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For Help on Help, Press F1



Brush Module



The Brush module contains tools for editing a raster graphic. You can create or touchup raster graphics. Before a raster graphic can be edited, it must be imported into a raster graphic frame. When creating a raster graphic, an empty raster graphic frame is required.

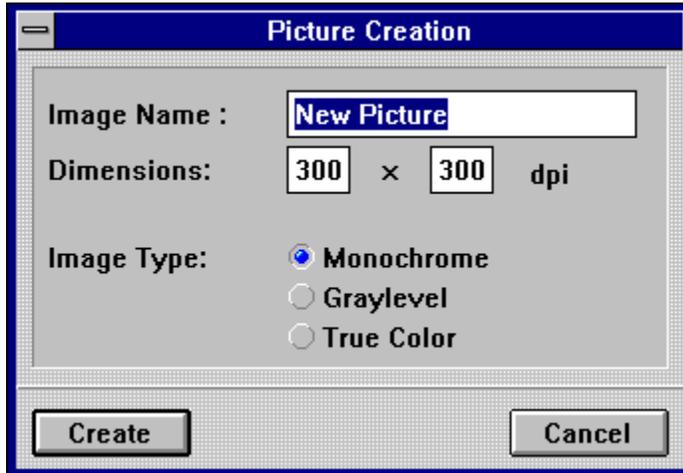
The Brush module offers twenty brush styles and an array of colors and fill patterns. Since the Brush Module uses the same interface as other modules, you will find it easy to use.

The Brush module will load when Calamus is launched. If it does not, click Modules in the Options menu. Load BRUSH.CXM in the Modules dialog box. The Brush module icon will appear in the Module Row. To use Brush, click the icon. To automatically load Brush when you launch Calamus, use Save System Setup in the Options menu. As with all modules, the Brush module can be deleted when not in use.

If you are creating a new raster graphic, the Image Creation dialog box will appear.

[Image Creation Dialog Box](#)

Image Creation Dialog Box



The first field in this dialog box lets you specify a name for the raster graphic you are creating. The dimensions of the graphic are those of the raster graphic frame; dimensions are displayed in dots per inch. The final option in this dialog box is the type of image: Monochrome, Grayscale or True Color.

[Brush Module Command Groups](#)

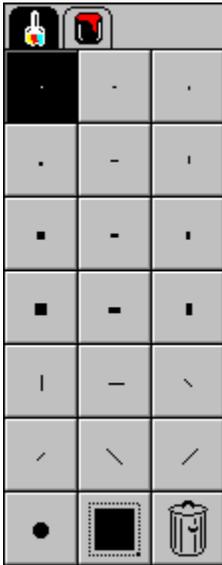
Brush Module Command Groups

The Brush module contains two command groups: one for brushes, the other for color and fill patterns. Each command group is accessed by clicking its respective command group icon.

[Brush Command Group](#)

[Color Settings Command Group](#)

Brush Command Group



There are 6 brush types: pixel, block, brush, oblique, circle and variable. Each is described below. This command group also has a very useful UNDO function.

[Pixel Brush](#)

[Block Brushes](#)

[Line Brushes](#)

[Oblique Brushes](#)

[Circle Brush](#)

[Variable Brush](#)

[Undo Function - Brush Module](#)

Color Settings Command Group



You may select a color or fill pattern for any of the brushes you use. Click the desired color name in the color list and then select the brush you wish to use. For information on loading and editing the color list, see *Color Settings*, chapter 4.

Pixel Brush

As the name implies, this brush allows you to draw individual pixels in your raster graphic. This brush style can also be used to remove individual pixels by using the color white to "paint over" unwanted pixels.

Block Brushes

These eleven brushes work the same as the pixel brush except that each paints a block of pixels: 2x1, 1x2, 2x2, 4x1, 1x4, 4x4, 4x2, 2x4, 6x6, 6x3 and 3x6. You can use these brushes to erase by using the color white to paint over unwanted areas.

Line Brushes

Line brushes paint a thin vertical (1x8) or horizontal (8x1) line.

Oblique Brushes

These four brushes are used to paint oblique lines in either 1x4 or 1x8 lengths.

Circle Brush

The circle brush has a fixed size with a diameter of 6 pixels. It can be used for brushing along curved lines or filling in circles and ellipses.

Variable Brush

This brush is actually a miniature raster area tool that allows you to draw a rectangle to the size of your choice. As with other brushes, you may select any color or fill pattern.

Click the icon once. Move the pointer inside the raster graphic frame and click again. The cross hair pointer will appear. Move the pointer and click a second time to define the size of the brush.

The pointer moves from the bottom right to the top left corner of the variable brush. Position the brush and click again to paint with the variable brush you defined.

Undo Function - Brush Module

The Undo function will remove any brush strokes made before the last click of the right mouse button.

