Face*Maker Help Index

Introduction

Face*Maker program and documentation copyright (c) 1992 by Alan Page

 Face*Maker is a program for producing images of faces using a library of pre-defined elements, e.g. heads, noses, eyes and mouths. You can also add a text caption to create an eye-catching sign. After you have produced your face, you can print it out or copy it to the clipboard as a bitmapped image.

 The program can also 'animate' the display by randomly changing selections in each window.

 Each of the head shapes has a number of <u>hot spots</u> for facial features such as a nose, a mouth, eyes, and hair. When you select a new head, the various features move to the proper locations on that head. If you click on a different selection of the same type (e.g. a different nose), then the new selection replaces any existing feature of the same type.

 I wrote this program to help me learn to program for Microsoft Windows(tm) and to demonstrate my abilities to potential employers. The program was written in the C language using Borland C++ 2.0. The images used in this program were created in a separate drawing program that I also wrote. That program will be released at a later date.

 Face*Maker is an <u>MDI</u> program, meaning that you can have many independant face windows on the screen at one time.

Getting Started

Select Load Library from the File menu and choose the filename "FACELIB.CLK". It will take about 30-40 seconds to load.

Select New Face from the File menu.

A listbox in the top left corner of the Face window will list the available item categories, e.g. "Nose", "Mouth" and "Eyes". Click on one of the category names. A strip of images will appear below the listbox.

Click on one of the images to select it. The selected image will appear full size in the main window. Use the up and down cursor keys to scroll through the available images.

Select a different category name to see a new set of images. In most cases you will select one image from each category; in the case of Eyes, select both a right and left eye. Note: "Hair" is a category that does not necessarily go with all possible heads.

The current selection (if any) is always highlighted in inverse video. To delete the current selection from the screen either press the Delete key or click the left mouse button on the

Delete icon. This will delete any item(s) in the current category.

The Delete icon (pictured above) is a square box with an "X" inside.

Face*Maker Keys

Related Topics

Use the following keys when selecting images and categories:

Key(s)	Function
Left or Up Arrow	Selects previous image.
Right or Down Arrow	Selects next image.
Delete	Removes current selected image from screen.
Page Up	Selects previous category in list box.
Page Down	Selects next category in list box.

Text Editing Keys

Use the following keys when editing text in the caption box:
(You may need to click inside the caption box to activate it.)

Movement Keys

Key(s)	Function
Up Arrow	Moves up one line.
Down Arrow	Moves down one line.
Right Arrow	Moves right one character.
Left Arrow	Moves left one character.
Home	Moves to start of line.
End	Moves to end of line.
Ctrl+Home	Moves to start of caption text.
Ctrl+End	Moves to end of caption text.

Text Selection Keys

Key(s)	Function
Shift+Right Arrow	Selects text one character at a time to the right. If the character is already selected, cancels the selection.
Shift+Left Arrow	Selects text one character at a time to the left. If the character is already selected, cancels the selection.
Shift+Up Arrow	Selects text one line up. Or, if already selected, cancels the selection.
Shift+Down Arrow	Selects text one line down. Or, if already selected, cancels the selection.
Shift+Home	Selects text to start of line.
Shift+End	Selects text to end of line.
Ctrl+Shift+Home	Selects text to start of caption text.
Ctrl+Shift+End	Selects text to end of caption text.

Face*Maker Commands

To get help with a command, choose the appropriate menu.

<u>File Menu</u>
      New Face
      Open Library
      Close
      Print
      Printer Setup
      Exit

<u>Edit Menu</u>
      Cut
      Copy
      Paste
      Clear
      Copy Bitmap

<u>Text Menu</u>
      Normal
      Bold
      Italic
      Underline
      Fonts
      Caption On (Caption Off)

<u>Scale Menu</u>
      Fit Into Window
      50 %
      100 %
    Portrait (Landscape)

<u>Preferences Menu</u>
      Animate

Procedures

The Procedures topics give more details on how to use Face*Maker.

[Printing a picture](#)
[Editing Text](#)
[Moving and Sizing Caption Box](#)
[Changing Character Styles](#)

File Menu

New Face
Opens up a window for creating a face. You can open up as many Face windows as you want, subject to available memory and system resources. You cannot select this item until you open a Face*Maker library file.

Open Library
Opens a Face*Maker library file. Face*Maker uses a custom file format to contain both the graphic images and positioning information.

Exit
Closes all open windows and quits the program.

Once you have opened up at least one Face window, three new items appear on the File menu; Close, Print, and Printer Setup.

Close
Closes the current active window. You are prompted to confirm you want the window closed before the window is actually closed. Once you close a Face window, the selections you made to create a face are forgotten.

Print
Prints the contents of the current active window. In order to print, you must have a printer installed and active. See your Windows User's Guide on how to use the Control Panel to install a printer.

Printer Setup
Lets you select a printer and configure it.

Related Topics

Printing a picture

Printing a Picture

 You will notice that there is a rectangle around the face in the Face window. That rectangle is the page frame, intended to represent an 8 1/2" by 11" sheet of paper. How the contents of the page frame will be printed depends on how you have configured your printer. Depending on the printer driver, you may be able to select different paper sizes, different orientations (Landscape or Portrait) and various printing resolutions.

 The area inside the page frame will be printed out as large as possible on your printer, without stretching or shrinking the image.   To assist this, you should select the same orientation (landscape or portrait) both within the Face*Maker program and in Printer Setup. You can choose different orientations for printer and program, but this will usually result in a smaller printout.

 While the picture is printing, a dialog box is visible which displays the progress of the printing. Clicking on the "Cancel" button cancels the printing process.

Edit Menu

The edit menu is used to cut and paste text from the text caption box to and from the Windows clipboard. It can also be used to copy the picture on the screen to the clipboard as a bitmapped image.

Related Topics

<u>Editing Text</u>

Cut
If you have selected some text in the caption box, Cut deletes the text and places it onto the Clipboard, erasing the previous Clipboard contents.

Copy
If you have selected some text in the caption box, Copy copies the text to the Clipboard, leaving the selected text intact. The previous clipboard contents are erased.

Paste
Pastes text from the Clipboard into the caption at the insertion point or replaces selected text in the caption.

Clear
Erases selected text from the caption, but does not copy the selection to the Clipboard.

Copy Bitmap
Takes a snapshot of the contents of the page frame and copies it to the Clipboard in bitmap format, suitable for pasting into paint programs such as Windows Paint. The bitmap is the same scale as the image in the current Face window.

Editing Text

Most of the editing features are similar to those in Windows Notepad. If you already know how to edit text in Notepad, then you should have no difficulties.

Creating a Caption
If there is no caption box visible on the screen, choose Caption On from the Text menu to create a caption box.

Making the Caption Active
If you don't see the text caret inside the caption then click inside the caption box to make the caret appear.

To copy or cut text, first select the text. Choose Copy from the Edit menu to copy the selected text to the clipboard. Choose Cut to copy the text and then delete it from the caption.

Move the insertion point where you want the text to appear and choose Paste from the Edit menu.

To replace a section of text with text from the clipboard, first select the text to be replaced then choose Paste from the Edit menu.

Choose Clear to erase the selected text from the caption without copying it to the Clipboard. You can also press the delete or backspace key to erase selected text.

Related Topics

Edit Menu
Editing Keys

Moving and Sizing Caption Box

The caption box can be sized and moved anywhere inside the window. However, any portion that extends beyond the page frame will not be printed.

Move the mouse pointer over one of the sizing handles located in the corners and sides of the caption box. You will see the mouse pointer change to a shape which indicates in what direction you can size the box.
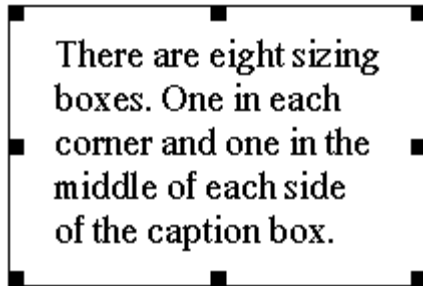
Pointer shapes for sizing caption box.

Hold down the left mouse button and drag the outline to the desired size. Release the mouse button and the text will reformat itself to the new size. Note: You cannot size the box below a certain fixed size.

Moving the Caption Box

1. Position the mouse pointer near one of the sides of the caption box until the pointer changes to the shape of a hand.

2. Hold down the left mouse button and drag the box outline to the new location.

3. Release the left mouse button and the box will be redrawn in the new location.

Additional Features

Hold down the shift key while sizing and the box changes size equally in all directions.

To size the box to fix precisely around text:
1. Move the mouse pointer over the sizing handle in the bottom right corner.
2. Hold down the Control key and then drag the pointer diagonally towards the upper left corner. The caption box will shrink until it fits equally around the text on all four sides.

Text Menu

Use the text menu to create and modify a text caption. You can position the caption anywhere in the window and alter its size. You can choose any available font for the caption and use bold, underline, and italic character styles for emphasis.

Normal
Sets the character style to normal.

Bold
Sets the character style to bold.

Italic
Sets the character style to italic.

Underline
Sets the character style to underline.

Related Topics

Changing Character Styles

Fonts
Opens a font selection box to select a different font or font size for the text caption.

Caption On (Caption Off)
Creates a text caption or, if a text caption exists, destroys it.

Changing Character Styles

 You can apply more than one character style to the same characters by selecting text and then choosing character styles from the Text menu. A check mark appears next to the current character styles. Selecting a character style with a check mark next to it will cancel that style. Selecting Normal cancels all styles.

 You can mix character styles in the same text caption by selecting a portion of text and choosing a character style from the Text menu. The style you choose will be applied to the selected text. Or, if the style is already present in all the text you have selected (as indicated by a check mark next to the style in the menu) it will be removed from the selected text.

Scale Menu

Use the Scale menu to choose what scaling to use for the current active Face window. The current selection is indicated with a check mark.

Fit Into Window
Scale the drawing so that it always fits into the current window. This is useful for sizing an image that you want to copy to the clipboard as a bitmap.

50%
Scale the drawing to appear approximately 50% of actual size.

100%
Scale the drawing to appear approximately actual size in the window. This is the scale at which the drawing was originally composed. It is not necessarily the scale at which it will be printed out, which depends also on how your printer is set up.

Portrait (Landscape)
Choosing Portrait or Landscape will cause the page frame to be adjusted to reflect the new selection. The program is based on an 8 1/2 inch by 11 inch page frame. However, if your printer uses smaller or larger paper, the final printout will be scaled to fit the actual paper size.

Preferences Menu

Animate
 Randomly changes the selections in each window to display a different face. The program will keep on animating the faces until you press a key.

Multiple Document Interface (MDI) is a specification for Windows applications that handle multiple document windows. The Windows Program Manager is an example of an MDI application. Each Program Group window in the Program Manager is an MDI window.

 Each window in an MDI application can be minimized into an icon (try minimizing a FACE window to see an interesting effect), tiled, or cascaded in a standard manner.

A hot spot is a coordinate that indicates where something is to be positioned.