

**TPaint:TPaint**

COLLABORATORS
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	TITLE : TPaint:TPaint		
ACTION	NAME	DATE	SIGNATURE
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REVISION HISTORY
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NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>TPaint:TPaint</b>	<b>1</b>
1.1	TPaint:TPaint.guide . . . . .	1
1.2	TPaint.guide/Copyright and Disclaimer . . . . .	1
1.3	TPaint.guide/Introduction . . . . .	3
1.4	TPaint.guide/Getting started . . . . .	5
1.5	TPaint.guide/Installation . . . . .	5
1.6	TPaint.guide/Starting . . . . .	6
1.7	TPaint.guide/Screen-Requester . . . . .	6
1.8	TPaint.guide/Selecting the Screentype . . . . .	7
1.9	TPaint.guide/Selecting the Screensize . . . . .	7
1.10	TPaint.guide/Selecting Overscan . . . . .	7
1.11	TPaint.guide/Selecting the Number of Colors . . . . .	8
1.12	TPaint.guide/Informations about Selection . . . . .	8
1.13	TPaint.guide/File-Requester . . . . .	8
1.14	TPaint.guide/The Menus . . . . .	9
1.15	TPaint.guide/System . . . . .	10
1.16	TPaint.guide/menu0001 . . . . .	10
1.17	TPaint.guide/menu0010 . . . . .	10
1.18	TPaint.guide/menu0002 . . . . .	11
1.19	TPaint.guide/menu0003 . . . . .	11
1.20	TPaint.guide/menu0004 . . . . .	11
1.21	TPaint.guide/menu0005 . . . . .	12
1.22	TPaint.guide/menu0006 . . . . .	12
1.23	TPaint.guide/menu0007 . . . . .	12
1.24	TPaint.guide/Picture . . . . .	12
1.25	TPaint.guide/menu0101 . . . . .	13
1.26	TPaint.guide/menu0102 . . . . .	13
1.27	TPaint.guide/menu0110 . . . . .	14
1.28	TPaint.guide/menu0111 . . . . .	14
1.29	TPaint.guide/menu0112 . . . . .	15

1.30	TPaint.guide/menu0113 . . . . .	15
1.31	TPaint.guide/menu0114 . . . . .	15
1.32	TPaint.guide/menu0116 . . . . .	15
1.33	TPaint.guide/menu0120 . . . . .	16
1.34	TPaint.guide/menu0121 . . . . .	16
1.35	TPaint.guide/menu0122 . . . . .	17
1.36	TPaint.guide/menu0123 . . . . .	17
1.37	TPaint.guide/menu0124 . . . . .	17
1.38	TPaint.guide/menu0130 . . . . .	17
1.39	TPaint.guide/menu0131 . . . . .	18
1.40	TPaint.guide/menu0132 . . . . .	18
1.41	TPaint.guide/menu0133 . . . . .	18
1.42	TPaint.guide/menu0134 . . . . .	18
1.43	TPaint.guide/menu0135 . . . . .	19
1.44	TPaint.guide/menu0136 . . . . .	19
1.45	TPaint.guide/menu0150 . . . . .	19
1.46	TPaint.guide/menu0151 . . . . .	19
1.47	TPaint.guide/menu0152 . . . . .	20
1.48	TPaint.guide/menu0140 . . . . .	20
1.49	TPaint.guide/menu0141 . . . . .	21
1.50	TPaint.guide/menu0142 . . . . .	22
1.51	TPaint.guide/menu0143 . . . . .	23
1.52	TPaint.guide/menu0144 . . . . .	23
1.53	TPaint.guide/menu0104 . . . . .	24
1.54	TPaint.guide/menu0103 . . . . .	24
1.55	TPaint.guide/menu0105 . . . . .	25
1.56	TPaint.guide/Brush . . . . .	25
1.57	TPaint.guide/menu0202 . . . . .	25
1.58	TPaint.guide/menu0201 . . . . .	26
1.59	TPaint.guide/menu0210 . . . . .	27
1.60	TPaint.guide/menu0211 . . . . .	27
1.61	TPaint.guide/menu0212 . . . . .	27
1.62	TPaint.guide/menu0213 . . . . .	28
1.63	TPaint.guide/menu0215 . . . . .	28
1.64	TPaint.guide/menu0220 . . . . .	28
1.65	TPaint.guide/menu0221 . . . . .	28
1.66	TPaint.guide/menu0223 . . . . .	29
1.67	TPaint.guide/menu0224 . . . . .	29
1.68	TPaint.guide/menu0230 . . . . .	29

---

1.69	TPaint.guide/menu0231 . . . . .	29
1.70	TPaint.guide/menu0232 . . . . .	29
1.71	TPaint.guide/menu0233 . . . . .	30
1.72	TPaint.guide/menu0234 . . . . .	30
1.73	TPaint.guide/menu0250 . . . . .	30
1.74	TPaint.guide/menu0251 . . . . .	30
1.75	TPaint.guide/menu0252 . . . . .	31
1.76	TPaint.guide/menu0253 . . . . .	31
1.77	TPaint.guide/menu0260 . . . . .	31
1.78	TPaint.guide/menu0261 . . . . .	32
1.79	TPaint.guide/menu0262 . . . . .	32
1.80	TPaint.guide/Toolbox . . . . .	32
1.81	TPaint.guide/menu0301 . . . . .	33
1.82	TPaint.guide/menu0303 . . . . .	33
1.83	TPaint.guide/Points . . . . .	34
1.84	TPaint.guide/Freehand . . . . .	34
1.85	TPaint.guide/Lines . . . . .	35
1.86	TPaint.guide/Box . . . . .	35
1.87	TPaint.guide/Filled Box . . . . .	35
1.88	TPaint.guide/Box with Round Corners . . . . .	35
1.89	TPaint.guide/Filled Box with Round Corners . . . . .	35
1.90	TPaint.guide/Circle . . . . .	36
1.91	TPaint.guide/Filled Circle . . . . .	36
1.92	TPaint.guide/Ellipse . . . . .	36
1.93	TPaint.guide/Filled Ellipse . . . . .	37
1.94	TPaint.guide/Ellipse Arc . . . . .	37
1.95	TPaint.guide/Airbrush . . . . .	37
1.96	TPaint.guide/Filling Areas . . . . .	37
1.97	TPaint.guide/Text . . . . .	38
1.98	TPaint.guide/Tool Spec . . . . .	39
1.99	TPaint.guide/menu0305 . . . . .	39
1.100	TPaint.guide/menu0306 . . . . .	40
1.101	TPaint.guide/menu0302 . . . . .	41
1.102	TPaint.guide/menu0304 . . . . .	41
1.103	TPaint.guide/menu0307 . . . . .	42
1.104	TPaint.guide/Key Commands . . . . .	42
1.105	TPaint.guide/Error Messages . . . . .	42
1.106	TPaint.guide/Bug Reports and Comments . . . . .	46

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## Chapter 1

# TPaint:TPaint

### 1.1 TPaint:TPaint.guide

TPaint

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This is the manual for

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TTTTTTT  PPPPP
  T      P      P      i      t      V      V      000      999
  T      P      P      aaaa  i      nnnn  t      V      V      0  0      9  9
  T      P      P      aaaa  i      nnnn  t      V      V      0  0      9  9
  T      P      P      aaaa  i      nnnn  t      V      V      0  0      9999
  T      P      P      aaaaa i      nnnn  t      V      V      0  0      9
  T      P      P      aaaaa i      nnnn  t      V      V      0  0      ..  9
  T      P      P      aaaaa ii     nnnn  tt     V      V      000  ..  999

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Copyright and Disclaimer	Read this first
Introduction	A short overview over the features of TPaint
Getting started	Installing and starting the program
Screen-Requester	The thing you see after starting TPaint
File-Requester	Used everytime you're asked for a filename
The Menus	The description of the menus of TPaint
Key Commands	Commands just reachable by keyboard
Error Messages	What can happen you don't expect
Bug Reports and Comments	Now its your turn

### 1.2 TPaint.guide/Copyright and Disclaimer

Copyright and Disclaimer

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THIS MANUAL AND THE DESCRIBED PROGRAM TPAINT INCLUDING THE LIBRARIES

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Permission is granted to copy the program and related files as far as no rights of third parties are affected. TPaint is shareware. This means that you are allowed to test it and copy it but if you want to use it remember to register.

No one but me is allowed to take money for distributing it. To state it clearly: if you distribute or copy this program and manual you are not allowed to take any money (except for your own expenses, of course).

Copying this program is only allowed in connection with this manual and all other files included in this distribution. You are not allowed to make any changes to the program or the manual, especially the copyright notice.

TPaint and the libraries are written by me from scratch using Matthew Dillon's wonderful DICE C-compiler (freeware-version). No code written by someone else but me is included except code included from c.lib written by Matt and from amigas.lib created also by Matt. The manual is written using TEXINFO distributed by the Free Software Foundation. The printed manual is typeset using TeX, written by Donald Knuth and ported by Georg Hessmann.

This distribution currently contains the following files:

TPaint	;the main program
TPaint.info	
TPaint.readme	;The short description
TPaint.guide	;the AmigaGuide-format manual
TPaint.guide.info	
TPaint_default_icon.info	;icon for saved pictures and brushes
palette/#?	;some examples of palettes
filter/#?	;some examples of filters
libs/teddi.library	;needed by TPaint (requester, menu ...)
libs/dither.library	;needed by TPaint (dithering)
libs/losapr.library	;needed by TPaint (load, save, print)
locale/deutsch/tpaint.catalog	;german strings for TPaint
locale/deutsch/teddi.catalog	;german strings for teddi.library
locale/deutsch/dither.catalog	;german strings for dither.library
locale/deutsch/losapr.catalog	;german strings for losapr.library
install/deutsch.info	;for german installation
install/english.info	;for english installation
install/TPaint.install	;the installation script
install/Installer	;Copyrighted (C) by AMIGA Technologies
	; (I think so)

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YOUR OWN RISK.

## 1.3 TPaint.guide/Introduction

### Introduction

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Caution: This manual is only an simple introduction to the functions of TPaint, to learn how to use the functions and about the results of them you have to try. About menus, screens ... see your Amiga-Manuals.

TPaint is a 24bit painting program. All operations on pictures are performed in full 24bit. This means a choice of 16777216 different colors. This number of colors is thought of to be enough to present every color the human eye can distinguish. The Amiga equipped with the AA-chipset is able to display all of these colors. The problem is that only 256 different colors (except HAM-modi) can be displayed on the same screen. The solution is to keep the 24bit picture somewhere in memory and to compute a picture having at maximum 256 colors to approximate the 24bit picture. This process is called dithering. This is the way TPaint works. The 24bit picture is maintained in memory and all actions performed by you handle with this picture. After this the display is recomputed to show the user what he has done. The trick is to do this a way the user notice this procedure as little as possible, especially speed is a problem while recomputing the display.

To speed up things TPaint knows two different algorithms to compute the display, one fast and one good. The fast one (ordered dithering) is used while painting a picture. The better algorithm (Floyd-Steinberg dithering) is only invoked by user's request since it is slower than ordered dithering. In most cases the results are much better than ordered dithering. (see 'Picture/Display')

Now we have another problem. The picture can be build up out of 16777216 colors (if the picture has at least 16777216 pixels), but the palette of the display has at maximum 256 colors (depending on your choice 2, 4, 8, 16, 32, 64, 128 or 256 colors). The question is which colors should be loaded in this palette to present the picture as well as possible. TPaint provides a default palette which contains a wide variety of colors. This palette should be ok to get a rough impression of the actual picture and is ok while painting. To compute the finally displayed picture TPaint can compute a new palette depending on the colors actually used in the picture, or you can change the palette manually if you think you can do a better (or faster) job. (see 'Picture/Display')

After starting TPaint you are asked to select a screentype which should be used as the working area of TPaint. (see Screen-Requester). TPaint opens a standard Intuition screen which causes that all screentypes supported by Intuition are usable for TPaint. The program has been developed to be used with the AA-chipset but it works via the Intuition interface with ECS or OCS. I haven't tested this but also graphic cards supporting Intuition should be supported (but no modes having more than 256 colors. Also the speed could be ridiculous,

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depending on the cooperation of the card driver and TPaint.) Because the colorselector (see 'Toolbox/Color') comes up on its own screen the graphics card must be able to handle multiple screens.

As mentioned, TPaint works on a standard Intuition screen using the Intuition window management (same like the WorkBench). This feature is used to give you the possibility to work on several pictures simultaneously. Every picture you create or load (See 'Picture/New Picture' and 'Picture/IO/Load') is displayed in its own window and can be processed by you. You can change the size and position of the windows to see different pictures the same time. This allows also pictures much larger than the screen. TPaint sets the size limit at 16384 X 16384 pixel for each picture. Using the sliders at the right and at the bottom of the window of a picture you can select the part of the picture you want to see on screen. They work like the sliders of the WorkBench-windows. You can open as many pictures as you want, you are only limited by available memory.

Furthermore TPaint is able to handle brushes. There may also be as many brushes as you want, you are again only limited by available memory. You can use brushes for all operations that normally would effect a point to be set or an area to be filled. Also the brushes can be manipulated in many ways. (See the whole 'Brush'-menu and many other sections.)

For actual painting TPaint has a set of painting tools (see 'Toolbox/Tools') that can be used for drawing. The behaviour of the tools can be altered in many ways. See 'Toolbox/Pencil', 'Toolbox/Filling' ... All tools and functions can work with a variable intensity. This means that the tools may be altered that way that they don't overwrite the old picture but the result of painting is composed out of the old picture and the tool. The intensity may be altered globally using the gadget [Intensity] located at 'Toolbox/Pencil' or locally using the 'Picture/Alphachannel'.

For painting details TPaint offers you a zoom (see 'Toolbox/Zoom' with variable magnification. All tools and functions may be used directly in the zoom area.

Some functions of TPaint may take some time to compute. Most those functions display their state of progression in the status window (of course only if it is active, see 'Toolbox/Status'). Every function displaying this progression indicator and some more functions can be cancelled by just typing ESC.

TPaint should work with any OS version starting with 1.2, but I'm not sure since I have no possibility to test it. It's written on a machine equipped with OS 3.0 but where it uses features of this version it falls back to elder OS functions if necessary.

If you have installed locale.library (standard since OS 2.1) TPaint uses german texts if you want.

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## 1.4 TPaint.guide/Getting started

Getting started

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I hope, you'll find this doc useful for your first experiences with TPaint. For I don't have the patience to write a big manual with lots of examples etc. instead of this doc, its your turn to make experiments with TPaint to learn about using it and about all the features.

Unfortunately I don't have managed to write a german doc. I hope, you can manage to read this. If you use german texts, the keys used as shortcuts for menus and gadgets are different from that described in this doc, you have to look at the menus and at the gadgets to see the right keys.

To ease reading this, I've introduced some conventions how things are said (written). If I'm saying (writing) something about menuitems, I'm speaking (writing) of a command from the Intuition-pull-down-menus at the top of the screen. You should know them from the WorkBench. Menuitems are always written like this 'menu/menuitem' or 'menu/menuitem/subitem' if there is a submenu. Things you have to type on your keyboard are written like this. Gadgets in a requester are labeled like [this].

Every requester in this program has a gadget labeled [OK] which is used to quit the requester and to start the action the requester is used for resp. to use the settings made in the requester. Most requesters have also a gadget labeled [Cancel] which is used to quit the requester and to undo all changes you performed in the requester. If a requester is a part of a function, the function will be terminated. Because these gadgets are the same in all requester I'll not mention them in the descriptions of the requesters.

Many gadgets in requesters can be called by the keyboard. In the name of a gadget having this possibility a letter is underlined. Typing this letter on the keyboard (upper and lower case are the same) is the same like clicking the gadget with the mouse. Typing RETURN is equivalent to the [OK]-gadget, ESC to the [Cancel]-gadget.

Installation  
Starting TPaint

## 1.5 TPaint.guide/Installation

Installation

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The installation is done using the Installer. Just click deutsch or english in the install-drawer to start the german or english installation procedure. The Installer tells you what to do. Refer to

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your Amiga-Manual for more information about the Installer.

If you want to install manually, copy the files in the libs-drawer in your Libs:-drawer (the libraries are necessary to start TPaint). Put the files in the locale-drawer in your Locale:-drawer if you want to have german texts. Put TPaint, TPaint.guide and the corresponding .info-files somewhere you want. The file TPaint\_default\_icon.info is used as the standard icon for saved pictures and brushes, put it anywhere, but you have to make an assign TPaint: to the drawer where you placed it. The pathes TPaint:palette and TPaint:filter are the places where TPaint looks for saved palettes and filters (there are some examples in the drawers palette and filter in this distribution). Add this assign to your s:user-startup (preferred) or to your s:startup-sequence.

## 1.6 TPaint.guide/Starting

Starting TPaint  
=====

You may start TPaint either from the Shell or from the WorkBench. In both cases you may say TPaint to immediatly load a picture.

To start from the Shell, just type TPaint and, if you wish a picture to be loaded, the name of the picture: TPaint picturename.

To start from the WorkBench, doubleclick the TPaint-icon. To say TPaint to load a picture, hold down the SHIFT-key, click on the icon of the desired picture and then doubleclick the TPaint-icon, still holding the SHIFT-key. In case that the picture is created by TPaint it is ok just to doubleclick the icon of the picture.

The first thing you see after starting is the Screen-Requester.

## 1.7 TPaint.guide/Screen-Requester

The Screen-Requester  
\*\*\*\*\*

After starting TPaint a requester appears that asks you for the screen you wish TPaint to run on. You may select the type, the size and the number of colors of the screen. If you have said TPaint to load a picture after start the attributes of that picture are the default settings of the requester.

Selecting the Screentype  
Selecting the Screensize  
Selecting Overscan

---

Selecting the Number of Colors  
Informations about Selection

There are two ways to quit the requester: First you may choose the [OK]-Gadget (or the RETURN-key). This causes TPaint to open a screen with the selected attributes. Second you may exit TPaint immediatly with the [Cancel]-Gadget (or the ESC-key).

## 1.8 TPaint.guide/Selecting the Screentype

Selecting the Screentype  
=====

At the left of the requester a list with the available screentypes is shown. If the list has more than six entries you may scroll through the list with the scrollbar at the right of the list. The current selected screentype is marked at the left of the corresponding entry. At the right edge of the requester some informations about the selected type are displayed, see Informations about Selection.

## 1.9 TPaint.guide/Selecting the Screensize

Selecting the Screensize  
=====

Just below the list of screentypes there are two gadgets where you may enter the size of the screen you desire. The upper gadget corresponds to the width, the lower to the height of the screen. The valid range for these numbers are shown at the right of the requester, see Informations about Selection.

## 1.10 TPaint.guide/Selecting Overscan

Selecting Overscan  
=====

Intuition is able to manage different types of overscan. This means the portion of the monitor actually used to display the screen. You may select three different types of overscan by the gadget in the lower middle of the requester. For the sizes of overscan see Informations about Selection. About overscan in general refer to the Amiga-manual.

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## 1.11 TPaint.guide/Selecting the Number of Colors

Selecting the Number of Colors

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Just at the right of the list of screentypes is a list for selecting the number of colors to be used for the screen. The more colors are used, the more the picture matches the picture maintained in 24bit in memory, but the slower display refreshing will get.

## 1.12 TPaint.guide/Informations about Selection

Informations about Selection

=====

At the right of the requester there are some informations about the selected screentype displayed:

- \* In the first row the minimum screensize of the selected type is shown, first the width and second the height.
- \* The second row contains the maximum screensize.
- \* The maximum number of colors. Note that TPaint maintains pictures always with 24bit in memory, the number of colors is just the number of colors used to display the picture, see Selecting the Number of Colors.
- \* This row shows the standard size of the screentype. This size is the default setting of the screensizegadgets, see Selecting the Screensize.
- \* The next three rows shows the dimensions of the different kinds of overscan managed by Intuition. The overscan has no effect to the screensize, just to the size of the portion of the screen displayed. About selecting overscan see Selecting Overscan.
- \* The last row shows some technical informations about the selected screentype. The first number is the number of screenrefreshes (vertical blanks) per second. If this number is less 50 or 60 Hz (depending on the monitor) the screen may flicker. The second number is the horizontal frequency.

## 1.13 TPaint.guide/File-Requester

The File-Requester

\*\*\*\*\*

The filerequester is called everytime you are asked to enter a filename. There are several gadgets to help you to do your job:

- \* The largest thing is the file list. You can select one of the entries of the list by clicking on it. The entries are also selectable if TPaint is searching for more entries. At the right of the list is a scrollbar which allows you to scroll through the list if there are more than 10 entries. If you click on an entry that is a directory TPaint jumps to that directory and starts reading the entries of that one. If you select a filename the filename is copied to the gadget [File].
- \* The gadget [Drawer] contains the name of the current directory. The current directory can be changed in different ways. First you can select a directoryname in the file list. Second you can choose a gadget in the last row of the requester. Third you can enter the name of a directory directly into this gadget.
- \* The gadget [File] contains the name of the currently select file. You can alter this name by selecting a filename in the file list or by entering the name of a file into the gadget.
- \* [Pattern] is used to enter a pattern as known from the shell. Only files those names matches this pattern are displayed in the file list. You can change the pattern by entering a new one into this gadget. After altering the pattern the current directory will be searched again for matching files. The pattern affects only names of files, directories are always displayed. Currently the following special symbols are recognized for pattern matching: #, ?, \* , (, ), |, %. The meaning of these symbols is explained in the AmigaDOS-Manual.
- \* [Drives] is used to display a list of the name of volumes and assigns. Volumenames are the name of the disks, hardisks etc. that are currently accesible by AmigaDOS. Assigns are shorthandnames defined by DOS or by you, see the AmigaDOS manual. You change to a volume or an assign by clicking on its name.
- \* [Root] takes you to the root directory of the current volume.
- \* [<<<<<<] takes you to the parent directory of the current one.

If you need some more informations about directories, volumes, patterns... refer to the AmigaDOS-Manual.

## 1.14 TPaint.guide/The Menus

### The Menus

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TPaint has four Intuition-menus. They are used the same way like the WorkBench-menus: hold down the right mousebutton, move the mousecursor above the desired menuitem and release the mousebutton. Menuitems that have subitems are marked with '»' at the left. Menus that causes a requester to appear are marked with ... after the menu-name.

Many menuitems are reachable by key-shortcuts. The key you have to press to call a menuitem is at the end of the menuitem, separated by |. Case is significant, that means upper case keys call a different menuitem than lower case keys. A ^ preceding the key means that you have to hold CTRL down and then press the key.

All key-shortcuts of the 'System'-menu and of the 'Toolbox'-menu are CTRL-sequences, shortcuts from the 'Picture'-menu are lower case keys and shortcuts from the 'Brush'-menu are upper case keys.

System	Look at it
Picture	Menuitems affecting the current picture
Brush	Menuitems affecting the current brush
Toolbox	Tool-selection, Color-selection ...

## 1.15 TPaint.guide/System

The 'System'-menu  
=====

This menu contains items that have no direct effect to a picture or a brush.

Shell...	^c
IO-Control...	
Delete file...	
Rename file...	
Info	^i
About	^a
Screen	^s
Q u i t	^q

## 1.16 TPaint.guide/menu0001

'System/Shell' - Interface to AmigaDOS  
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Opens a Shell on the WorkBench which allows you to enter shellcommands. Exit the Shell with endcli.

## 1.17 TPaint.guide/menu0010

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`System/IO-Control' - Icons, Data Compressing

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Opens a requester which allows you to select some settings for saving pictures and brushes.

- \* TPaint uses the IFF-ILBM standard format for saving pictures and brushes. This standard is used by nearly all programs on the Amiga dealing with graphics. This standard allows to pack picture data in order to save disk space. This is used by most programs, but some (very) old programs may not understand packed data. By switching this option off you are able to cause TPaint to write unpacked data. Most probably you don't ever need to use this option.
- \* If this option is switched off, TPaint doesn't write a WorkBench-icon corresponding to the saved picture or brush. If you switch this option from off to on, a File-Requester will appear to allow you to select a standard icon. The name must end with .info. The preset for the name of the standard icon is "TPaint:TPaint\_default\_icon.info".

## 1.18 TPaint.guide/menu0002

`System/Delete File'

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A File-Requester appears, the selected file will be deleted.

## 1.19 TPaint.guide/menu0003

`System/Rename File'

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A File-Requester will appear twice. The first time you have to select a file you want to rename. The second time you select the name the file should be renamed to.

## 1.20 TPaint.guide/menu0004

`System/Info' - Infos about Screen and Memory

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The appearing requester shows the amount of memory in system not used and the size of the largest unused block of memory. The informations are divided into chipmem and fastmem. For information

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about these different types of memory refer the Amiga-Manual.

Also shown is the current time, the size of the screen and the number of colors used to display the pictures.

## 1.21 TPaint.guide/menu0005

'System/About' - Infos about TPaint

-----

The most important requester of the whole program. It shows the versionnumber of your version of TPaint and my copyright-notice.

## 1.22 TPaint.guide/menu0006

'System/Screen' - Change the Screen

-----

This menuitem closes the TPaint-screen and allows you to select a new screen, see Selecting the Screentype. All pictures and brushes will survive this change. If you have changed the number of colors of the screen it may be necessary to recompute the display, see Recomputing the display and 'Brush/Controlcenter'.

Warning: You should save all pictures and brushes before calling this menuitem. If TPaint isn't able to open the new screen (in case of low memory) it will quit without giving you a chance to save your work.

## 1.23 TPaint.guide/menu0007

'System/Q u i t' - Quitting TPaint

-----

What do you think this menuitem will do? Right, it causes TPaint to leave you. If there are any unsaved pictures, TPaint asks you if you really want to destroy this picture. If you say [OK], the picture data will be lost, if you say [Cancel], you will get the chance to save some data before quitting. TPaint doesn't care about unsaved brushes.

## 1.24 TPaint.guide/Picture

The 'Picture'-menu

=====

This menu contains all functions that deal with pictures.

```
New Picture...      |n
Controlcenter...   |c
» IO
» Manipulate
» Alphachannel
» Processing
» Display
Fill Colorrange
Make Transition...
Undo                |u
```

## 1.25 TPaint.guide/menu0101

'Picture/New Picture' - An Empty Canvas

-----

Creates a new picture. The dimensions are asked from you by a requester. The default values of the requester are the dimensions of the current picture, or, if none exists, the dimensions of the screen.

## 1.26 TPaint.guide/menu0102

'Picture/Controlcenter' - Maintaining the Pictures

-----

Opens a requester which allows you to make some modifications on the list of pictures. The controlcenter consists of these gadgets:

- \* At the top of the requester you find the list of pictures currently existing in memory. You can choose a picture by clicking on it. The current picture is marked at the left of the name. If you leave the requester the marked picture will get the current picture.
- \* At the right of the list the width and the height of the selected picture are displayed.
- \* Every picture may have an annotation and a copyright-notice. If they exists they are saved along with the picturedata if you save the picture. If a loaded picture has an annotation or a copyright-notice they are displayed here if you call the controlcenter.

- \* With [Duplicate] you can make a copy of the current picture. The new picture is exactly the same as the old one.
- \* If you call [Delete] the current picture is entirely deleted from the picturelist and from memory. There is no way to recover. This is the same as clicking the close-gadget at the upper left edge of the window of the picture.
- \* The gadget [Recompute Display] is the same as the menuitem 'Picture/Display/Recompute'.
- \* If the option [Display] is active you can see the picture on screen. If the option is inactive the picture doesn't appear on screen. This may help you to prevent your screen from being overcrowded. If you create a new picture this option is active.
- \* With the option [Undobuffer] you can enable or disable the undo-function of the program. For information about the undo-function see 'Picture/Undo'.

## 1.27 TPaint.guide/menu0110

'Picture/IO' - Loading/Saving/Printing a Picture

-----

The submenu of this menuitem contains commands for loading, saving and printing the current picture.

```
Load...           |l
24bit Save        |s
24bit Save As...  |v
Save As...
Print...          |p
```

## 1.28 TPaint.guide/menu0111

'Picture/IO/Load'

.....

Loads the picture chosen by you via a File-Requester. In the current version TPaint is able to load pictures that are saved in the IFF-ILBM format. Both pictures with colormaps and 24bit-pictures are supported.

If there are screenattributes saved along with the picturefile and these attributes don't match the attributes of the current screen, TPaint asks you if you want to change the screen. If you say [OK], the Screen-Requester appears. The attributes of the picture are used as

---

default-settings for the requester, if TPaint is able to find a screentype that matches the attributes of the picture.

## 1.29 TPaint.guide/menu0112

'Picture/IO/24bit Save'  
.....

Saves the current picture as a 24bit picture. This means that the file doesn't contain the picture you see on your monitor but the picture that TPaint maintains in memory. The picture on screen is just a approximation of this 24bit picture that is computed using the colors available on screen. The filename that is used is the name last used for this picture. If the picture has been saved before the name used there is used again. If the picture has not been saved before the name which has been used to load the picture is used. These two possibilities imply that the old picture will be overwritten!.

If the picture has neither been saved nor load before, TPaint asks you for a name. In this case this is the same as 'Picture/IO/24bit Save As'.

## 1.30 TPaint.guide/menu0113

'Picture/IO/24bit Save As'  
.....

The same as 'Picture/IO/24bit Save' except that you are asked for a filename to be used for saving.

## 1.31 TPaint.guide/menu0114

'Picture/IO/Save As'  
.....

Asks you for a filename and saves the current picture as it is shown on screen. This means that not the 24bit picture in memory is saved but just the approximation on screen. If you load this picture again the 24bit memory picture is the same as this screen representation and does not match exactly the 24bit picture of the picture you originally saved.

## 1.32 TPaint.guide/menu0116

---

```
'Picture/IO/Print'
.....
```

By use of this menuitem you can print the current picture. First a requester appears asking you a few things:

- \* The topmost gadget changes between [Pixel] and [1/1000 Inch] if you click on it. This means the unit of measurement for the next two gadgets.
- \* These two gadgets are used to enter the size of the printing according to the unit of measurement choosen by the first gadget. The size of a [Pixel] depends on your printer and the choosen density.
- \* The last gadget is used to choose the density that is used for printing. The higher the number the better the result.

You should notice that the standard WorkBench printer drivers are used for this command. The results are in the best case usable as drafts of your pictures. For better quality you should use a specialized printing program which for example may be downloaded by you from AMINET. The advantage of using the WorkBench drivers is that nearly all printers are supported and I don't need to write a big bunch of drivers.

### 1.33 TPaint.guide/menu0120

```
'Picture/Manipulate' - Manipulating a picture
-----
```

Here you find some basic functions to manipulate the current picture. The 'Picture/Alphachannel' has no effect on these functions. The function of this menu perform an automatic 'Picture/Display/Recompute'.

```
Clear      |e
Invert     |i
Mirror X   |[
Mirror Y   |]
```

### 1.34 TPaint.guide/menu0121

```
'Picture/Manipulate/Clear'
.....
```

Clears the current picture. This means that all points of the current

---

picture are set to black. The 'Picture/Alphachannel' is not changed, so you can build up an alphachannel, clear the picture you have used to build it and then draw the final picture using the alphachannel. The clearing itself is not effected by the alphachannel.

### 1.35 TPaint.guide/menu0122

'Picture/Manipulate/Invert'  
.....

Inverts all points of the current picture according to the RGB color model. Black becomes white, red becomes cyan, green becomes magenta, blue becomes yellow and vice versa.

### 1.36 TPaint.guide/menu0123

'Picture/Manipulate/Mirror X'  
.....

Mirrors the current picture in the x-direction, that means at the y-axis, left becomes right.

### 1.37 TPaint.guide/menu0124

'Picture/Manipulate/Mirror Y'  
.....

Mirrors the current picture in the y-direction, that means at the x-axis, top becomes bottom.

### 1.38 TPaint.guide/menu0130

'Picture/Alphachannel' - Masking out Areas from Painting  
-----

Via the alphachannel you have the ability to protect some regions of the picture against changing or to make the tools work with different intensity at different regions of the picture. Remember that all operations referring to colors of the picture refer to the colors of the 24bit memory picture and not to the display of the picture.

---

```
Alpha transparent
Invert Alpha
Picture -> Alpha
Alpha -> Stencil
Add Colorrange
Sub Colorrange
```

### 1.39 TPaint.guide/menu0131

```
'Picture/Alphachannel/Alpha transparent' - Switch off
```

```
.....
```

Makes the alphachannel transparent. That means that the alphachannel is switched off. You can write all pixels with full intensity.

### 1.40 TPaint.guide/menu0132

```
'Picture/Alphachannel/Invert Alpha'
```

```
.....
```

Inverts the behavior of the alphachannel. Pixels that were protected against overwriting are now unprotected, pixels that were unprotected are now protected and pixels that were two third protected are now one third protected ....

### 1.41 TPaint.guide/menu0133

```
'Picture/Alphachannel/Picture -> Alpha'
```

```
.....
```

Converts the current picture into the alphachannel for this picture. Pixels that are black becomes protected against overwriting, white pixels get unprotected. The brighter pixels are, the more they get unprotected and the darker they are, the more they get protected.

### 1.42 TPaint.guide/menu0134

```
'Picture/Alphachannel/Alpha -> Stencil'
```

```
.....
```

Turnes the alphachannel into a stencil. Whereever the alphachannel wasn't fully protected it becomes unprotected.

---

### 1.43 TPaint.guide/menu0135

'Picture/Alphachannel/Add Colorrange'  
.....

After selecting this command you have first to select a colorange. To do this you select a color by clicking on a point of the picture. Then you have to define the fuzziness of the colorange. How to do this see Filling Areas. After selecting the colorange TPaint start to process the alphachannel. Points of the alphachannel corresponding to points of the picture being in the selected colorange are set to the [Intensity] selected in the at 'Toolbox/Pencil'. If you have selected an intensity of 100% the points in the alphachannel are set to full transparency, if you have selected an intensity of 0% the points of the picture falling into the colorange are protected against overwriting.

### 1.44 TPaint.guide/menu0136

'Picture/Alphachannel/Sub Colorrange'  
.....

This is likely the same as 'Picture/Alphachannel/Add Colorrange' except that the way that the [Intensity] (see 'Toolbox/Pencil') is interpreted is reversed.

### 1.45 TPaint.guide/menu0150

'Picture/Processing' - Image Postprocessing  
-----

The functions found in this menu are used for postprocessing the current picture. They affect the 24bit image directly, not only the display.

Filter...  
Color Correction...

### 1.46 TPaint.guide/menu0151

'Picture/Processing/Filter'  
.....

This command allows you to filter your picture. A filter is an array

---



of signed numbers. The new value of a pixel is computed as a weighed average of the neighborhood of the pixel, the numbers in the array are the weights assigned to the pixels in the neighborhood.

First a requester shows up to select the filter to use.

At the upper right of the requester the current filter is shown. The entries are displayed as signed numbers in the range  $[-63, 63]$ , the entry in the middle corresponds to the pixel that is filtered. The filter is changed using the gadgets at the left and the bottom of this display:

- \* [Radius] defines the size of the filter. The bigger the filter, the slower the processing.
- \* [Load Filter] loads a filter saved to disk. Some filters come along with this distribution in the TPaint:filter-drawer. Try them to see how filtering works.
- \* [Save Filter] saves a filter.
- \* If you want to change entries of the filter manually, you choose the entry to change using the gadgets [X] and [Y]. The entry (0,0) is the entry in the middle, that corresponds to the pixel currently filtered. The selected entry is marked by « at the right of the entry in the display.
- \* Using [Val.] you choose the value of the selected entry.

For further informations about filtering see a book about image processing.

## 1.47 TPaint.guide/menu0152

'Picture/Prcoessing/Color Correction'  
.....

This function isn't finished yet. Currently only changing of the contrast and the brightness of the picture is supported. For both a value of 100% means no change of contrast resp. brightness.

## 1.48 TPaint.guide/menu0140

'Picture/Display' - Image Display Control  
-----

This menu is used to tell TPaint how to compute the display of the 24bit memory picture. The colors of the display are chosen as well as the algorithm that uses TPaint for dithering. You may also force a recomputing of the display.

```
Colors...      |f
Auto. Colors   |a
Recompute     |r
Controlcenter...|t
```

## 1.49 TPaint.guide/menu0141

'Picture/Display/Colors' - Change the Palette Manually

.....

This menuitem calls the colorrequester to appear. Using this requester you are able to change the colors that are used to display the current picture manually. Using this you don't change the 24bit memory picture, you just change the colors that are used to approximate the picture on screen. Each picture has it own set of colors, called palette, so you change just the palette if the current picture, the other pictures are not affected.

The colorrequester consists of a couple of gadgets:

- \* At the left edge of the requester is the list of the current displaycolors of the current picture. At the right of the list there is a scrollbar which you can use to scroll through the list. On an AA-Amiga this list may be made out of up to 256 colors. The current color is marked at the left of the color.
- \* At the right of the color list there are six sliders to change the selected color. About this sliders see 'Toolbox/Color'.
- \* At the very right edge of the requester is a second list of the displaycolors of the current picture. This list is used to define the range of colors that the following gadgets act on. A range is defined by the start and the end of a connected set of colors. The range is marked at the left of the colorlist and may be changed by you by clicking on the colors. TPaint tries to figure out if you think of the start or the end to be changed. If it doesn't make the right choice, try again.
- \* [Invert] inverts the colors in the selected range, black gets white ...
- \* [Mirror] mirrors the order of the colors in the selectes range.
- \* [Rotate] rotates the order of the colors in the selected range. The second color becomes the first, the third the second ..., the first color gets the last.
- \* [Exchange] exchanges the topmost and the bottommost color of the selected range.
- \* [Trans. RGB] creates a transition through the world of RGB-colors.

The first color of the current range is used as start, the last one is used as end of the transition. The other colors of the range are replaced by the colors computed by TPaint.

- \* [Trans. HSV] is like [Trans. RGB] but travels through the world of HSV-colors instead the world of RGB-colors.
- \* [Load Palette...] loads a palette from disk. You select the palette file by the File-Requester. The preset path for palette-files is TPaint:palette. The selected file may be a file saved with [Save Palette] or an ILBM-file. In the latter case TPaint extracts the palette used for that picture. Of course, this works only for pictures not saved in 24bit-format. If the selected file has more colors than the current screen, TPaint uses only the first, if the file has less colors, only the first colors of the screen are changed. There are some examples of palettes in the TPaint:palette-drawer of this distribution.
- \* [Save Palette...] is the reverse to the gadget above, it saves the current palette in a file on disk.

## 1.50 TPaint.guide/menu0142

'Picture/Display/Auto. Colors' - Computing an Automatic Palette

.....

If you call this command TPaint tries to compute a palette for the current picture. The colors are choosen in that way that the display of the current picture will match the 24bit memory picture as close as possible. To achieve this aim TPaint has to count the colors used in the picture. In the worst case this may be as many colors as the number of pixels of your picture (for example: a normal PAL:Hi Res picture has  $640 \times 256 = 163.840$  pixels). But an AA-Amiga has at maximum 256 entries in the palette, so TPaint has to unify colors. The counting und unifying can take a very long time, especially if your picture has many colors. To avoid this you may choose some options from 'Picture/Display/Controlcenter'.

While TPaint is counting and unifying the colors the current state of the operation is shown in the status window, if it is active (see 'Toolbox/Status'. Both phases of computing may be stopped by ESC. Choose other settings in 'Picture/Display/Controlcenter' and restart this command.

The first to colors of the palette are out of bounds for this command. They are left at black and white to ensure that the menus and requesters keep readable. You may change this two colors manually. This behavior effects that this command has essentially no effect on a two-color-screen.

## 1.51 TPaint.guided/menu0143

'Picture/Display/Recompute' - Recomputing the Display  
 .....

Recomputes the display of the current picture. The options from the 'Picture/Display/Controlcenter' are used for this operation. Especially Floyd-Steinberg-Dithering could take a while computing, be patient.

## 1.52 TPaint.guided/menu0144

'Picture/Display/Controlcenter' - Controlling the Display  
 .....

This menuitem calls a requester which allows you to choose some settings affecting the commands 'Picture/Display/Auto. Colors' and 'Picture/Display/Recompute'.

The upper half of the requester affects 'Picture/Display/Recompute'. By toggling the gadget beyond [Dithermethod] you are able to choose different methods to approximate the 24bit memory picture by the displayed picture. Currently supported are the following two methods.

- \* [Nearest Color]: The color in the palette of the display of the current picture that matches the color of each point best is used to display this point. This is the simplest possible method and should be chosen if speed is a problem for you.
- \* [Floyd-Steinberg]: This method, invented by Floyd and Steinberg, achieves in most cases better results than the other method. Like there the color matching the real color of a point best is chosen. But in most cases you the chosen color isn't exactly the real color of the point. The error made by this choice is distributed to the pixels in the neighborhood of the point.

You should use [Floyd-Steinberg] if you want to get a better approximation of the 24bit picture and [Nearest Color] if you want to get a fast computing of the display. While painting always the first method is used for speedup.

The lower half of the requester is used to affect 'Picture/Display/Auto. Colors'. The upper gadget [min. Colordist.] is used to define a fuzziness that must be exceeded to treat two colors as different. About fuzziness see the tool Filling Areas. This option takes effect in the phase of counting colors. The higher the value of this option is chosen the less colors TPaint will find in the picture. This speeds up counting as well as unifying. A rule of thumb is to increase the value of fuzziness if the number of colors TPaint counts exceeds the double of the number of palette entries of the screen.

The second gadget of the lower half effects the phase of unifying while computing a new palette. The two possible selections of this gadgets are the following:

- \* [Most Used]: After counting the colors of the current picture the colors most often used in the picture are stored in the palette of the current picture. This is much faster than the second possibility since no unifying is done.
- \* [Unifying Colors] tries to unify colors. Colors that are very similar and not often used are treated as one single color. The operation of unifying could take a long time for TPaint has to find the colors that may be unified introducing the smallest error. You can stop this operation using ESC. If you do that [Most Used] is used instead.

## 1.53 TPaint.guide/menu0104

'Picture/Fill Collorrange' - Filling a Range of Colors

-----

If you call this menuitem the first thing you have to do is to select a color that should be filled. Unlike the tool Filling Areas the points to be filled need not to build up a connected area. All points having the selected color in the picture are filled. About the way filling is done see 'Toolbox/Filling'.

If you have selected a color a requester comes up to ask for the fuzziness that TPaint should use for searching the points having the right color. For more informations about fuzziness and how to define it see Filling Areas.

The 'Picture/Alphachannel' takes effect on this operation, so you may restrict this operation on certain regions of the picture.

## 1.54 TPaint.guide/menu0103

'Picture/Make Transition'

-----

Creates an transition between the four colors selected in the color selector (see 'Toolbox/Color'). The four colors are placed in the four corners of the screen as follows: The first one in the upper left, the second one in the upper right, the third one in the lower left and the last one in the lower right. After calling this function a requester appears which allows you to select some attributes to the colors.

For each of the four colors you can change the scope of this color. This means what distance from the color the right edge of the distribution diagram stands for. A scope of 100% means that the right edge of the diagram represents the width resp. height of the picture. If you choose 144% the influence of the color extends to the diagonal corner of the picture. A scope of 0% disables this color. The intensity

---

of a color within the selected scope can be choosen by the distribution diagrams just below the sliders. (see Airbrush)

After clicking [OK] the computing of the transition starts. The computing may take a while. I suggest to use [Floyd-Steinberg]-dithering (see 'Picture/Display/Controlcenter') since the results of [Nearest Color] may be very ugly.

## 1.55 TPaint.guide/menu0105

'Picture/Undo' - Very important Function

-----

Performs an Undo on the current picture. Your last action performed on this picture is undone. If you select 'Picture/Undo' again the undone action is redone. This menuitem is only selectable if the current picture has an activated Undobuffer. You can activated and deactivate the Undobuffer in the 'Picture/Controlcenter'.

## 1.56 TPaint.guide/Brush

The 'Brush'-menu

=====

This menu contains many functions to work with brushes.

```
Cut Brush      |B
Controlcenter  |C
» IO
» Manipulate
» Shape
» Size
» Turning
```

## 1.57 TPaint.guide/menu0202

'Brush/Cut Brush' - Create a Brush

-----

If you select this command you are able to cut a brush. This is done the same way like drawing a Box but instead drawing the box actually the specified section of the picture is taken as a brush. For more informations about brushes see the the whole 'Brush'-menu.

If you have selected a brush using this command the Pencil (see

---

'Toolbox/Pencil') is switched to brush.

## 1.58 TPaint.guide/menu0201

'Brush/Controlcenter' - Maintaining the Pictures

-----

Opens a requester which allows you to make some modifications on the list of brushes. The controlcenter consists of these gadgets:

- \* At the top of the requester you find the list of brushes currently existing in memory. You can choose a brush by clicking on it. The current brush is marked at the left of the name. If you leave the requester the marked brush will get the current brush. The current brush is that one that will be used for drawing if you select drawing with a brush and the one that all operations on brushes will be performed on.
  - \* At the right of the list the width and the height of the currently selected brush are displayed.
  - \* Every brush may have an annotation and a copyright-notice. If they exists they are saved along with the brushdata if you save the brush. If a loaded brush has an annotation or a copyright-notice they are displayed here if you call the controlcenter.
  - \* With [Duplicate] you can make a copy of the current brush. The new brush is exactly the same as the old one.
  - \* If you call [Delete] the current brush is entirely deleted from the brushlist and from memory. There is no way to recover.
  - \* The gadget [Recompute Display] recomputes the display of the currently selected brush. This operation uses the palette of the current picture. If you select another picture with another palette to be the current picture the display of the brush may get absolutely different. If you paint with this picture the colorinformations of the 24bit memory brush are used, so you get the right results even if the display doesn't match the actual brush. The selections from 'Picture/Display/Controlcenter' take effect on this operation.
  - \* If the option [Background transp.] the color black is treated to be transparent. If you draw using this brush the original picture will stay intact wherever the brush has black pixels. If this options is unselected black will be used as a normal color and overwrite the original picture.
  - \* The option [Antialiasing] affects the way operations of the menus 'Brush/Shape', 'Brush/Size' and 'Brush/Turning' are done. These operations map the old brush to a new one. Every pixel of the new brush corresponds to a area of pixels and parts of pixels of the old brush. If this option is deselected, only the pixel at the center of this area is used to define the new pixel. If this
-

option is selected, all pixels covered by this area are used to define the new pixel by computing a weighted average of the totally and partially covered pixel. Try 'Brush/Turning/Any Angle' with and without this option to see the difference.

## 1.59 TPaint.guide/menu0210

'Brush/IO' - Loading/Saving/Printing a Brush

---

The submenu of this menuitem contains commands for loading, saving and printing the current brush.

```
Load...           |L
24bit Save       |S
24bit Save As... |V
Print...         |P
```

## 1.60 TPaint.guide/menu0211

'Brush/IO/Load'  
.....

Loads the brush chosen by you via a File-Requester. In the current version TPaint is able to load brushes that are saved in the IFF-ILBM format. Both brushes with colormaps and 24bit-brushes are supported.

## 1.61 TPaint.guide/menu0212

'Brush/IO/24bit Save'  
.....

Saves the current brush as a 24bit brush. This means that the file doesn't contain the brush you see on your monitor but the brush that TPaint maintains in memory. The brush on screen is just a approximation of this 24bit brush that is computed using the colors available on screen. The filename that is used is the name last used for this brush. If the brush has been saved before the name used there is used again. If the brush has not been saved before the name which has been used to load the brush is used. These two possibilities imply that the old brush will be overwritten!.

If the brush has neither been saved nor load before, TPaint asks you for a name. In this case this is the same as 'Brush/IO/24bit Save As'.

---



## 1.62 TPaint.guide/menu0213

'Brush/IO/24bit Save As'  
.....

The same as 'Brush/IO/24bit Save' except that you are asked for a filename to be used for saving.

## 1.63 TPaint.guide/menu0215

'Brush/IO/Print'  
.....

By use of this menuitem you can print the current brush. The use of this command is exactly like 'Picture/IO/Print'.

## 1.64 TPaint.guide/menu0220

'Brush/Manipulate' - Manipulate a Brush  
-----

This menu contains some commands to change the shape of the current brush.

```
Invert    |I
Mirror X  |
Mirror Y  |
```

## 1.65 TPaint.guide/menu0221

'Brush/Manipulate/Invert'  
.....

Inverts all points of the current brush according to the RGB color model. Black becomes white, red becomes cyan, green becomes magenta, blue becomes yellow and vice versa.

---

## 1.66 TPaint.guides/menu0223

`Brush/Manipulate/Mirror X'  
.....

Mirrors the current brush in the x-direction, that means at the y-axis, left becomes right.

## 1.67 TPaint.guides/menu0224

`Brush/Manipulate/Mirror Y'  
.....

Mirrors the current brush in the y-direction, that means at the x-axis, top becomes bottom.

## 1.68 TPaint.guides/menu0230

`Brush/Shape' - Knead the Brush  
-----

The commands from this menu take care of the [Antialiasing]-option in the `Brush/Controlcenter'.

Shear X  
Shear Y  
Bend X  
Bend Y

## 1.69 TPaint.guides/menu0231

`Brush/Shape/Shear X'  
.....

Shears the currently selected brush along the x-axis. How to select the amount for shearing see `Brush/Size/Change Size'.

## 1.70 TPaint.guides/menu0232

---

`Brush/Shape/Shear Y'  
.....

Shears the currently selected brush along the y-axis. How to select the amount for shearing see `Brush/Size/Change Size'.

## 1.71 TPaint.guide/menu0233

`Brush/Shape/Bend X'  
.....

Bends the currently selected brush along the x-axis. How to select the amount for bending see `Brush/Size/Change Size'.

## 1.72 TPaint.guide/menu0234

`Brush/Shape/Bend Y'  
.....

Bends the currently selected brush along the y-axis. How to select the amount for bending see `Brush/Size/Change Size'.

## 1.73 TPaint.guide/menu0250

`Brush/Size'  
-----

The commands in this menu allows you to change the size of the current brush.

The commands from this menu take care of the [Antialiasing]-option in the `Brush/Controlcenter'.

```
Double X      |<
Double Y      |>
Change Size   |G
```

## 1.74 TPaint.guide/menu0251

---

```
`Brush/Size/Double X'
.....
```

Doubles the size of the current brush in x-direction. That means that the width of all pixels is doubled.

## 1.75 TPaint.guides/menu0252

```
`Brush/Size/Double Y'
.....
```

Doubles the size of the current brush in y-direction. That means that the height of all pixels is doubled.

## 1.76 TPaint.guides/menu0253

```
`Brush/Size/Change Size'
.....
```

This menuitem lets change you the size of the current brush to any size you want. If you select this command the current brush will be glued on the mouse. You select the desired size by pressing down the left mousebutton, moving the mouse until the drawn box has the desired size and releasing the mousebutton.

The algorithm to change the size of the brush is very simple, no interpolation is done. If you enlarge the brush simply some pixels are repeated and if you scale down the brush some pixels are omitted. The result is often not satisfactory and may just be usable as a draft for you and you need to process the result by hand. To do this make a Points with your brush, make your changes and cut the result as a new brush.

## 1.77 TPaint.guides/menu0260

```
`Brush/Turning'
-----
```

The current brush may be turned.

The commands from this menu take care of the [Antialiasing]-option in the 'Brush/Controlcenter'.

90 degree |#

---

Any Angle | ^

## 1.78 TPaint.guide/menu0261

'Brush/Turning/90 degree'  
.....

This turns the current brush 90 degrees clockwise. Repeating this operation four times will result the original brush.

## 1.79 TPaint.guide/menu0262

'Brush/Turning/Any Angle'  
.....

You may also turn the current brush any angle choosen by you. The selection of the angle and the limitations of the algorithm are the same like 'Brush/Size/Change Size'.

## 1.80 TPaint.guide/Toolbox

The 'Toolbox'-menu  
=====

The menuitems in this menu activate parts of the toolbox. The toolbox of TPaint is split up in different parts. The parts are activated and deactivated by selecting the corresponding menuitem. Activated parts are marked by a checkmark in front of the menuitem. All selections done in one of the parts of the toolbox take effect immediatly, so you can draw in your picture while parts of the toolbox are on-screen.

Color...	^o
Tool...	^t
Pencil...	^p
Filling...	^f
Zoom...	^z
Gemotrie...	^g
Status...	^u

## 1.81 TPaint.guides/menu0301

'Toolbox/Color'

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Of course you are able to select different colors to paint with. The part of the toolbox used to select the color comes up on an own screen at the bottom of the monitor.

At the left of the colorselector are the sliders to choose the color to be used. The topmost three are used to select a color according to the RedGreenBlue color model, which is used internally by the Amiga and by your monitor. The color is made up out of three components, red, green and blue. These three components range from 0% to 100%. The current settings of the compenents are displayed at the right of the sliders.

The lower three sliders are used to select a color according to the HueSaturationValue color model. All possible colors are thought of to be placed in a cone that balances on its tip. The pure colors (red, green, blue, ...) are placed at the outer border of the cone. The axis of symmetrie represents the value or brightness, the distance from this axis is called saturation and the angle between the position of red and the choosen color is called hue. The lower the saturation of a color the more greyish it is. The really greys are all placed on the axis, they have zero saturation. Therefore the color at the tip of the cone is the color with zero saturation and no brightness, black. The hue is mesasured in degree ranging from 0\textdegree{} (red) over 120\textdegree{} (green) ← and 240\textdegree{} (blue) to 360\textdegree{} (red again), saturation and value are measured in percent.

To simplify things TPaint maintains four independent color-pots at the right side of the colorsliders. The current selected pot is marked and the position of the sliders represents the color of this pot. You can select another pot by just clicking it.

Another way to select a color is the gadget [Pick]. If you activate this, you can pick a color directly out of the picture. The color pointed at by the mouse is shown in the currently selected color-pot. If you click the left mousebutton, this color is fixed. You can use ESC to abort the colorselection.

In most cases the selected color doesn't match exactly a color used to display your picture on screen. For displaying the picture the color best matching your choice is choosen but the 24bit picture in memory matches exactly your choice.

On an AA-equipped Amiga you have the possibility to choose 16777216 different colors. I think, that's enough.

## 1.82 TPaint.guides/menu0303

`Toolbox/Tool'

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After activating this part of the toolbox you see a list of the available painting tools. Each tool is symbolized by a little pictogram in this list. You can scroll through the list by the scrollbar at the right of the list. The current selected tool is marked at the left of the pictogram of the tool. Some of the tools allow special parameters to be set. If such a tool is selected, the gadget [Tool Spec] is selectable. If you click this gadget a requester will appear. These requesters will be described along with the description of the tools.

Points  
Freehand  
Lines  
Box  
Filled Box  
Box with Round Corners  
Filled Box with Round Corners  
Circle  
Filled Circle  
Ellipse  
Filled Ellipse  
Ellipse Arc  
Airbrush  
Filling Areas  
Text

### 1.83 TPaint.guide/Points

Points  
.....

This is the simplest tool, used to place single points. About choosing the shape of the points see 'Toolbox/Pencil'.

### 1.84 TPaint.guide/Freehand

Freehand  
.....

This tool draws a connected set of lines following the movements of the mouse. About choosing the shape of the line segments see 'Toolbox/Pencil'.

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## 1.85 TPaint.guide/Lines

Lines

.....

Draws a straight line. The starting point of the line is selected by pressing the left mousebutton, the endpoint by releasing the mousebutton. While moving the mouse a line is displayed that shows the position of the line if you would release the mousebutton in this moment. About choosing the shape of the line see 'Toolbox/Pencil'.

## 1.86 TPaint.guide/Box

Box

...

Draws a rectangular upright box. You define the box by defining two corners in a similar fashion like drawing Lines. The box is not filled in.

## 1.87 TPaint.guide/Filled Box

Filled Box

.....

The same as the simple Box except that the interior of the box is filled in. There exists different possibilities for filling, see 'Toolbox/Filling'.

## 1.88 TPaint.guide/Box with Round Corners

Box with Round Corners

.....

This tool draws boxes with round corners. The box is defined analogue to the normal Box. The corners are actually quarters of an ellipse. The radii are selected by you via the tool-special-requester which appears if you click the gadget [Tool Spec]. If you call this requester you can enter the x-radius and the y-radius of the ellipse.

## 1.89 TPaint.guide/Filled Box with Round Corners



Filles Box with Round Corners  
.....

The same as Box with Round Corners except that the interior of the box is filled in. About filled areas see 'Toolbox/Filling'.

## 1.90 TPaint.guide/Circle

Circle  
.....

Using this tool you can draw circles. You specify the width of the circle, the height is computed by TPaint. The ratio width/height is specified by the screentype. On a correctly adjusted monitor circles should appear really round, that means, if you use a ruler the width and the height of the circle should be the same. For the ratio width/height depends on the selected screentype, circles may get ellipses if you reload the picture on another screentype. The shape of the circle may be changed at 'Toolbox/Pencil'.

You specify the midpoint of the circle by pressing the left mousebutton and the width by releasing the mousebutton. While you are moving the mouse and holding down the mousebutton a circle is drawn to show you what the shape of the circle would be if you would release the mousebutton in this moment.

## 1.91 TPaint.guide/Filled Circle

Filled Circle  
.....

The same as Circle except that the interior of the circle is filled in according to 'Toolbox/Filling'.

## 1.92 TPaint.guide/Ellipse

Ellipse  
.....

This tool is similar to Circle, but you specify the height of the ellipse as well as the width by using the mouse.

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### 1.93 TPaint.guide/Filled Ellipse

Filled Ellipse

.....

Like Ellipse but filled.

### 1.94 TPaint.guide/Ellipse Arc

Ellipse Arc

.....

This tool is an extension to Ellipse. First you draw an ellipse the same way like you do using the tool Ellipse. After specifying the ellipse you have to press the left mousebutton again to mark the starting point of the arc. By releasing the mousebutton you specify the endpoint of the arc. Try it.

### 1.95 TPaint.guide/Airbrush

Airbrush

.....

This tool draws points. The points are not drawn exactly where the mouse points to but randomly distributed on a disk. If you call [Tool Spec] you can change the radius of the disk using the gadget at the top of the requester. In the middle of the requester you see a diagram showing you how the points to be set are distributed over the disk. The x-axis of the diagram represents the distance from the center of the disk and the y-axis the probability that a point is set at the corresponding distance from the center. The more white you see on a specific column the more probable it is that a point is placed at the corresponding distance. You can change the shape of this diagram and the distribution by moving the five knobs visible in the diagram. They can be moved up and down. The preset distribution is very near to the behavior of an actual airbrush but you can choose other very strange distributions if you want to.

The shape and the [Intensity] of the points drawn may be changed at 'Toolbox/Pencil'. If you set the [Intensity] to a value about 20% to 50% (or even lower) the behavior of this tool gets more likely an airbrush.

### 1.96 TPaint.guide/Filling Areas

## Filling Areas

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Using this tool you can fill irregular shaped areas. An area is defined by a connected set of points having the same color. Remember that you have 16777216 different colors at your choice. For this it may be possible that you want to fill an area that has nearly the same color at all points but not exactly the same. The problem is that a computer is very exact so if want to fill this area the computer would distinguish between the different colors in this area and fill only the area having exactly the same color. To say the computer to be fuzzy you can select a fuzziness by the [Tool Spec].

Now you have two choices how to tell TPaint about the fuzziness. First, you may specify the fuzziness in general if you have activated the option [Fix Fuzziness]. Then you enter the general fuzziness at [Fuzziness]. This value is used for all filling operations. A Fuzziness of 0 means now fuzziness, all the points of the area have to have exactly the same color, the higher the value the more the colors may differ. The second way to specify the fuzziness is to deactivate the option [Fix Fuzziness]. In this case everytime you start a filling operation a requester pops up asking you for your choice of fuzziness. Here you may enter the desired value numerically at [Fuzziness] or you can select [Add Color]. If you do this you can select a second point of your picture. The fuzziness is chosen that way that the color of this additional point belongs to the area to fill as well as the first point. The value to reach this aim is now displayed at [Fuzziness]. You may add more points using [Add Color]. If you click [OK] the operation starts.

TPaint uses a recursive algorithm for filling areas. This means that TPaint needs lots of stack if filling great or very irregular shaped areas. If the stack is too small TPaint takes care of this and stops filling effecting that not the whole area may be filled. If this happens you should start TPaint with a larger stack (using the Shell-stack-command, see Amiga-DOS manual). If you start TPaint from WorkBench, a stack of 20000 bytes is used which should be enough for most areas, if not change the stack-value if the TPaint-pictogram and restart TPaint.

Remember: TPaint looks in his 24bit memory picture for the colors of the pixel. Points that seem to have the same color on screen need not to have exactly the same color in the actual picture in memory.

## 1.97 TPaint.guide/Text

### Text

....

This tool is used to add text to your picture. First you have to specify the point where the letters should appear by using the mouse. Note that you don't specify the lower or upper edge of the letters but the baseline of the letters. This is the line where the line of

underlined letters is drawn.

After specifying this point you can start entering your text. RETURN gets you to the next line, ESC stops this tool. You have to use ESC before you are able to select any menuitem or tool. If you click somewhere with the mouse while typing text the following text will appear where you clicked.

Using [Tool Spec] you may choose the shape of the letters. After selecting this gadget a requester comes up. This could take a moment because TPaint has to read the list of available fonts.

This requester has a couple of gadgets. At the upper left the list of available font shapes is shown. You may scroll through this list using the scrollbar at the right of the list. The current selected shape is marked at the left of the fontname. At the right of the fontlist a list of the available sizes of that fontshape is shown. This list is used similar to that of the fontnames. Below this to lists there are four more gadgets. The left three are used to algorithmically generate additional attributes of the choosen fontshape. The topmost is used to generate [Bold], the middle one to genrate [under.] = underlined and the last to generate [slanted] letters. If the selected font shape is already bold, underlined or slanted these gadgets may have no effect. If you select the big gadget right at the right of these three gadgets a example of the selected font shape is shown.

TPaint uses the standard fonts of your Amiga. This means that all fonts supported by WorkBench are automatically supported by TPaint too.

## 1.98 TPaint.guide/Tool Spec

[Tool Spec] - Tool Special Paramters  
.....

If this gadget is selectable the current tool has special parameters. A requester to select these parameters will appear if you click on this gadget. For a description of these requesters see the description of the tools at 'Toolbox/Tool'.

## 1.99 TPaint.guide/menu0305

'Toolbox/Pencil'  
-----

TPaint knows different ways to draw points. The selection done using the requester invoked by this menuitem takes effect on most of the Painting Tools.

At the upper left of this requester is a gadget that is used to select the thing TPaint draws if you say him to draw a point. The

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possible things are:

- \* [Point]: A simple pixel is set as point.
- \* [Ellipse]: The thing drawn as point is an ellipse. Using the gadgets below this gadget you can choose the width and the height of the ellipse. Furthermore you can choose the shape of the ellipse. Using the diagram at the right you can choose how intensity is distributed over the ellipse. The left edge of this diagram corresponds to the the center of the ellipse. (see Airbrush)
- \* [Rectangle]: The same is the previous choice except that the shape is not an ellipse but a rectangle.
- \* [Brush]: This choice is only availble if a brush exists. If this choice is taken the current brush is used as point by the tools. This choice is selected automatically if you cut a new Brush.

At the bottom of this part of the toolbox you find a slider named [Intens.] which is used to select the intensity that is used by all drawing actions, that are all Tools and all actions from the 'Picture'-menu altering the picture.

The higher the intensity is choosen the stronger the tools work. If you choose an intensity of 100% every action simply overwrites the affected points of the picture (except the effects of the 'Picture/Alphachannel'). An intensity of 0% is a very effective way to prevent the picture against any changing. In general the new color of a point is composed of the old color of the point and the color the tool tries to give the point. The intensity is the part of the new color that is contributed by the tool.

The difference to the 'Picture/Alphachannel' is that the intensity choosen here is the same for the whole picture while the 'Picture/Alphachannel' has a different value for each point of the picture.

## 1.100 TPaint.guide/menu0306

'Toolbox/Filling'

Also different ways to fill areas are available. The choice made affects all Painting Tools that fill any area and the command 'Picture/Fill Colorrange'. The following selections are possible:

- \* [Color]: An area to be filled is simply filled by the currently selected color (see 'Toolbox/Color').
- \* [Pattern]: Also fills the area by the currently selected color, but additionally the filling is done through a pattern. The pattern is a 16 X 16 rectangle containing informations about the strength by which the filling is done at the different points. A

new pattern is selected using [Cut Areapattern]. After selecting this gadget the requester is disabled and you have to choose a region of the picture that is to be used as new pattern by using the mouse. The brighter points in the chosen region are the stronger gets the pattern at the corresponding point. Points of the pattern with full strength effects the area to be filled with full intensity at the corresponding points, points of the pattern with 0 strength prevents the corresponding points from being affected by the filling operation.

- \* [Repeated Brush]: This is only selectable if a brush exists. If this is selected the area is filled with the brush. The brush keeps its original size. If the area is greater than the brush the brush is repeated to fit in the area, if the area is smaller the brush is cut off.
- \* [Stretched Brush]: This is also only available if a brush exists. Similar to [Repeated Brush] an area is filled with the brush. But instead of repeating or cutting off the brush it is stretched to fit exactly the area to be filled. This stretching could take a moment since TPaint has to compute the shape of the region before filling in the brush.

## 1.101 TPaint.guide/menu0302

'Toolbox/Zoom'

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The part of the toolbox corresponding to this menuitem contains two gadgets.

The left one is used to invoke the zoom of TPaint. After activating this gadget a box is moved along with the mouse showing the size of the area that will be zoomed. You select the area to zoom by clicking with the mouse. The interior of the box at mousebutton-releasing-time will be the zoomed area. After selecting the area the zoom will show up at the right two third of the current picture separated from the rest of the picture by a white line. You are able to perform all operations in the zoom that may be performed in the unzoomed picture.

The zoom disappears if you click on this gadget again.

The right gadget is used to enter the magnification of the zoom. The value is entered using a slider gadget, the currently selected magnification is shown at the right of the slider. A value of 5 means that the width and the height of a pixel becomes 5 times the width and the 5 times the height of the unzoomed pixel. This means a 25 times zoomed area of the pixel.

## 1.102 TPaint.guide/menu0304

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`Toolbox/Geometrie'

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This part of the toolbox currently allows you to define a grid for painting. This means that if the grid is activated you are only allowed to set points with coordinates that are integral multiples of the defined x- and y-width of the grid, defined by the sliders at the right of the toolbox. In fact all tools are restricted to the gridpoints if this option is active.

### 1.103 TPaint.guide/menu0307

`Toolbox/Status'

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This menuitem activates the statuswindow of TPaint. It shows the currently selected tool or operation currently performed, the position of the pointer or the progression of an operation that takes longer to perform.

The statuswindow is opened by default during startup of TPaint.

### 1.104 TPaint.guide/Key Commands

Key Commands

\*\*\*\*\*

Additionally to the commands available through the menu and the toolbox TPaint knows two maybe very helpful commands only reachable by keys.

- \* The first one is ` (at the upper left corner of your keyboard, right below ESC). If you have changed the colors of the display using `Picture/Display/Colors' you may have changed the first two colors, normally black and white. Maybe you have changed them that way that you are now unable to read the menus and the requesters. If you type `, the first color is set to black and the second to white so that you are now able to read the menus and requesters.
- \* The second key command is ~ (found as the shift of `). This is the opposite of `, it reactivates the colors you have chosen.

If you change the displaycolors manually keep these commands in mind. You'll be surprised how often you will use them.

### 1.105 TPaint.guide/Error Messages

## Error Messages

\*\*\*\*\*

During startup of TPaint you may get a message like Can't open xxxxx.library. This means that TPaint can't open the xxxxx.library due to low memory condition or for you haven't installed the right version of xxxxx.library. In case of teddi.library, dither.library or losapr.library the right versions come along with the distribution of TPaint and are automatically installed if you use the installation script.

The first three errors are fatal. If they occur TPaint quits.

- \* Not enough memory for screen  
TPaint can't allocate enough memory to open a new screen. Because the screen is very essential for a painting program this is a fatal error that causes TPaint to quit. See Screen-Requester.
- \* Multitasking overload  
This error message should be impossible. Each program on the Amiga has a set of signals for communication with other programs. This error message says that TPaint is running low on signals. I don't know any circumstances under which this could occur since each program has its own signal set. This error is fatal.
- \* Not enough memory for menustrip  
There is not enough memory to create the menu. Because the menu is essential (it contains the only way to quit TPaint) this is fatal and TPaint quits.

The following errors are not fatal. Perhaps you can't do what you wanted to but TPaint doesn't quit.

- \* Brush too large  
The current brush is too large for the requested operation. This is the case if the result of the brush would be a brush greater than 16384 X 16384 pixels. I think this size should be enough.
  - \* Can't open colorrangerequester  
There is not enough memory to open the requester for defining the fuzziness of a colorrange. See Filling Areas about fuzziness.
  - \* Can't open controlcenter  
A controlcenter couldn't be opened.
  - \* Can't open filerequester  
The File-Requester can't be opened.
  - \* Can't open font selector  
The requester to select a font for the tool Text can't be opened.
  - \* Can't open inforequester  
The requester of the commands 'System/Info' or 'System/About' can't be opened.
  - \* Can't open IO-requester
-



The requester called by 'System/IO-Control' can't be opened

- \* Can't open palette  
The colorrequester can't be opened. See 'Picture/Display/Colors'.
  - \* Can't open specials-requester  
A requester called by [Tool Spec] can't be opened.
  - \* Can't open shell  
The 'System/Shell' can't be opened.
  - \* Can't open sizerequester  
The requester to choose the size of a 'Picture/New Picture' can't be opened.
  - \* Can't open transitionrequester  
The requester opened by 'Picture/Make Transition' can't be opened.
  - \* Can't open requester  
Some other requester can't be opened.
  - \* Not enough memory, can't change colornumber  
This error occurs if you reopen the screen via 'System/Screen' and TPaint can't allocate additional memory for the displays of the pictures and brushes if you have increased the number of colors.
  - \* Not enough memory for computing palette  
The function 'Picture/Display/Auto. Colors' needs memory for counting colors and can't get it. Try a larger fuzziness for counting colors (see 'Picture/Display/Controlcenter')
  - \* Not enough memory for new pencil  
The memory for new shape of the thing used as point can't be allocated. See 'Toolbox/Pencil'.
  - \* Not enough memory for new picture  
The new picture requested by you via 'Picture/New Picture' or 'Picture/IO/Load' can't be created. Remember that the 24bit memory picture maintained by TPaint is very memory consuming.
  - \* Not enough memory for brush  
The memory for the brush requested by you can't be allocated. Similar to the error above.
  - \* Not enough memory for toolbox  
A part of the toolbox can't be opened (see 'Toolbox'-menu).
  - \* Not enough memory for undobuffer  
The undobuffer can't be allocated. See 'Picture/Undo' and 'Picture/Controlcenter'.
  - \* Not enough memory to stretch brush  
TPaint can't allocate memory for stretching a brush to fit in an area to be filled. See 'Toolbox/Filling'.
  - \* Not enough memory for temp. buffer  
TPaint needs some temporary memory to 'Picture/Filter' the
-

picture, but it can't get the memory.

Most errors occur caused by low memory. If this happens you should free some memory (disposing pictures or brushes, closing parts of the toolbox, ending other programs ...) and try again. In the worst case you should buy some new memory for you Amiga.

The next errors occur in connection with loading a picture or brush. Additionally to these errors any DOS-Errors may occur while loading or saving a picture or brush. For an explanation of the DOS-Errors refer to the AmigaDos-Manual.

- \* IFFERR\_NO\_IFF\_FILE  
The file you tried to load isn't a picturefile inf IFF-ILBM format and TPaint can't load it.
- \* IFFERR\_CMAP\_BEFORE\_BMHD  
The picturefile you tried to load is corrupt. The hunk CMAP occurred before the hunk BMHD.
- \* IFFERR\_BODY\_BEFORE\_BMHD  
Analogue to the one above.
- \* IFFERR\_NO\_BMHD  
The picturefile doesn't contain a BMHD hunk which contains the size of the picture and other ifnormations required by TPaint.
- \* IFFERR\_NO\_BODY  
The picturefile contains no imagedata, perhaps it is a palettefile.
- \* IFFERR\_NO\_CMAP  
The file choosen by you to load a palette (see 'Picture/Display/Colors') doesn't contain any color-data.

The next block of error may occur in connection with printing. The error starting with PDERR are returned by the printer.device which is the part of the Amiga that drives your printer.

- \* PDERR\_NO\_MEM  
The printer.device is low on memory.
  - \* PDERR\_CANCEL  
The print has been canceled by you.
  - \* PDERR\_NOTGRAPHICS  
Your printer is not a graphics-printer! Perhaps you have choosen the wrong printer in your WorkBench-preferences. Refer to the Amiga-Manual.
  - \* PDERR\_BADDIMENSION  
The size you have choosen for the print is to large.
  - \* PDERR\_INTERNALMEMORY  
The printer.device is low on memory.
  - \* PDERR\_BUFFERMEMORY  
The printer.device is low on memory.
-

- \*       ERR\_CANT\_GET\_PRTDEVICE  
TPaint can't contact the printer.device. Perhaps another program  
is currently using the printer.

## 1.106 TPaint.guide/Bug Reports and Comments

### Bug Reports and Comments

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I hope TPaint is nearly bug free but I'm sure it is not. I would like if you could report the bugs you find to me. You are also wellcome to comment the program either positive or negative or both. It would be very nice if I could get a feedback.

If you use paper mail:

Jens Bender  
Am Krüppershaus 58  
42111 Wuppertal  
Germany

If you use e-mail:

bender@wracs3.urz.uni-wuppertal.de

One last word: Remember this program is shareware. If you use it think about registration.

To register write a letter or an email. It would be nice if you could add some money -- that would help to keep things going. If you add some more money for mailing you get the newest version of TPaint and a printed manual (Currently this doc in printed form). Write it in your letter if you want to. I don't state anything about the amount of money, I think you'll make the right decision.

That's all. Good luck using TPaint.