

Overview

FrameMaster is a product that allows you to add stunning photo frames and various border effects to digital images. Start with an image on disk or capture an image from a scanner or digital camera directly from FrameMaster. Then simply apply a photo frame, overlay, mask, drop shadow, and various other border effects quickly and effortlessly.

FrameMaster's intuitive user interface allows you to use its features quickly and efficiently. You will be up and running in no time at all.

FrameMaster can be used to embellish photos for a wide variety of reasons. FrameMaster's effects can be used to spice up web-graphics and even gives you the ability to create buttons and create drop shadows.

FrameMaster allows for flexible printing options, including, photo scaling, centering, and resizing for common photo sizes, 4" x 6" and 3" x 5".

FrameMaster is customizable. You can easily create your own custom frames, overlays, masks, and patterns to be used with FrameMaster.

Clipboard Features

FrameMaster allows you to copy images to and from the Windows clipboard. You can copy images from FrameMaster to the Windows clipboard so that the image may be used by other applications and visa versa.

Features

Some of the features of FrameMaster include:

The ability to acquire images from a scanner, digital camera, or other capture twain) devices.

The ability to add Ornate Frames to images, quickly and easily from a selection of over 100 ornate frames.

The ability to apply Overlays to images. Overlays allow you to add nice touches to photos, giving them a custom look.

The ability to apply Masks to images, allowing you to make interesting alterations to photos.

The ability to create Drop Shadow effects on images.

The ability to Buttonize an image allowing you to transform an image into a shaded button.

The ability to create a variety of effects including Jagged effect, Box effect, Bubble Effect, Diamond effect, Oval effect, Standard Photo Frame and Frame Matte effects.

Printing capabilities, including scaling features that easily print 4" x 6", 3" x 5", and 8" x 11.5" sized photos.

FrameMaster also includes a feature allowing you create a photo sheet of your image.

Supports a variety image formats.

Ornate Frames

FrameMaster provides over 100 Ornate Frames to embellish photos.

1. Select Ornate Frame from the Frame menu.
2. Click on the frame icon to pull down a list box of **Ornate** frames.
3. Double-click on the desired frame from the list box. The frame you chose will now be applied to the photo.

Overlays

An Overlay is an image that is superimposed over the your photograph. The white regions in the overlay files are transparent and have no effect on the original image. All other non-white regions overlay the original image. The overlays are scaled to the exact size of the photo.

Overlays can be used to apply border effects, banners, insignias, etc. to images. You can also install your own overlay files. Simply copy them to the **Overlay** directory of the FrameMaster program.

To apply an Overlay to an image, you must do the following:

1. Select the Frame menu.
2. Select Frame Overlay.
3. Click on the frame icon to pull down a list of Overlays.
4. Double-click on any of the overlays in the list box to select that frame.

Masks

Masks are grayscale images that allow you alter photographs by applying the mask to the original image. Darker regions of the mask darken the same regions in your image, while lighter regions of the mask lighten those corresponding regions. White regions of the mask do not affect the original image. These masks when applied to an image can create interesting effects.

You can also darken or brighten the masks to alter the effect.

Masks seem to work best when applied to photos with a uniform color in the border regions.

Printing

FrameMaster gives you full control over printing, here are some of the features:

1. Landscape or Portrait Mode
2. Scaling capabilities
3. Center, Left, Right, Top and Bottom Alignment
4. Ability to scale to common photo sizes 4" x 6", 3" x 5"
5. Ability to print an entire sheet of images, example create a set of wallet-sized pictures.

Customizations

You can add your own custom frames, overlays, and masks to FrameMaster by copying your images files to the proper directories. Keep in mind that the images need to be in Windows Bitmap format.

- ...\FrameMaster\Ornate - contains the Ornate frames
- ...\FrameMaster\Overlays - contains the Overlays
- ...\FrameMaster\Masks - contains the Masks
- ...\FrameMaster\Pattern - contains the Fill Patterns

Customizing Ornate Frames

To create your own Ornate frame for use with FrameMaster do the following:

1. Create a Bitmap that is a perfect square. This Bitmap will represent a section of the upper frame. For the best results make sure it is symmetrical. FrameMaster will do the rest. Usually a 40 x 40 pixel Bitmap provides good results.
2. To save your .bmp image, you must use the following naming convention:
_ORNxxx.BMP (where xxx = unique frame number).
3. Finally copy the file to the “Ornates Frames” directory.

If you want to use clip art, use the same guidelines as above but use the naming convention of CLIPxxx.BMP (where xxx =unique frame number).

Customizing Overlays

To create your own Overlays to be used with FrameMaster you must do the following:

1. Create a Bitmap (preferably with a descriptive name for the pulldown listbox). Make all regions of this overlay white if you want that region to be transparent. All other non-white regions will be superimposed over the original image. The Overlay will be scaled automatically to fit the original image.
2. When finished creating the Bitmap, copy it to FrameMaster's **Overlay** directory.

Customizing Masks

To create your own Masks to be used with FrameMaster you must do the following:

1. Create a grayscale Bitmap (preferably with a descriptive name for the pulldown list box). Make all regions of this overlay white if you want that region to be transparent. All other non-white regions will be masked with original image. The Mask will be scaled automatically to fit the original image. All dark regions of the Mask will darken the look of the original image. All lighter regions of the Mask will lighten the original image.
2. When finished creating the Bitmap, copy it to FrameMaster's **Mask** directory.

Customizing Fill Patterns

A Fill Pattern is used to fill backgrounds with patterns instead of solid colors. A Fill Pattern must be an 8 x 8 pixel Bitmap.

When finished creating the Bitmap, copy it to FrameMaster's **Patterns** directory.

Technical Information

Minimal system recommendations include a 166 MHZ processor, a true-color graphics card, and 32 Megs of RAM.

64 Megs of RAM are recommended, especially if you are dealing with large files (example: scanned images).

For more information contact: techsupp@galleriasoftware.com

Galleria Software
11514 Galleria Drive
Tampa FL 33624

Registration

To register FrameMaster, you must first obtain a registration key. Follow this link to the RegSoft ordering system to place your order and receive your registration key.

Once you have obtained the registration key, you can unlock FrameMaster by entering the registration key. To do this, run FrameMaster and select the registration feature.

Personal license: \$17.95

Commercial license: \$39.95

If ordering by phone, please specify PRODUCT CODE 32256.

In the United States: Toll-Free Order Phone Number: 1-877-RegSoft (1-877-734-7638)

International Order Phone Number: +1-770-319-2718

Fax Orders: +1-770-497-9234

Users sending faxes should be sure to include a mailing address.

Money Orders and Check Orders (include email address to quickly receive registration key):

Galleria Software

11514 Galleria Drive

Tampa FL 33624

Copyright

IMPORTANT-READ CAREFULLY

1. FrameMaster End User License Agreement

A. License: The License Agreement grants the user of this copy of FrameMaster a license to evaluate one copy of FrameMaster for 30 days. Thereafter the software may not be used until a registration key is purchased or otherwise legally obtained from Galleria Software or through RegSoft Inc, a software distributor of Galleria Software.

B. Transfer: FrameMaster Licenses are not transferable.

C. Copyright: The Software and Documentation are owned by Galleria Software. The Software and Documentation are protected by United States and international copyright laws and international treaty provisions. You may not remove, obscure, or alter any notice of patent, copyright, trademarks, trade secrets or other proprietary rights.

D. Term: This License is effective until terminated. This License and your right to use this Software terminate automatically if you violate any part of this Agreement.

E. Limitation of Liability Disclaimer: Galleria Software has made reasonable checks of this Software to confirm that it will perform in normal use on compatible equipment substantially as described in our Documentation, as published most recently prior to your download of the Software. However, due to the inherently complex nature of computer software, Galleria Software does not warrant that the Software or Documentation is completely error-free, will operate without interruption, is compatible with all equipment or software configurations, or will otherwise meet your needs. ACCORDINGLY, THE SOFTWARE AND DOCUMENTATION ARE PROVIDED AS-IS, AND YOU ASSUME ALL RISKS ASSOCIATED WITH THEIR USE.

Galleria Software MAKES NO OTHER WARRANTIES EXPRESSED OR IMPLIED, WITH RESPECT TO THE SOFTWARE OR THE DOCUMENTATION.

In no event will Galleria Software be liable for indirect, incidental, or consequential damages, including, without limitations, the loss of income, use, or information, nor shall the liability of Galleria Software exceed the amount paid for this registration. Some localities do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you. You may also have other legal rights, which vary from place to place.

Opening a file

FrameMaster can read a variety of image formats. The settings menu is used to set the directory paths for FrameMaster to use when opening and saving a file. You can also paste an image from the Windows clipboard if you need to use a format that is not supported by FrameMaster.

Saving a file

FrameMaster supports writing files of the following image format type: JPEG, BMP, and GIF. The settings menu is used to set the directory paths for FrameMaster to use when opening and saving a file. You may also copy a file to the Windows clipboard so that it may be used by another program.

Cropping Features

You can select a region to crop by holding down the left mouse button and dragging the mouse. Once you have done this, you can crop the image by selecting the Crop feature from the Edit menu. Cropping will allow you to remove unwanted portions of a photo.

If you have added a frame or border effect and want to crop the framed image, you must first Apply the frame. Applying the frame will also give the ability to layer frames.

Apply Frame

When applying frames and border effects, the frames and border effects are not by default layered on top of each other. Each new frame that is applied will replace with the old frame. If however, you want to layer frames on top of existing frames, then you need to first apply the current frame.

Resize

The Resize feature gives the ability to resize an unframed image. This may be particularly useful if you are scanning in a photo that is extremely large. Resizing can reduce/enlarge the image to the desired size. If you want to resize a framed image you must first apply the frame, then you will have the ability to resize the image.

Rotate

You can rotate an unframed image 90 degrees to the left and right, or 180 degrees. This is sometimes necessary when scanning photos since the photos may be laid out incorrectly.

Zoom Features

You can zoom a photo when it is too large to view on screen. This is sometimes necessary after scanning in a photo. The Zoom feature does NOT resize the photo. If you want to crop an image but it is too large, you may want to zoom the photo to an appropriate size and then crop the photo.

Undo Feature

The undo feature allows you to undo the last action that was performed. Because of memory considerations, FrameMaster will only allow you to undo the last 10 actions.

Select Scan Source

Before scanning a photo for the first time, you must first select the appropriate source TWAIN driver. The TWAIN driver is shipped with your scanning device and should be selected before scanning. Note: If you get a message saying, “**No TWAIN driver available**”, it usually means that you haven’t installed the Windows TWAIN driver that came with your scanning device. See manufacturer instructions for installing the TWAIN driver.

Settings Menu

The settings menu can be used to adjust various directory paths. The Source Image directory is the default directory for loading images. The save directory is the default directory for saving images.

The **Additional Masks** directory is used if you have your own masks that you would like to use. The **Additional Overlays** directory is used to locate additional Overlays.

Scan

FrameMaster allows you to scan pictures from scanning device. You may acquire an image from any twain-compatible device (this includes scanners, digital cameras, etc).

You must first select your Image Source. This is done by selecting the “File” menu and then clicking on “Select Scan Source.” You will now see a list of twain drivers. Pick the appropriate driver.

You can acquire an image by selecting Scan from the File menu. Once the image is acquired, the image will be automatically loaded into the image window. See resizing for related info.

Negative Image

Inverts the photo's color palette. A color representing black will be inverted to white.

Grayscale

Converts the photo to grayscale (shades of gray).

Image Formats

FrameMaster can read the following image formats: JPG, BMP, GIF, PCX, TIF, PNG, TGA, PSP, PSD, PDD, RLE, DIB, PBM, CEL, PIC, and CUT.

FrameMaster can write image files using the following formats: JPG, BMP, and GIF.

Drop Shadow Effect

The Drop Shadow effect will generate a shadow for the photo. You can select a realistic, solid, or pattern-filled shadow. You may also adjust the size of the shadow when using the non-realistic shadow.

Jagged Ege Effect

This effect generates jagged edges for the photograph. You can change the size of the edges as desired. You may also alter the background.

Bubble Effect

The Bubble Effect creates a series of semi-circles, spanning the perimeter of the photo. These semi-circles can be adjusted for size and can be filled with a solid color or pattern.

Box Effect

Create a three-dimensional box effect. You can select either gradient or solid sides.

Matte

A matte is simply a rectangular area surrounding the photo. The photo matte is easily adjustable and can be pattern filled. When creating a matte it may be desirable to apply a frame over the matte. This is accomplished by applying the matte and then selecting a frame.

Standard Frame

The feature allows you to draw a four-cornered frame. The frame is easily resized and can be pattern filled or solid filled.

Buttonize Effect

The Buttonize effect is used to convert an image into a button. The image will resemble a three-dimensional button and will be shaded accordingly. This can be useful feature for creating buttons for web pages.

Oval Effect

The Oval effect can be used to convert a rectangular photo to an oval one. An oval border can be created and you also have the ability to pattern-fill the background.

Diamond Effect

The Diamond Effect can be used to convert a rectangular photo to a diamond shape. A border can be created and you also have the ability to pattern-fill the background.

Grayscale Effect

The Grayscale Effect can be used to convert an image to its grayscale equivalent. This effect will also allow you to partially grayscale parts of the photo, leaving other parts unaltered.

