

Paint Shop Help Index

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Menu Commands

Select the menu option that you would like more information about.

Alter

Edit

File

Help

View

File Formats Supported

The following is a list of the picture file formats supported by Paint Shop.

Select a file format to obtain more information on that format.

BMP

GIF

IMG

MAC

PCX

RLE

Definitions

Select a subject to obtain more information on.

Dither
Interlacing
Marking

Registering

You can register this copy of Paint Shop by sending \$25.00
(Minnesota residents add \$1.50 for sales tax (\$26.50 total)) to:

JASC, Inc.
17743 Evener Way
Eden Prairie, MN 55346

Please include your CIS number if you have one and would like to receive your registration number via CompuServe.

Screen Capturing

Screen capturing with Paint Shop can be done in an indirect way. Follow these steps to do screen capturing.

1. Set the screen up exactly as you would like it.
2. Press the "Print Screen" key.
3. Start Paint Shop.
4. Select "Edit-Paste" from the Paint Shop menu.

If you did not want the entire screen then use the the Alter-Trim menu option to obtain only that part of the screen that you are interested in.

Once the you have pasted the screen into Paint Shop you can do anything with the picture that you would like.

Menu Command - Alter

Flip

Flips the picture vertically.

Mirror

Flips the picture horizontally.

Rotate Right

Rotates the picture to the right.

Rotate Left

Rotates the picture to the left.

Stretch/Shrink

Allows you to change the size of the picture.

Trim

Allows you to make the marked area the current picture.

Dither-Mono

Dithers the picture to black and white.

Dither-Color

Dithers the picture to 16 colors.

Grey Scale

Converts the picture to a grey scaled picture.

Note: The picture is still a colored picture, just a grey picture. You will still need a color printer to print the picture as it appears on the screen.

Invert

Inverts the colors of a black and white picture.

Prep for MAC

Prepares the picture so that it can be saved as a MAC file.

Prep for MAC

Since a MAC picture must have specific width, height and number of colors, this command will prepare the current picture by altering the picture to meet those requirements.

Mac pictures should have a white background. You will be given the option of inverting the picture. If the picture is using a black background, then you should select the invert option. If the picture is already on a white background then do not select the invert option. If you would like to see what the picture will look like when it is inverted then select the Alter-Invert menu option.

Preparing a picture to be saved as a MAC is a four step process.

1. Reduce the picture so that neither the width or height exceed the maximum allowed by MAC pictures. If Paint Shop reduces the size of your picture, the aspect ratio will be maintained.
2. Dither the picture, in necessary, to black and white. This step will use a weighted palette, grey color and Floyd-Steinberg dithering. If you wish different options for the dithering, then dither the picture with Alter-Dither-mono before using Prep for MAC. See Dither-mono for more information on the dithering options.
3. Invert the picture if user desires.
4. Pad any area outside of the picture with a white background.

Menu Command - Edit

Copy

Copies the marked area of the picture to the clipboard.
If no area is marked off, then Paint Shop will copy the entire picture to the clipboard.

Paste

Copies a picture from the clipboard into Paint Shop.

Menu Command - File

New

Deletes the current picture from the screen and memory. This will free up some memory for other applications without having to shutdown Paint Shop.

Open

Allows you to select the file format and filename of the file to open.

Save As

Allows you to select the file format and filename that the picture is to be saved as. Refer to the specific file format for more information about the ways that a file may be saved.

Print

Prints the current picture.

Printer Setup

Allows you to setup your printer for printing pictures. The printer that will be used is the one that you have selected as the active printer.

Note: The active printer is selected by using the Control Panel program.

Exit

Shuts down Paint Shop.

Menu Command - Help

Index

Brings up the Help system for Paint Shop.

Using Help

Runs the Help system on how to use Help.

About

Displays general information about Paint Shop.

Menu Command - View

Full Screen

Displays the current picture using the entire screen. Press any mouse button or keyboard key to return to windowed operations.

Menu Command Invert

This command will invert a black and white picture.
Black will become white and white will become black.

You may find this usefull when you want to print a picture that uses a black background. By inverting the colors you will then have a white background, and thus the background will not be printed.

It is also usefull for converting a picture with a black background to a white background before you copy the picture to the clipboard for pasting into a word processor.

Printing pictures

Paint Shop uses the printer resolution to print the picture.

If your printer supports various resolutions you can use the Printer Setup option to select the resolution to be used.

The correct resolution to use is subjective. Print a picture using the various resolutions to determine your desires. Just because the resolution is higher does not mean that it will be a better picture, just a smaller picture. Higher resolutions normally take longer to print.

Some printers do not have the capability of printing pictures. If your currently active printer does not have the capability of printing the picture then you will be notified. Use the Control Panel to select a different printer if you have one.

If the picture is too large for Paint Shop to print then you will get a blank page. Use the Alter-Stretch/Shrink option to make it a smaller picture, then try printing again.

BMP File Format

BMP files come in 2 formats; OS2 and Windows.

Paint Shop supports both formats.

Windows BMP files use a compression format.
These compression formats are known as RGB, RLE8 and RLE4.

Paint Shop will read any of the compression formats.

When saving a picture as a BMP file you will have the option of saving the picture using the RGB or RLE compression routines. If you select the RLE compression routine Paint Shop will select the proper RLE compression to use. If the picture is less than 17 colors then Paint Shop will use RLE4, otherwise RLE8 will be used.

Note: Paintbrush does not support BMP files that use either
RLE8 or RLE4 compression.

GIF File Format

There are 2 GIF file versions; 87a and 89a.
In addition, GIF files may be interlaced.

Paint Shop supports both versions and interlacing.

Although Paint Shop will allow you to save a GIF file as a version 89a, I suggest that you save all of your GIF files as 87a. There is no advantage to saving as an 89a.

IMG File Format

IMG files are black and white pictures.

If your picture is colored, you will have to dither it to black and white before saving the picture as an IMG file.

MAC File Format

MAC files come from the Macintosh program MacPaint.

Mac pictures are very specific. They must have a width of 576 and a height of 720 and they are only black and white.

Mac pictures should have a white background. You will be given the option of inverting the picture during the prep operation. If your picture is using a black background, then you should select the invert option. If the picture is already on a white background then do not select the invert option. If you would like to see what the picture will look like when it is inverted then select the Alter-Invert menu option.

In order to save a picture as a MAC picture, the above requirements must be met. This can be accomplished by using the Alter Menu command Prep for MAC.

You have an option to save the MAC picture with or with out (W/O) a header. The MAC header is the information that is necessary for the picture to move back and forth (via BBS(s)) between the Macintosh and PC. Therefore, all pictures should be saved with the header.

The option to save with out the header is only there because some PC applications want the MAC picture without the header. Please remember that the Macintosh wants this header when it is being downloaded from a BBS, so please do not upload headerless MACs to any BBS(s).

PCX File Format

There are 4 PCX file versions:

Version 0 - Black and white pictures.

Version 2 - 16 or less colors with palette information.

Version 3 - 16 or less colors without palette information.

Version 5 - 256 or less colors.

Paint Shop will read all PCX file versions.

If the file is a version 3 Paint Shop will use the default VGA colors, used by Windows, as the palette. This may result in a different looking picture than you would see when using some other picture viewer.

When saving a picture as a PCX file, Paint Shop will decide which version to use. The reason for this is to create the oldest version possible for that picture. This will allow older applications, that do not support the newer versions, to use the PCX files created by Paint Shop.

Paint Shop will use the following method to determine how to save a file as PCX file.

If the picture is black and white then the version will be 0.

If the picture is greater than 2 and less than 17 colors then the version will be 2.

If the picture does not fall into either of the above categories then the picture will be saved as a version 5.

RLE File Format

RLE files are BMP files that use one of the RLE compression routines.

See BMP File Format for more information on the compression routines.

Paint Shop will read RLE files that use the compression formats of RLE4 and RLE8.

When saving a picture as a RLE file Paint Shop will select the proper RLE compression to use.

If the picture is less than 17 colors then Paint Shop will use RLE4, otherwise RLE8 will be used.

Interlacing

Interlacing is a process used by GIF pictures.

Interlacing is a process of storing picture data in non-sequential order.

The reason for this is that GIF pictures can be viewed while On-Line. With an interlaced picture, you can get an idea of what the picture will be before you even see half of the picture. At any time you can abort the process and thus save you time and possibly money.

Marking

A marked area is an area that has been marked off for a Copy or Trim operation.

To mark off an area:

Move the cursor inside of the picture area.

Press and hold the left mouse button.

Move the cursor to the opposite corner to be marked off.

Release the mouse button.

The area should now be marked.

Notice that the size of the marked off area is displayed in the center of the marked area.

Dithering

Dithering is the process of reducing a colored picture to a lesser number of colors.

Paint Shop supports dithering to mono or dithering to 16 colors.

You can dither a picture by selecting one of the dithering options from the Alter Menu.

Dithering to mono

When you elect to dither a colored picture to black and white, a dialog box will appear allowing you to determine the way that the picture should be dithered.

I have found that no single method for dithering will do a good job on all pictures. I have also found that what I consider to be a nice dithered picture is not what you may consider to be good. For these reasons Paint Shop will allow for 24 different outcomes of a dithered picture.

These different possibilities are setup by the selections you make using the Dither-Mono dialog box. A description of these choices follows:

Your choices fall into 3 categories.

You must select one choice from each of the 3 categories.

These categories are: Palette weight, Palette color and Dither type.

Palette weight - You may select weighted or non-weighted. A weighted palette will set more of the original colors to black and white, instead of dithering out the color. You will find that edges are usually sharper using a weighted palette.

Palette color - You may select Grey, Red, Green or Blue. When a picture is dithered, it is done so according to the original colors of the picture. This then means that the colors should be reduced to their grey values and those values used as the palette colors to dither against. I have found that MUCH better pictures may be obtained if the picture is dithered relative to only one component of the original palette. In otherwords, only using one of the components from Red, Blue or Green.

For example, a picture with alot of flesh tones comes out better if you only use Red. A picture that is mainly Green will look better if you only use the Green, ect.

Dither type - Paint Shop uses a technique called error diffusion to do the dithering. Within error diffusion, there are 3 algorithms that are most popular. They are Floyd-Steinberg, Burkes and Stucki. They each give different results.

What the best choice to each of the 3 categories are is completely subjective. The best choices can usually be narrowed down by selecting-a Weighted palette and Floyd-Steinberg as the Dither type. Then dither against Grey, Red, Blue and Green. This will tell you the best Palette Color to dither with.

After finding the best palette color then try a non-weighted palette. Since all the dither types will have about the same outcome for weighted and non-weighted palettes, you will now know the answer to Palette weight and Palette color.

Next use your Palette weight and Palette color that you've found to be best and dither using the other 2 dither types.

The more you use the dithering option, the better you get at knowing what will be the best selections.

Dither to 16 colors

Dithering to color will reduce your 256 color picture down to the 16 basic colors used by the VGA display system.

