

TealPaint User's Manual



Program Version 4.44
Last Updated: May 24, 2000

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Description

TealPaint is a full-featured and easy-to-use paint, sketch, and animation program. TealPaint offers a host of easily-accessible features, including:

- Multiple annotated records
- Dithered thumbnail images
- Multiple image databases
- Color
- Greyscale (under OS 3.5)
- Animation capabilities
- Image compression
- Horizontally and Vertically oversized images
- Magnified draw mode (fat bits)
- Freehand draw tool
- Spotty draw tool
- Smoothed draw tool
- Line draw tool
- Constrained line tool
- FreeHand shape/polygon tool
- Box, filled box draw
- Rounded box, filled rounded box
- Circle, filled circle
- Oval draw tool
- Snap to grid
- Erase tool
- Paint bucket
- Text tool with selectable fonts, color
- Selector tool (rect lasso)
- 16 Draw patterns
- 12 Brushes
- Cut/Copy/Paste images
- Undo
- Horizontal and vertical flipping
- Image scaling
- Image rotation
- Screen-grabbing import function
- TealPaint Image Manager, a Windows import, export, and print utility

Contents

This archive contains the following files:

Program files:

TEALPNT.PRC	The TealPaint program file
PAINTMGR.EXE	Image Database import/export/print utility (Windows)
PICUTIL.EXE	Image Database import/export utility (DOS)

Document files:

PNTDOC.PDF	This document in Adobe Acrobat (PDF) format
PNTDOC.HTM	This document in HTML format (sans images)
PNTDOC.PRC	This document in TealDoc format
REGISTER.HTM	TealPoint Registration form in HTML format
REGISTER.TXT	TealPoint Registration form in text format

Installing



Use the Pilot installer to install the program file TEALPNT.PRC. It will appear on the Palm Computing device after the next HotSync.

This manual is also provided in this archive as the PalmPilot document **PNTDOC.PRC**, which can be viewed with our other application TealDoc.

Instructions on how to use the Palm installer are in the Palm Handbook that came with your Pilot, PalmPilot, Visor or WorkPad.

Overview

TealPaint is powerful and fun drawing and sketching package, giving you a full array of tools with which you can easily create and edit images and animations, or use it with other TealPoint applications to illustrate documents and folios.

Using the Program

TealPaint's intuitive interface is largely self-explanatory for anyone with experience using a traditional PC-based drawing package. It consists of two main interface screens: the drawing page and the index page.

Index Page



Images in TealPaint are organized as records individual named databases. The **index page** lists all the pictures in a single image database. From the **index page** you can create, delete, or open a new image databases. The current database is shown in the upper right-half corner of the screen. Click on it to bring up a list of all active databases.

The images stored in a database are shown as small dithered thumbnail representations, and are accompanied by optional descriptive text. Up to four images in the list can be shown at any one time, with the rest accessible by the up and down scroll buttons.

To create an image, click on the **New** button or **Template** button, if you've defined a template database (described later in this document). To view, edit, or animate an image, click on its thumbnail representation to go to the drawing page. Choose which of these to do by first selecting one of these three options from the pushbuttons on the bottom of the screen.

When you animate, all the pictures in the database will play in sequence, looping, until you press a button or tap on the screen.

To create, delete, or rename an image database, choose the appropriate menu item from the **Dbase** menu. To delete, sort, or replicate a single image in the current database, select the image by clicking in its descriptive text and then choosing an appropriate item from the **Recs** menu.

Special Features

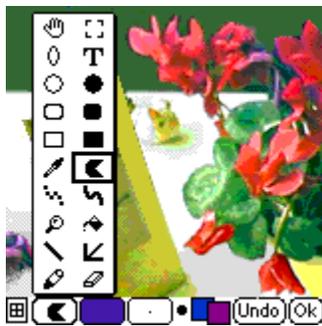
Templates

TealPaint allows you to specify a number of images as **template** images. These images are then made readily available as instant starting points when creating a new image. If you often make drawings when are annotations drawn on top of a standard image, diagram, or image border, simply create these base images in a database named "Templates". (Note that capitalization must match exactly). Afterwards, you can use the "Templates" button on the Index page to create a new image. Instead of a blank page, you'll instead start with a copy of a template image you choose.

Screen Grab

The **Grab Screen** menu item is available on the index page. The Screen Grabber can capture the screen image from most any program and import it into *TealPaint* as an editable image record. This is particularly useful for, say, importing images drawn in other drawing programs. To use it, select **Grab Screen** from the **Edit** menu and choose an elapsed time. Then, switch applications to the one you wish to grab and wait. When the elapsed time passes, an alert will appear informing you that the image has been captured. When you return to *TealPaint*, the image will appear as a new record in your image list.

Drawing Page



The drawing page provides an interface for creating or modifying images. At the top of the display is the viewing window, which shows the current image. If the image is larger than the display area, the page may be scrolled using the **Hand** tool or using the hardware buttons if they are mapped to the scrolling controls. By default, the page-up and page-down buttons are mapped to vertical scrolling, but you can map these buttons or others to horizontal scrolling too.

At the bottom of the display are the drawing tools and options. On the left hand side are three selection buttons, all of which show the current item and bring up a popup window of choices when pressed.

The first of these is the **tool button**, which allows selection of the current drawing tool. These include various **line**, **freeform**, and **shape** tools, along with a **text tool**, **selector tool**, **magnify tool**, and **paint can tool**.

The second button is the **pattern selector**, which selects the current pattern or color (foreground or background) used by the current tool. The last button is the **brush selector**, which determines the pen tip shape used by the current drawing tool.



Under Palm OS 3.5+, two overlapped squares appear to the right of the three buttons at the bottom of the screen. These represent your current foreground and background colors. Click on either one to bring up a **color picking palette** to change the current drawing colors or shades of gray.

Two final buttons appear on the drawing screen: **Undo** and **Done**. The **Undo** button reverts the image back to before its last change. Pressing it twice undoes the last **Undo**, reinstating the image to the way it was before. The **Done** button saves all changes and returns to the index page.

Special Drawing Tools

Magnifying Glass



The magnifying glass operates in two modes, viewing and editing. The viewing mode allows you to preview the magnified area in normal size and drag the around the box defining the magnified area. In edit mode, the magnified area can be drawn on using the pen tool, but appears at 4x size. All patterns and brushes operate in magnified mode too. When the magnifying tool is active, it can be switched from one mode to the other using the **eye** button, which appears in the lower right hand corner of the drawing area. To erase in magnify mode, simply draw with the white drawing pattern

Polygon/Free Shape Tool

The *Polygon/Free Shape Tool* (resembling Pac-Man) has two modes of operation. You can tap points on the screen to define a straight-edged polygonal region to fill. Each tap creates a new corner (vertex) for the polygon. The polygon is closed when you tap once again on the first vertex.

To define a freehand filled shape using the same tool, simply hold down the pen as you draw the outline of the shape to be filled. The shape will fill in when you raise the pen.

Smoothed line (curve) tool

The *Smoothed Line Tool* (shaped like a sideways 'S') differs from the pen tool slightly in that it averages your pen movements to give you a smoother line. This is particularly useful for Palms with shaky pen digitizer hardware or perhaps shaky operator hands.

Color Picking Tool

Shaped like an eyedropper, the *Color-Picking Tool* works only on a device running OS 3.5. It allows you tap on the screen to change the current foreground color to match the tapped area. On earlier versions of the OS, grayscale and color are not supported, so this tool has no effect.

Text Tool

The *Text Tool* allows entry of text onto an image. To use it, select the text item ('T') using the popup tool button, click on the display area at the location to type text, and enter text and numbers using Graffiti. To change fonts, use the *Set Text Font* item from the *Options* menu. Here you can also select white text on black instead of the default black on white.

Grid Snap

The *Grid-Snap Selector*, present in the lower left corner of the drawing screen, constrains the tools to starting and ending on points of an invisible graph paper grid. It allows easy lining-up of shapes drawn on the drawing surface. It has not effect on freehand, curve, or fill tools, or when drawing in magnified mode.

To change the coarseness of the grid-snap size, select the *Grid Snap Dist* item from the *Special menu*.

Selector Tool

To use the *Selector Tool*, shaped like a four-corner target sight, activate it and drag the pen diagonally across the drawing surface to highlight a rectangular region. Then, click and drag within the highlighted region to copy the selected pixels to another location on the screen. To move the region and delete the area below, use the *Cut* menu item after selecting a region before dragging the selected image area. You can also use either the *Cut* or *Copy* menu items to copy the selected pixels to the image clipboard, where they can later be *Pasted* into another selected region.

Special Edit Menus

Cut/Copy/Paste

When the selector tool is active, the *Copy* and *Paste* menu items are available. The *Copy* item saves the current selected area to a temporary buffer. The *Paste* menu, in turn, draws the current contents of the temporary buffer into the selected area. If no area is selected, the *Paste* menu will draw into the upper left corner of the display. The *Copy* and *Paste* menus can be used to duplicate regions of an image or copy pixels from one image to another. Normally, the selector tool copies the area below to wherever you drag it. The *Cut* menu item erases the area below a selected region so when you drag it away, the area below is blank.

Paste Scaled to Fit

When the selector tool is active and an image has previously been copied to the clipboard, you can use this menu to paste the image into the selected region. The image will be scaled up or down to fit the dimensions of the selected area.

Rotate Copy Buffer

This menu rotates imagery in the copy buffer clockwise by 90 degrees. It can be repeatedly called to perform a 180 or 270 degree rotation. To use it, you must first *Cut* or *Copy* a selected region into the copy buffer. Afterwards, you can *Paste* the rotated imagery elsewhere in the picture.

Full View Menu Item

The *Full View* menu item lets you see an oversized drawing all at once, shrinking it to fit on the screen. To exit the full view mode, just press a button or tap on the screen. You cannot edit while in full view mode, however.

Nudge Menu Items

The *Nudge* menu items allow you to finely move a selected region up, down, left or right, a single pixel at a time. It is ideal for fine-tuning the placement of items on screen.

Clear/Fill/Flip Menu Items

Use the *Clear*, *Fill*, and *Flip* menu items in conjunction with the selector tool to erase a selected area, fill it with the current drawing pattern, or vertically or horizontally mirror the pixels in the selected region.

Close Without Saving

The *Close Without Saving* menu item returns one to the **List Page** without saving any changes made to the image since entering the **Drawing Page** or the last page scroll.

Special Animation Menus

Unique to *TealPaint* are simple animation tools that let you use the program as a simple paint box for testing character animations or creating animated storyboards. All the images in a single animation database can be treated as consecutive frames in a linear animation flipbook. The following functions help you to draw the individual frames in a flipbook animation.

Previous/Next Image

These menu items appear both under the *Edit* and *Anim* menus. They allow you to conveniently move to the next or last image in the database. Often, it's convenient to map hardware buttons to these features (see below for more info on how to do this).

Replicate Frame

This makes a duplicate of the current frame after the current image and moves forward to this image. This is useful for doing cell animation.

Junk Current Frame

Deletes the current frame and moves forward to the next

Set Animation Speed

Lets you specify an addition delay pause between display of individual animation frames. A setting of zero corresponds to animation at the Palm's top speed. The additional delay is in hundredths of a second.

Go Play

Animates the images in the current database by cyclically stepping forward through them until you press a button or tap on the screen. You cannot currently adjust the speed or direction of the animation.

Button Mappings



The *Button Mappings* Special menu item allows you to map a variety of functions to any of the four hardware applications buttons (DateBook, Address, To Do, or Memo) or to the up or down scrolling buttons. This allows you to customize the buttons for quick access to commonly needed functions. When an application button is not mapped, it switches applications normally.

You may create independent mappings for when you are in *Edit* mode or *View* mode. The following function mappings are available:

Scroll Up/Down/Left/Right

Scrolls the image around on screen. The screen defaults to the upper-left-hand corner of a canvas limited in size only by memory. The canvas expands as you use it. By default, the page-up and page-down buttons are mapped to the vertical scrolling controls while in *Edit* mode.

Prev/Next Image

Moves forward or backwards through the list of images in the current database. By default, the page-up and page-down buttons are mapped to the Prev/Next controls when in *View* moding.

Prev/Next Tool/Pattern/Brush

Moves forward or backwards through the list of available brushes, tools, or patterns.

Draw/Erase/Hand Tool

Selects the indicated tool if it is not the current one, or switches back to the last-selected one if the button is pressed again.

Black/White

Selects the indicated color if it is not the current one, or switches back to the last-selected pattern if the button is pressed again.

Undo/Done

Functions the same as the on screen button of the same name.

Replicate Frame/Junk Frame/Go Animation

These commands allow you to easily access animation tools when using *TealPaint* as a simple animation-test drawing tablet.

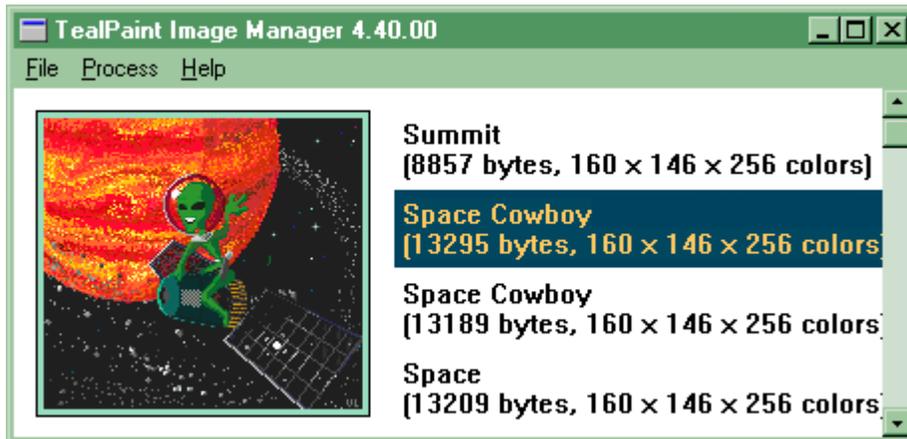
Compatibility Notes

When using OS 1.0, the Graffiti state (Caps) indicator overwrites the left-hand side of the *Undo* button on the menu screen due to the older, large *Caps* symbol. This does not affect the functionality of the program.

TealPaint Image Databases are compatible with other *TealPaint* programs such as *TealDoc*, *TealLock*, *TealInfo*, and *TealNotes*. They aren't compatible with *Imageviewer* files, however, which are commonly found on the Internet, even though they have a .PDB extension. In fact, "PDB" stands for "Palm Database", and is the extension used for all PalmPilot data files, no matter what their format or purpose is on the PalmPilot. If you download an image file and install it on the PalmPilot but *TealPaint* cannot find it, chances are that it's not a *TealPaint* file.

Appendix A - Using TealPaint Image Manager

Use *PAINTMGR.EXE* under Windows to manage your image databases. You can use it to view images in each database, print them, or export them as Windows Bitmap (.BMP) files or the Windows clipboard. You can also create new database files, or add to existing ones by importing .BMP files into them.



When you HotSync your PalmPilot, the most current *TealPaint* image databases are stored on the PC in a directory called *BACKUP1*, which resides in a folder named after your **HotSync User Name**. For instance, if your user name is “*John Smith*”, the backup folder would be in another folder named “*SmithJ*”. The backed-up files are named the same as the databases on the PalmPilot, but have a '.PDB' extension, like “*PICTURES.PDB*.” Other PalmPilot files also have .PDB extensions too, but most are not TealPaint Image Databases.

Opening an existing database

To run *TealPaint Image Manager*, double-click on its icon. Open a database by choosing the *Open Database* menu selection and find the .PDB file containing the images you wish to view.

Exporting/Printing an existing image

Use the vertical scroll bar to go up and down the list of images. Click on an image's name to view that image. Choose the *Print* menu item to print the current selection, or *Export to .BMP* to convert the currently-selected image to a Windows .BMP file. You can export the image to a .BMP file, or copy it to the Windows clipboard and “paste” it into a graphics program.

Adding a new image

To add an image to the current database, choose the *Import .BMP* menu item. The .BMP files must be Version 3 .BMP files (i.e. Windows95 or newer files, not Windows 2.x or 3.x files), and small enough to fit within TealPaint's work memory. For color images, you can fit about a 250 x 250 pixel image. Black and white images can be considerably larger.

The image will be added to the currently open database. You do not need to perform a separate “Save” operation. The image won't instantly be reflected in your PalmPilot, however. **To see the changes there, or to upload a new database to the PalmPilot, use the Palm Install Tool to copy the new or modified file to the PalmPilot after the next HotSync.**

Creating a new database

To create a new database, select the *New Database* menu selection. You will be prompted for the name of a new .PDB file to create. Note that the name of the file you select will also be the name of the database as it appears on the PalmPilot. Do not choose a name that already exists on your PalmPilot, as it will overwrite any database of the same name. Use the PalmPilot Install tool that came with your PalmPilot to upload any databases you create to your PalmPilot.

Appendix B - Using PicUtil

For performing batch operations, **PicUtil**, a simple command-line utility is also included. A version of PicUtil is also available for Macintosh customers.

PicUtil performs most of the same operations as the *TealPaint Image Manager*, but using a primitive keyboard-based interface.

Interactive Mode

When you run PicUtil, you will be presented with a text menu of operations to perform. Enter the letter of an operation to perform.

```
C:\WINDOWS>picutil
-----
PICUTIL Image management utility for TealPaint
Version 4.22.01, Mar 27 2000
(c)1998-2000 TealPoint Software, All Rights Reserved
-----

Menu:
(L) = List images in .pdb file
(N) = Create new .pdb file
(X) = Extract image from .pdb file
(E) = Extract image from .pdb file (b&w)
(A) = Append image to .pdb file
(C) = Append image to .pdb file for color Palm
(Q) = Quit

Please Enter Selection->
```

After you select a choice, you'll be asked for any other necessary information to complete the operation. In the example below, you need to enter the path to an image database to list. Typically, it's best to copy the database to the same folder as PicUtil before running the utility. Then you can simply enter the name of the database instead of describing a directory path to it.

```
Please Enter Selection-> l

Enter TealPaint .PDB file to list (in this folder or use full path) ->pictures.pdb

5 Record(s) Found

0 . (160 x 146) 8857 bytes, 256 colors: Summit (8-bit)
1 . (160 x 146) 5044 bytes, 16 colors: Summit (4-bit)
2 . (160 x 146) 2283 bytes, 4 colors: Summit (2-bit)
3 . (160 x 146) 1128 bytes, 2 colors: Summit (1-bit)
4 . (160 x 146) 13295 bytes, 256 colors: Space Cowboy
```

When done, you can choose the "Q" option to quit PicUtil, or the close menu on the Macintosh version.

Batch Mode

PicUtil supports batch-mode commands for automating common conversion operations. For a full list of batch commands, run PicUtil from the command line with the “/?” parameter. Batch mode does not apply to the Macintosh, of course, which does not have a command line interface.

```
P:\tealpnt\picutil>picutil /?
-----
PICUTIL Image management utility for TealPaint
Version 4.40.00, Apr 26 2000
(c)1998-2000 TealPoint Software, All Rights Reserved
-----
Usage: PICUTIL [<options>]
  where <options> =
    -l <.pdb file>           = List images in .pdb file
    -n <.pdb file>           = Create new .pdb file
    -x <.pdb file> <.bmp file> <index> = Extract image from .pdb*
    -e <.pdb file> <.bmp file> <index> = Extract image from .pdb (b&w)**
    -a <.pdb file> <.bmp file>       = Add image to .pdb (b&w)
    -c <.pdb file> <.bmp file>       = Add image to .pdb (color or greys)***

    * 1-bit images will be exported as black on blue-green
    ** 1-bit images will be exported as black and white
    *** viewable only on devices running OS 3.5
```

Appendix C – Revision History

Version 4.44 5/24/00:

- Added support for greyscale painting under OS 3.5
- Added "full view" move for previewing oversized drawings
- Added adjustable grid snap spacing
- Added color icons for Palm IIIc
- Fixed crash from saving oversized TealPaint images
- Fixed importing 8-bit color images from Photoshop variant .BMP files
- Fixed printing support through TealPrint on Palm IIIc
- Fixed mislabeling of background color picking screen

Version 4.22 2/25/00:

- Added icon for application list view
- Added compatibility for Palm OS 3.5
- Added selectable foreground and background colors (on color device)
- Added support for color images (on color device)
- Added color picking tool (functional only on color device)
- Added polygon/freehand shape drawing tool
- Added record-to-top and record-to-bottom menu choices
- Added animation playback speed control
- Added automatic image padding for small images in Paint Manager
- Added support for template images
- Increased smoothing in smoothed line tool
- Fixed clipping of boxes and lines drawn past screen bottom
- Fixed drawing onto last line in magnify mode
- Fixed graphic remnants of overlaid text with some menu shortcuts
- Fixed lockup starting for the first time on a Visor with flash card installed
- Fixed screen grab not working (first reported on Visor)
- Fixed crash Flipping images on a pre 3.5 device

Updates to Version 3.31:

- Fixed crash on registration screen
- Fixed functionality of database menu
- Added EVEdit/Encrypt compatibility

Updates to Version 3.30:

- Added 'select all' and 'select none' menu function

- Added 'Invert Area' menu function

Updates to Version 3.20:

- Added support for new larger font when running under OS 3.0 or higher
- Added screen grab support for greyscale images--they're automatically dithered to b/w.
- Added checkbox to details screen for setting database backup status.
- Added vertical auto-alignment to 4-pixel bounds to maintain pattern matching
- Fixed missing text cursor bug.
- Fixed errant read from low memory.
- Fixed read from unallocated memory leaving edit screen with cursor active.

Updates to Version 3.12e:

- Fixed import bug in PicUtil DOS import utility

Updates to Version 3.12:

- Fixed TealPaint Image Manager preview of oversized images
- Changed Details menu 'Edit' button to read 'Open'
- Fixed Animation exit with pen tap in OS 3.1

Updates to Version 3.09b:

- Improved image Scaling of oversized images in PaintManager
- Fixed PaintManager export of oversized images

Updates to Version 3.09:

- Added image Scaling of oversized images in PaintManager
- Fixed Low memory read for emulator compatibility
- Fixed PaintManager export of oversized images
- Fixed PicUtil export of oversized images

Updates to Version 3.07:

- Added horizontal scrolling
- Added basic animation capabilities
- Added picture compression
- Added database-to-database image transfer
- Added configurable hardware button mapping
- Added Hand page-movement tool
- Added spotty free-draw tool
- Added 90-degree copy-buffer image rotation
- Added paste-to-fit image scaling
- Added view-only browsing mode
- Added coordinate-based lasso adjust
- Fixed toolbar corruption using menu tools
- Updated Paint Manager to support compression and oversized pics
- Updated Paint Manager to import 8-bit and 24-bit images with dithering.
- New PicUtil 3.0 PC Command-line import/export utility
- Fixed registration crash
- Fixed crash on screen grab
- Fixed clipping on paste operations to protect toolbar
- Created separate button prefs for view and edit modes

Updates to Version 2.22:

- Faster Popup Menu selection responsiveness
- Fixed menu updating when using graffiti nudge shortcuts
- Lasso rect now moves with nudge functions

Updates to Version 2.20:

- Added Oval drawing tool
- Added Smoothed drawing tool
- Added Grid-Snap functionality
- Added option for white-on-black text
- Added instant trial registration key
- Added support for databases in Flash Memory (view only)
- Updated keyboard shortcuts
- Fixed "lost cursor" text bug
- Fixed "lost selection" bug
- Fixed graphic bug dragging selection area into tools
- Fixed bug using magnified draw in scrolled screen
- Fixed bug dragging selected area in scrolled screen

Updates to Version 2.01:

- Fixed crash when deleting databases under PalmOS 2.x
- Fixed screen corruption when using shortcuts for nudge options with menus up
- Removed registration icon from obscuring database name

Updates to Version 2.00:

- *PaintMgr*, Windows import/export/print utility
- Added Support for Multiple image databases
- Added Magnifying draw mode (fat bits)
- Added Constrained line tool
- Added *Fill Selection* menu item
- Added *Erase Selection* menu item
- Added Up, Down, Left, and Right *Nudge Selection* menu items
- Added Horizontal and Vertical *Flip Selection* menu items
- Added *Cut* Menu item to clip Selected Areaa to Floating selection
- Added Multiple memory card support
- Made draggable selection (lasso) floating
- Changed lasso position to be restored with UNDO
- Changed lasso mode to be automatically selected on PASTE
- Fixed misc crash bug

Appendix D - Credits

Manual by Vince Lee, Tex Tennison, and Sara Houseman

Appendix E - Contact Info

TealPaint by TealPoint Software
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San Rafael, CA 94903-3618

Please visit us at www.tealpoint.com, or email us at contact@tealpoint.com.

We look forward to hearing from you.

Appendix F - Registering

Currently, you may register by snail mail, electronically through our website at www.tealpoint.com with a credit card and a secured server, or through PalmGear HQ at 1-800-741-9070. For the first option, the enclosed registration form is provided for your convenience. You may use this form or simply send the following to the address above.

- Product Name
- E-Mail Address
- HotSync User ID (Pilot Name Required for Passkey generation. It can be found on the main screen of the HotSync application on the Pilot as "Welcome _____" or in the corner on a PalmIII or higher)
- Check (drawn off a US Bank) or Money Order for (\$17.95 US) to TealPoint Software

Appendix G - Disclaimer

We at TealPoint Software are committed to providing quality, easy-to-use software. However, this product is provided without warranty and the user accepts full responsibility for any damages, consequential or otherwise, resulting from its use.

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- Accompanying a product for sale.
- Accompanying a magazine, book or other publication for sale.
- Distribution with "Media", "Copying" or other incidental costs.
- Available for download with access or download fees.

This program may be used on a trial basis for 30 days. The program will continue to function afterwards. However, if after this time you wish to continue using it, please register with us for the nominal fee listed in the program.

Thank you.