

# Menus and Panels

257522\_PixelRule.tiff ↵

There's a lot that this programs does and *a lot* more that it will hopefully do in the future. Items in italics don't yet work. Anyways, here's what currently works¼

## Info

### Info Panel¼

Displays information about me, the programmer.

### Help¼

Displays this panel, to tell you what it does, assuming you haven't figured it out for yourself yet. Use the pop up menu in the top left corner to page through the different sections. If you'd like hard copies of these pages, all the Rich Text documents can be found in ¼/GraphicsWorkshop.app/Help.

## ***Preferences<sup>1/4</sup>***

*I don't have any yet, so ignore this, but I will, someday.*

## **Document**

### **Open<sup>1/4</sup>**

Opens a new picture document, in any of the supported converter types. The current list is TIFF, PGM, PBM, PPM, XBM, GIF, and JFIF (jpg). It accomplishes this daunting task via the message *(int)runOpenPanel: (id)openPanel* to the NXBitmapImageRepControl object.

### **Make Image Index...**

This is a most useful option. It allows you to select multiple images in an open panel, but rather than just opening each image separately, it will image them all into one bitmap with labels. If asked for three parameters. First, it asks for a background color. Click on the edge of the well to make the color panel pop up. It also asked for Tile Size. This is the width x height of each image in the over all bitmap. And finally, it asks for Tile

Count. This is the number of images per line of the index image. When using this option, be patient, it can take a while.

## **Save**

Saves the current picture. It should only ever call the save panel when pasting a bitmap from another program. Note that image information such as TIFF jpeg compression ratios will be lost. If this information is important to you, use the Save As... (see below) menu item.

## **Save As<sup>1/4</sup>**

This calls forth the Save Panel via the message *(int)runSavePanel: (id)savePanel withFilename: (const char \*)filename* in the NXBitmapImageRepControl object. Follow the prompts to set values in the bitmap. Use the pop up menu, located just above the Okay button, to select the graphic type. All valid types of converters found will be displayed, however, some converters may not support writing, so you may get an error message. Don't be discouraged, just choose a new type to save

as and send mail off the the author to write the save routine.

### ***Revert to Saved***

*Loads the image in it's pristine state from disk.*

### **Edit**

Allows the usual suite of editing tools.

### **Paste**

Grabs a TIFF off the paste board, if present, and sets it up in it's own little menu.

### **Copy**

Copies the current onto the pasteboard as a TIFF. This is useful for getting the image into say, Icon or Scene.

### **Tools**

This menu will lead you do options for various picture manipulations.

## **Inspectors;↵Inspector<sup>1/4</sup>**

Brings up the inspector panel. This will currently display image information and the conversion options.

;↵;Inspectors.rtf;↵ See **Inspector Panels** for more information.

## **Colors<sup>1/4</sup>**

Brings up the color panel.

## **Page Layout<sup>1/4</sup>**

The standard NeXT Page Layout panel.

## **Windows**

Everything under this panel runs as expected, like every other Windows menu in every other NeXTStep application<sup>1/4</sup>

## **Services**

*Allows the user to output the bitmaps to various programs that*

*accept services. It should eventually also accept bitmaps in as services, but not yet.*

### **Print<sup>1/4</sup>**

Prints out the current view. This is currently very crude printing, so the image may print cropped or otherwise not all there. This crudity is accomplished by sending a print message to the current view.

### **Hide**

Hides the application or cause total world devastation, depending on your security clearance.

### **Quit**

Quits the application. This will not prompt you to save modified image, so use at your own risk.