Color Handling>About (Module TSMOD1)
Module Commands

Color Handling
  Lighten
  Darken
  Tint
  Convert to Grayscale
  Custom Color Modification

TommySoftware®

North America, Inc.   **Germany**
130 Barrow Street   Selchower Straße 32
New York, NY 10014   D-12049 Berlin
U. S. A.   Germany

Phone (212) 807 9720   Phone +49 30 621 5931
Fax (212) 807 8149   Fax +49 30 621 4064
CompuServe 100020,3647 CompuServe 100142,3665

Internet "tommy@tommysoftware.com"

Color Handling>Lighten (Module TSMOD1)
General

This command can be used to lighten objects. After choosing this command, a parameter dialog window appears. In this dialog window, you can mark several object types to be effected. Only those object types marked will be modified.

1. *Choose objects*
   Choose the objects that are to be lightened. Any number of objects can be chosen. This can be done with various methods, which can be used on their own or in combination with one another:

■ Objects can be chosen, as for identification, by simply clicking on their outlines. If several objects lie at the position clicked on, a small dialog appears at the bottom of the screen, with the help of which the correct object can be picked out.

■ Whole sections can be chosen by holding down the SHIFT key, and specifying two opposite corners of a rectangle. This chooses all the objects which lie wholly within the specified area.
   Whether only the objects wholly within the area, or also those which overlap it should be chosen is detemined by the area mode. This is changed with the Shift+F6 Key or the button in the panel.

■ All the objects in the drawing can be chosen by pressing the F10 Key.

■ If the same group of objects is to be manipulated several times, it can be selected again by pressing the F11 Key.

■ All the currently selected objects can be chosen by pressing the F12 Key.
   If several of these choosing methods are to be combined, the CTRL key must be kept held down throughout the choosing process.
   All choosing operations are self-inverting. If an object is chosen twice during a choosing process, it counts as "not chosen". A third selection rechooses it, and so on.

   Example: If all the objects in the drawing except two are to be chosen, follow these steps:

■ Press and hold down the CTRL key
■ Press the F10 key
■ Click, one after another, on the two objects not to be chosen
■ Release the CTRL key

After choosing the objects, they will be lightened. If the duplicate function is active, a copy of the chosen objects is created and the copy is altered. This means that a copy with lightened colors can be created.

Options

To access an explanation of an individual element in the dialog box shown below, click the left mouse button on the element. Explanations are available whenever the mouse pointer changes from an arrow ( ) to a hand ( ).

Note: This command will effect all objects types that are marked in the parameter dialog window. It will *not* effect bitmaps or block elements that have fixed color properties!

Color Handling>Darken (Module TSMOD1)
General

This command can be used to darken objects. After choosing this command, a parameter dialog window appears. In this dialog window, you can mark several object types to be effected. Only those object types marked will be modified.

1. *Choose objects*
   Choose the objects that are to be darken. Any number of objects can be chosen. This can be done with various methods, which can be used on their own or in combination with one another:
■   Objects can be chosen, as for identification, by simply clicking on their outlines. If several objects lie at the position clicked on, a small dialog appears at the bottom of the screen, with the help of which the correct object can be picked out.
■   Whole sections can be chosen by holding down the SHIFT key, and specifying two opposite corners of a rectangle. This chooses all the objects which lie wholly within the specified area.
         Whether only the objects wholly within the area, or also those which overlap it should be chosen is detemined by the area mode. This is changed with the Shift+F6 Key or the button in the panel.
■   All the objects in the drawing can be chosen by pressing the F10 Key.
■   If the same group of objects is to be manipulated several times, it can be selected again by pressing the F11 Key.
■   All the currently selected objects can be chosen by pressing the F12 Key.
   If several of these choosing methods are to be combined, the CTRL key must be kept held down throughout the choosing process.
   All choosing operations are self-inverting. If an object is chosen twice during a choosing process, it counts as "not chosen". A third selection rechooses it, and so on.

   Example: If all the objects in the drawing except two are to be chosen, follow these steps:
■   Press and hold down the CTRL key
■   Press the F10 key
■   Click, one after another, on the two objects not to be chosen
■   Release the CTRL key

After choosing the objects, they will be darkened. If the duplicate function is active, a copy of the chosen objects is created and the copy is altered. This means that a copy with darkened colors can be created.

Options

To access an explanation of an individual element in the dialog box shown below, click the left mouse button on the element. Explanations are available whenever the mouse pointer changes from an arrow (■) to a hand (■).

Note: This command will effect all objects types that are marked in the parameter dialog window. It will *not* effect bitmaps or block elements that have fixed color properties!

Color Handling>Tint (Module TSMOD1)
General

This command can be used to tint objects. After choosing this command, a parameter dialog window appears. In this dialog window, you can mark several object types to be effected. Only those object types marked will be modified.

1. *Choose objects*
   Choose the objects that are to be tint. Any number of objects can be chosen. This can be done with various methods, which can be used on their own or in combination with one another:
- Objects can be chosen, as for identification, by simply clicking on their outlines. If several objects lie at the position clicked on, a small dialog appears at the bottom of the screen, with the help of which the correct object can be picked out.
- Whole sections can be chosen by holding down the SHIFT key, and specifying two opposite corners of a rectangle. This chooses all the objects which lie wholly within the specified area.
   Whether only the objects wholly within the area, or also those which overlap it should be chosen is detemined by the area mode. This is changed with the Shift+F6 Key or the button in the panel.
- All the objects in the drawing can be chosen by pressing the F10 Key.
- If the same group of objects is to be manipulated several times, it can be selected again by pressing the F11 Key.
- All the currently selected objects can be chosen by pressing the F12 Key.
   If several of these choosing methods are to be combined, the CTRL key must be kept held down throughout the choosing process.
   All choosing operations are self-inverting. If an object is chosen twice during a choosing process, it counts as "not chosen". A third selection rechooses it, and so on.

   Example: If all the objects in the drawing except two are to be chosen, follow these steps:
- Press and hold down the CTRL key
- Press the F10 key
- Click, one after another, on the two objects not to be chosen
- Release the CTRL key

After choosing the objects, they will be tint. If the duplicate function is active, a copy of the chosen objects is created and the copy is altered. This means that a copy with tint colors can be created.

Options

To access an explanation of an individual element in the dialog box shown below, click the left mouse button on the element. Explanations are available whenever the mouse pointer changes from an arrow (■) to a hand (
■).

Note: This command will effect all objects types that are marked in the parameter dialog window. It will *not* effect bitmaps or block elements that have fixed color properties!

Color Handling>Convert to Grayscale (Module TSMOD1)
General

This command can be used to convert the colors of objects to grayscale. After choosing this command, a parameter dialog window appears. In this dialog window, you can mark several object types to be effected. Only those object types marked will be modified.

1. *Choose objects*
   Choose the objects whose colors are to be converted to grayscale. Any number of objects can be chosen. This can be done with various methods, which can be used on their own or in combination with one another:

- Objects can be chosen, as for identification, by simply clicking on their outlines. If several objects lie at the position clicked on, a small dialog appears at the bottom of the screen, with the help of which the correct object can be picked out.
- Whole sections can be chosen by holding down the SHIFT key, and specifying two opposite corners of a rectangle. This chooses all the objects which lie wholly within the specified area. Whether only the objects wholly within the area, or also those which overlap it should be chosen is detemined by the area mode. This is changed with the Shift+F6 Key or the button in the panel.
- All the objects in the drawing can be chosen by pressing the F10 Key.
- If the same group of objects is to be manipulated several times, it can be selected again by pressing the F11 Key.
- All the currently selected objects can be chosen by pressing the F12 Key.
   If several of these choosing methods are to be combined, the CTRL key must be kept held down throughout the choosing process.
   All choosing operations are self-inverting. If an object is chosen twice during a choosing process, it counts as "not chosen". A third selection rechooses it, and so on.

   Example: If all the objects in the drawing except two are to be chosen, follow these steps:
- Press and hold down the CTRL key
- Press the F10 key
- Click, one after another, on the two objects not to be chosen
- Release the CTRL key

After choosing the objects, there colors will be converted to grayscale. If the duplicate function is active, a copy of the chosen objects is created and the copy is altered. This means that a copy with grayscale colors can be created.

Options

To access an explanation of an individual element in the dialog box shown below, click the left mouse button on the element. Explanations are available whenever the mouse pointer changes from an arrow (▪)
to a hand (
▪).

Note: This command will effect all objects types that are marked in the parameter dialog window. It will *not* effect bitmaps or block elements that have fixed color properties!

Color Handling>Custom Color Manipulation (Module TSMOD1)
General

This command can be used to manipulate the colors of objects by applying a custom color matrix. After choosing this command, a parameter dialog window appears. In this dialog window, you can mark several object types to be effected. Only those object types marked will be modified.

1. *Choose objects*
   Choose the objects whose colors are to be manipulated. Any number of objects can be chosen. This can be done with various methods, which can be used on their own or in combination with one another:
- Objects can be chosen, as for identification, by simply clicking on their outlines. If several objects lie at the position clicked on, a small dialog appears at the bottom of the screen, with the help of which the correct object can be picked out.
- Whole sections can be chosen by holding down the SHIFT key, and specifying two opposite corners of a rectangle. This chooses all the objects which lie wholly within the specified area.
   Whether only the objects wholly within the area, or also those which overlap it should be chosen is detemined by the area mode. This is changed with the Shift+F6 Key or the button in the panel.
- All the objects in the drawing can be chosen by pressing the F10 Key.
- If the same group of objects is to be manipulated several times, it can be selected again by pressing the F11 Key.
- All the currently selected objects can be chosen by pressing the F12 Key.
   If several of these choosing methods are to be combined, the CTRL key must be kept held down throughout the choosing process.
   All choosing operations are self-inverting. If an object is chosen twice during a choosing process, it counts as "not chosen". A third selection rechooses it, and so on.

   Example: If all the objects in the drawing except two are to be chosen, follow these steps:
- Press and hold down the CTRL key
- Press the F10 key
- Click, one after another, on the two objects not to be chosen
- Release the CTRL key

After choosing the objects, they will be manipulated according to the matrix entered in the parameter window. If the duplicate function is active, a copy of the chosen objects is created and the copy is altered. This means that a copy with manipulated colors can be created.

Options

To access an explanation of an individual element in the dialog box shown below, click the left mouse button on the element. Explanations are available whenever the mouse pointer changes from an arrow (▪) to a hand (

▪).

▪

Note: This command will effect all objects types that are marked in the parameter dialog window. It will *not* effect bitmaps or block elements that have fixed color properties!

Clicking on this button will close the dialog accepting all changes. Any changes or operations specified will be carried out.

Clicking on this button will close the dialog, without accepting any changes. Any following operation will not be carried out.

The value in this edit field determines the grade of color modification in percent. A value of 0% results in no modification, a value of 100% results in maximum modification.

This button displays the tint color. Clicking this button displays a dialog that allows the selection of another tint color.

If this check box is enabled, a duplicate of the chosen objects will be create and modified. Otherwise, the chosen objects themselves will be altered.

If this check box is enabled, the color inheritation flag will be set in all modified objects. This is important if those objects are assigned to another pen than "*Standard" and for all instances.

If this check box is enabled, the fill colors of standard objects will be modified.

If this check box is enabled, the line colors of standard objects will be modified.

If this check box is enabled, the fill colors of text objects will be modified.

If this check box is enabled, the line colors of standard objects will be modified.

If this check box is enabled, the fill colors of dimension objects will be modified.

If this check box is enabled, the line colors of dimension objects will be modified.

If this check box is enabled, the fill colors of instances will be modified.

If this check box is enabled, the line colors of instances will be modified.

Clicking on this button displays a dialog that allows editing the selection parameters.

The value in this edit field determines the fraction of the previous red portion that will be used to calculate the resulting red portion.

The value in this edit field determines the fraction of the previous green portion that will be used to calculate the resulting red portion.

The value in this edit field determines the fraction of the previous blue portion that will be used to calculate the resulting red portion.

The value in this edit field determines the constant value that will be used to calculate the resulting red portion.

The value in this edit field determines the fraction of the previous red portion that will be used to calculate the resulting green portion.

The value in this edit field determines the fraction of the previous green portion that will be used to calculate the resulting green portion.

The value in this edit field determines the fraction of the previous blue portion that will be used to calculate the resulting green portion.

The value in this edit field determines the constant value that will be used to calculate the resulting green portion.

The value in this edit field determines the fraction of the previous red portion that will be used to calculate the resulting blue portion.

The value in this edit field determines the fraction of the previous green portion that will be used to calculate the resulting blue portion.

The value in this edit field determines the fraction of the previous blue portion that will be used to calculate the resulting blue portion.

The value in this edit field determines the constant value that will be used to calculate the resulting blue portion.