallpaper" for the background when running in Windows. See your Windows documentation on how to use a BMP file as wallpaper.

### **GIF File Format:**

The GIF format will support bits per pixels of 1, 4 and 8. Picture Man supports all possibilities. GIF files were designed to create the smallest possible picture files for uploading and downloading from BBSs.

There are 2 GIF file versions; 87a and 89a.

Version 87a was the first of the two versions to appear.

Version 89a added new features to the 87a format. None of these new 89a features are used by Picture Man.

Picture Man will also read interlaced GIFs.

Since Picture Man does not use any of the new features of the 89a version, all GIF files will be saved as 87a. This will allow older GIF viewers to display the pictures that are created by Picture Man.

NOTE: Some GIF files contain more than one picture. Picture Man will only process the first picture in the file.

### **PCX File Format:**

The PCX format will support bits per pixels of 1, 4 and 8. Picture Man supports all possible bits per pixel.

### **TIFF File Format:**

The TIFF format will support bits per pixels of 1, 4, 8 and 24. Picture Man supports all possibilities.

The TIFF format differentiates between types of pictures. These categories are: black and white, greyscaled and colored. Picture Man supports all of these categories.

The TIFF format can use one of four encoding routines. These encoding routines are: No-compression, Pack bits, LZW, Huffman.

Picture Man will read and write files that use the encoding routines of: No-compression, Pack bits, Huffman and LZW.

### **TARGA File Format:**

The TARGA format will support bits per pixels of 8, 15, 16, 24 and 32. Picture Man supports all possibilities.

The TARGA format differentiates between types of pictures. These categories are: greyscaled, colormapped, and truecolor. Picture Man supports all of these categories.

The TARGA format can use one of three encoding routines. These encoding routines are: No-compression, Run-Length, and Huffman.

Picture Man will read and write files that use the first two of these encoding routines.

### **JPEG File Format:**

The JPEG format will support bits per pixels of 8 and 24. Picture Man supports all possibilities.

JPEG decompressor can read non-interleaved grey scale and fully-interleaved true color images.

JPEG compressor writes non-interleaved grey scale and fully-interleaved true color images with (2h:2v) (1h:1v)(1h:1v) sampling factors.



JPEG compressor uses a quality parameter which may be of range 1..100. The more the quality parameter, the better the quality of the image stored, the greater the size of compressed image file.

**Unformatted Byte Array:**

Picture Man can read grey scale images stored in file as unformatted byte array (row by row.) In this case user must enter right values of width and height of an image in pixels and data offset in the file.

**EPI File Format:**

Picture Man allows you to write 8-bit grey and 24-bit RGB encapsulated PostScript images.

## **Monitor gamma-correction**

You should calibrate your display before you start working with images for the first time. Re calibrate when you change your monitor, display adapter or the environment in which you work.

To calibrate your display you should have some original image and a captured or scanned image file. Select the Monitor gamma command in the View menu. The Monitor gamma correction dialog box appears. Use scroll bars to adjust gamma correction values for R, G, B channels. As a result of correction, a viewed image must look similar to it's original. Click on OK to store the correction values. Picture Man will now correctly and consistently display images in your working environment.

## **Acquire**

When you enter this command, a dialog box from selected TWAIN source appears. Input an image and return to Picture Man. An acquired image loads into Picture Man window.

**Select source**

When you enter this command, a dialog box with available TWAIN sources appears. Select an appropriate TWAIN source and click OK

**Acquire Native format**

Forces Picture Man to acquire the Native format for TWAIN source

**Faceted Glass**

Creates an effect of an image seeing through faceted glass

## The File menu

New...

Open...

Reload

Grab

Acquire...

Select source...

Save

Save As...

Convert...

Print...

Exit

## The Edit menu

Undo

Erase...

Transformation

Tune

Fill Area

Processing Commands

Copy Commands



## **Transformations**

Use the Transformation commands to change image size and resolution, to clip a fragment and to generate different special effects.

Size...

Clip

Move

Flip

Rubber

Deformation

Rotate...

## **Tune**

RGB control - TV ...

RGB control - Linear...

Gamma correction...

Expand

Equalization

## **Fill Area**

Color

Gradients

Patterns

Patches

## **Processing**

Smoothing

Sharpening

Heavy Sharpening

Spot removing

Maximum

Minimum

Hand Drawing

Cleaning Background

Contour Outlining

Mosaic

Emboss

Faceted Glass

Scatter

## Copy Commands

Use the Copy commands to exchange images between various instances of Picture Man and other tasks.

Copy Truecolor

Copy bitmap

Paste

Paste From...

## **The View menu**

Zoom Out

Zoom In

Original Size

Color/Dither options

Repaint

Monitor gamma

Use temporary bitmap

Animate Selection

Toolbox

Progress indicator

Paint on Icon

## The Options Menu

Area

Edge

Pen/Brush/Line size

Pen/Brush type

Color

Magic wand

Create Backup

Preserve Mask

Acquire Native format

## **The Help Menu**

[Help on Help](#)

[Index](#)

[About](#)



## Commands

File

Edit

View

Options

Help