

**Deluxepaint.hyper**

**COLLABORATORS**

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# Chapter 1

## Deluxepaint.hyper

### 1.1 DPAINT\_HELP

1. Brush Command Keys
2. Animation Command Keys
3. Color Controls
4. Perspective Commands
5. Special Keys
6. Player Utility Keys
7. Toolbox Commands
8. Toolbox Keys
9. Menus

### 1.2 brush\_coms

F1 Matte      F2 Color      F3 Replace      F4 Smear      - Brush smaller  
 F5 Shade      F6 Blend      F7 Cycle      F8 Smooth      + Brush larger

ALT-n      Copy custom brush to spare brush  
 ALT-b      Swaps current and spare custom brush  
 ALT-m      Metamorphosis from spare to current custom brush  
 ALT-s      Center brush handle  
 ALT-x      Flip brush handle horizontally  
 ALT-y      Flip brush handle vertically

Z      Stretch                      h      Halve                      H      Double  
 N      Double horizontal      Y      Double vertical      x      Flip horizontal  
 y      Flip vertical              z      90 degree rotate      o      Edge >outline  
 O      Edge >trim

### 1.3 anim\_coms

Animation Keys

- 1      Step to previous frame
- 2      Step to next frame

- 3 Display the Go To frame requester to jump directly to a specific frame
- 4 Play animation continuously until spacebar or mouse button is pressed
- 5 Play animation once
- 6 Play animation in ping-pong mode
- 7 Step to previous Animbrush cel
- 8 Step to next Animbrush cel

- SHIFT-1 Go to first frame
- SHIFT-2 Go to last frame
- SHIFT-3 Go to last frame you did a "go to" to
- SHIFT-4 Play animation continuously in reverse direction
- SHIFT-5 Play animation sequence once in reverse direction
- SHIFT-7 Go to first Animbrush cel
- SHIFT-8 Go to last Animbrush cel
- Space bar Stop the currently playing animation sequence
- r Reverses animation sequence while playing
- Left-arrow Slows down animation while playing
- Right-arrow Speeds up animation while playing
- ALT Held down while painting, turns on Animpainting mode
- M Move requester

#### Animation Control Panel

- ALT-a Anim control panel on/off
- l Lighttable on/off
- ALT-l Lighttable dim on/off
- CTRL-1 (main keyboard) lighttable 2 back on/off
- CTRL-2 Lighttable previous on/off
- CTRL-3 Lighttable next on/off
- CTRL-4 Lighttable spare page on/off
- ALT-= Adds one frame

## 1.4 toolbox

- 1. Dotted Freehand
  - 2. Continuous Freehand/Filled Freehand Shape
  - 3. Straight Line Tool
  - 4. Curve Tool
  - 5. Fill Tool
  - 6. Airbrush Tool
  - 7. Unfilled/Filled Rectangle
  - 8. Unfilled/Filled Circle
  - 9. Unfilled/Filled Ellipse
  - 10. Unfilled/Filled Polygon
  - 11. Brush Selector
  - 12. Text
  - 13. Grid
  - 14. Symmetry
  - 15. Magnify
  - 16. Zoom
  - 17. Undo
  - 18. CLR
-

19. Color Indicator
20. Palette
21. Brushes

## 1.5 brushes

Built in brushes. Right clicking invokes the resize brush option. when you move the brush to the screen, your cursor will have the word SIZE hanging from it. To increase or decrease the size of the brush, drag the mouse.

You can also change the size of the current brush dynamically, even while you're painting. Press the (+) key to increase the size or the (-) to decrease the size.

## 1.6 Freehand

Keyboard equivalent: s - mnemonic - sketch

Let you paint freehand with the current built-in (or custom) brush. Hold the left button to paint with the foreground color, or the right mouse to paint with the background color.

Holding down the SHIFT key while painting constrains the tool to move either horizontally or vertically depending on which direction you move the cursor.

## 1.7 Freehand

Keyboard equivalent: d - mnemonic - draw D - Filled draw

Click in the upper left corner to select Continuous Freehand Tool. Click in the lower right corner to select the Filled Freehand Shape Tool.

Holding down the SHIFT key while painting constrains the tool to move either horizontally or vertically, depending on the direction you move the cursor.

Use the Filled Freehand Shape Tool to draw filled freehand shapes. Holding down i as you click on the Filled Freehand Shape tool causes the tool to paint shapes that are filled and then outlined with the current brush using the settings of the Spacing requester.

## 1.8 Line

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Keyboard equivalent: v - mnemonic--vector V - spacing requester

Paints a straight line in any direction.

Holding down the SHIFT key while painting a straight line constrains the line to be either horizontal or vertical.

Holding down the CTRL key as you paint a straight line, causes the line to leave "traces" as you paint.

Right clicking the Straight Line Tool displays the Spacing requester. The Spacing requester let you specify the space between the paint "splats" deposited by the brush. Click to choose any or the 4 options.

N TOTAL

Defines the total number of "splats" that will occur along the line.

EVERY NTH DOT

Spacing sets the number of pixels between each "splat" of the brush.

## 1.9 airbrush

Paints using the Airbrush tool along the path defined by any tool affected by the Spacing requester. The number to the right of the button sets the number of airbrush sprays to be applied at each pixel along the path.

## 1.10 unnamed.1

This spacing paints an unbroken path with no space between pixels. This is the default setting.

## 1.11 Tool

Keyboard equivalent: q - mnemonic - curve

Use the curve tool to draw an arc between two points. The width of the line is determined by the current built-in (or custom) brush. The curve works like the straight line tool, except that the line remains attached to your cursor, so you can specify the third point in the arc.

> Select the curve tool, and position the cursor where you want the curve to begin.

> Draw to where you want the curve to end, and release the mouse button.

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> Move the mouse in any direction to form the arc shape you want and click.

Holding down the SHIFT key while painting with the curve tool constrains the tool to move either horizontally or vertically as you paint the initial line, depending on the direction you move the cursor immediately after pressing SHIFT . This is useful if you want the ends of your curve to line up horizontally or vertically.

Holding down the CTRL key as you paint a curve causes the curve to leave "traces" as you paint.

Right clicking the curve tool displays the spacing requester (see Straight Line Tool) for an explanation of the options.

## 1.12 Tool

Keyboard equivalent: f - mnemonic - fill F - Fill Type requester

Use the Fill tool to fill an enclosed area using the current settings in the Fill Type requester. To use the tool:

> Move the paint can cursor over the enclosed area you want to fill so that the tip of the spout is within the area.

> Click to fill the enclosed area.

Holding down i when you click with the Fill cursor, fills outward to the background color. In other words, the fill spreads outward until it reaches areas of the current background color.

Holding down the ALT Key when you click with the Fill cursor, animfills the shape. This means that the frames of your animation will flip, and the fill tool will fill outward on each frame from the point where you clicked. This option works with all of the Fill Types except the gradient fills that use the gradient direction line to define the gradient.

Right clicking the Fill tool displays the Fill type requester. The options in the requester are explained in the following paragraphs. When you return to the painting screen after choosing a fill type, the current gradient (or pattern, if Pattern or Perspective is selected) and its orientation are shown in the Color Fill box in the title bar.

### SOLID

Fills with the current color. If you paint or fill your shape using the left button, the shape is filled with the FG color. If you paint or fill your shape using the right mouse button, it is filled with the background color. This is the default.

### BRUSH

Fills with one image of the current brush and sizes it to fit the filled area.

#### WRAP

Fills with one image of the current custom brush and adjusts it to the horizontal and vertical shape of the filled area. This gives the illusion of wrapping the brush around a 3D solid. The effect is most pronounced if you use it to fill a shape that is very different from the shape of the custom brush.

#### PERSPECTIVE

Fills with a pattern of the current brush in the current perspective setting.

#### HBRITE

Fills using the Hbrite painting mode. This is a special form of tinting that only works if you are working in Halfbrite mode. When you are not in Halfbrite mode, this option does not appear in the requester. Drawing with the right mouse button over Halfbrite areas reverts them to their full color counterparts.

#### PATTERN

Fills with a pattern made from a brush. to use this option, you must first click the FROM BRUSH button to create a pattern of the current brush. This pattern remains the current fill pattern until you click FROM BRUSH again to create a new pattern from you new custom brush.

#### RANGE

Fills an enclosed object with a spread of colors from the selected range. Type in the number of the range you want to see. Click to select one of the fill options, which specify the direction and type of the gradient fill. You can only use one fill at a time.

HORIZONTAL            Paints the gradient horizontally.

VERTICAL              Paint the gradient vertically with an even distribution.

#### HORIZONTAL LINE

Paints the gradient one line at a time and adjusts the gradient on each line so that it follows the contours of the shape being filled.

#### GRADIENTS

Deluxepaint supports two types of gradients: Linear and Radial. A linear gradient fills an object in one direction(in a line) and can either take the object's shape into account, or ignore it. A Radial gradient fills an object in all directions(radially) from the point where you click until it reaches the boundaries of the object. Like Linear gradients, a Radial gradient can either take the object's shape into account, or ignore it.

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## LINEAR GRADIENTS

The linear gradients are LINE and SHAP(ED). When you fill an object with either of these options, a gradient directional line stretches from the center of the object to the cursor. Use this line to tell Deluxepaint the direction in which to fill the shape with the gradient. For example, if you move the directional line to the top of your shape and click. Deluxepaint fills your shape with the selected gradient from top to bottom. The first color in the gradient appears at the bottom of the shape.

### LINE

Line fills the object with a uniform linear gradient, ignoring the shape of the object. Shaped fills the object with a linear gradient taking the shape of the object into account, so gradient line tend to follow the object's contours.

## RADIAL GRADIENTS

The radial gradients are CIR(CULAR), CON(TOURS), and (HI)LIGHT. When you select any of them and click on a shape, a gradient directional line stretches from the center of the object you filled to the cursor. Move the cursor, which is attached to the directional line to the spot where you want the gradient to begin and click. Deluxepaint will fill your shape radially outward from the point where you clicked. Radial gradients are especially useful for drawing shadows and other consistent three dimensional lighting effects.

### CIR

Circular fills the object with a circular (shaped) gradient radiating outward from the point where you click. Like the Straight linear fill. Circular does not take the shape of the object into account.

### CON

Contours fills the object with the gradient taking the shape of the object into account. This creates a contour effect, reminiscent of topographical maps.

### HI

Highlight is similar to Contours, but optimized to create a highlight effect. Like Contours, the object is filled with its shape taken into account.

## RANDOM

When you click the Random action button, a check appears. With Random turned on, the border between any two colors in the gradient are randomly mixed. Click the action button a second time to turn off Random.

## DITHER

Deluxepaint draws patterned gradients by dithering, which reduces the contrast between adjacent colors(without changing, the colors

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themselves). When Random is checked, you can adjust the degree of color mixing in the gradient fill. Drag the Dither slider left or right to decrease or increase the amount of dither. Setting the slider all the way to the left gives almost no mixing between shades. Moving the slider to the right increases the amount of mixing at the color boundaries.

## 1.13 Tool

Simulates the action of an airbrush by spraying with the custom brush.

> Select the Airbrush tool. Position the cross-hair on the page and drag to paint.

Holding down the SHIFT key while painting with the Airbrush tool constrains the tool to move either horizontally or vertically depending on the direction you move the cursor immediately after pressing SHIFT.

Right clicking on the Airbrush tool lets you size its nozzle. After right-clicking the tool, move the cursor onto the page and drag the mouse until the nozzle is the size you want, then release the mouse button.

## 1.14 rectangle

Keyboard equivalent `r` - unfilled `R` - filled; mnemonic `r` - rectangle

Use Rectangle tool to paint rectangle shape using any brush. The upper left half of the tool paints a rectangle outline using the size of the current brush and the current settings of the Spacing requester. The lower right half of the tool paints a filled rectangle using the current settings of the Fill Type requester.

> Select the Rectangle tool, and position the cursor on the page where you want the rectangle to begin.

> Drag the cursor diagonally to form a rectangle. When the rectangle is the size you want, release the mouse button.

Holding down the SHIFT key while painting with the Rectangle tool constrains the rectangle to be the same number of pixels wide and high. You'll notice that this shape is not necessarily a square. This is because the pixels in the Amiga display are not square. To paint a square turn on the BE SQUARE option in the Prefs menu. When BE SQUARE is on Deluxepaint IV adjusts the height and width of your square so that it appears square rather than being square in terms of pixel count.

Holding down the CTRL key as you paint a rectangle, causes the rectangle to leave "traces" as you paint.

Holding down `i` as you click on the Filled Rectangle tool causes the tool to paint shapes that are filled and then outlined with the current brush using the settings of the Spacing requester.

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Right clicking on the Unfilled Rectangle tool displays the Spacing requester. Use this requester to set the spacing between "splats" in the sides of your rectangle.

Right-clicking on the Filled Rectangle tool displays the Fill Type requester. Use this requester to set the type of fill you want in your rectangle.

## 1.15 circle

Keyboard equivalent: c - unfilled C - filled: mnemonic - circle

Use the Circle tool to paint circles using any brush. The upper left half of the tool paints a circle outline using the current brush and the current settings of the Spacing requester. The lower right half of the tool paints a filled circle using the current settings of the Fill Type requester.

> Select the Circle tool, and position the cursor on the page where you want the center of the circle.

> Drag the cursor in any direction to form the circle. When the circle is the size you want, release the mouse button.

The circles that Deluxepaint IV paints may not appear perfectly circular. Circles are painted to be the same number of pixels high as they are wide. The circles do not appear perfectly circular because the pixels of the Amiga display are not square. If you want your circles to appear ;circular, turn on the BE SQUARE option in the Prefs menu.

Holding down the CTRL key as you paint a circle causes the circle to leave "traces" as you paint.

Holding down i as you click on the Filled Circle tools causes the tool to paint shapes that are filled and then outlined with the current brush using the settings of the Spacing requester.

Right-clicking on the Unfilled Circle tool displays the Spacing requester. Use this requester to set the spacing between "splats" in the sides of your circle.

Right-clicking on the Filled circle tool displays the Fill Type requester. Use this requester to set the type of fill you want in your circle.

## 1.16 ellipse

Keyboard equivalent e - unfilled E - filled: mnemonic - ellipse

Paints an ellipse. Width and shape of line is determined by brush. The upper left half of the tool paints an ellipse outline using the current settings of the Spacing requester. the lower right half of the

tool paints a filled ellipse using the current setting of the Fill Type requester.

- > Select tool. Position cursor where you want the center of ellipse to be.
- > Move cursor in any direction to form shape you want.
- > Drag mouse in a circular motion to rotate the ellipse. The degree of rotation is shown in the menu bar.
- > When the ellipse is positioned in the orientation you want, release the mouse button.

Holding down the CTRL key as you paint an ellipse, causes the ellipse leave "traces" as you paint.

Holding the i as you click on the Filled ellipse tool causes the tool to paint shapes that are filled and then outlined with the current brush using the settings of the Spacing requester.

Right-clicking on the Unfilled Ellipse tool displays the spacing requester. Use this requester to set the spacing between "splats" in the sides of your ellipse.

Right-clicking on the Filled ellipse tool displays the Fill Type requester. use this requester to set the type of fill you want in your ellipse.

## 1.17 polygon

Use Polygon tool to paint polygon shape using any brush. Upper left half of tool paints a polygon outline using the current setting of the Spacing requester. The lower right half of the tool paints a filled polygon using current settings of Fill Type requester.

- > Select Polygon tool and position cursor where you want one of the corners of the polygon.
- > Click and then move the mouse in any direction to pull out a side of the polygon.
- > Click to tack down each corner of polygon. Clicking on Polygon's point of origin by pressing the SPACE BAR. This automatically completes the polygon by connecting your last corner with the origin. If you're using the Unfilled Polygon tool, pressing the SPACE BAR will not complete the polygon.

Holding down the CTRL key as you paint a polygon causes the polygon sides to leave "traces" as you paint.

Holding down i as you click on the Filled Polygon tool causes the tool to paint shapes that are filled and then outlined with the current brush using the settings of the Spacing requester.

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Right-clicking on the Unfilled Polygon tool displays the Spacing requester. Use this requester to set the spacing between "splats" in the sides of your polygon.

Right-clicking on the Filled Polygon tool displays the Fill Type requester. Use this requester to set the type of fill you want.

## 1.18 Selector

Keyboard equivalent: b - new brush B - previous brush; mnemonic - brush

Use Brush Selector to create a custom brush from any image on page.

> Select the Brush Selector, and move the cursor to the page where it becomes a large cross-hair.

> Drag diagonally to enclose the area you want to use as a brush.

To select a POLYGONAL brush double-click the Brush Selector. Brush Selector now looks like a polygonal tool. You can surround area you want to pick up a brush as though you were drawing with the Polygon tool. As with the Polygon tool, pressing the SPACE BAR completes the brush selection automatically.

Using the left mouse button to pick up a brush simply copies the selected area as a brush. Using the right button to select the brush cuts the selected area from the page to make the brush and replaces the area with the current background color.

When you pick up a brush any colors that match the current background color are transparent. If you have AUTO TRANSP turned on in the Prefs menu, this additional rule applies; if all corners of the brush are of the same color, that color becomes transparent, regardless of whether it is the background color.

You can retrieve your most recent custom brush or AnimBrush by right clicking the BRUSH SELECTOR or pressing B.

Holding down the SHIFT key while selecting a brush with the rectangular Brush Selector will constrain the brush to be a square. This means that it will be the same number of pixels high as it is wide. Because the pixels of the Amiga display are not square, your brush may not appear square. If you want a square brush, turn on BE SQUARE in Prefs menu.

## 1.19 text

Keyboard equivalent: t - mnemonic - text T - Text requester

Use Text tool to add text to your picture.

> Select Text tool and move the cursor to the page.

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> Click to place the text cursor. Type on keyboard to enter text in the current foreground color.

The text will automatically wrap around the right edge of page and restart below the original cursor position. If page size is larger than screen, the page scrolls as you type off the edge of screen. The text tool does not automatically word-wrap like a word processor. To exit text mode press ESC or select another tool.

Right-clicking the Text tool brings up the Font requester. Here you can choose what font to use along with size and features like BOLD, ITALIC, etc. Clicking on the up or down arrows by size changes size of font if available. Clicking SHOW shows the selected font.

## 1.20 grid

Keyboard equivalents: g - grid on/off; SHIFT-g - grid on and use brush handle location as a grid point; mnemonic - grid

Tools affected by grid are:

Dotted Freehand	Straight Line
Rectangle	Circle
Ellipse	Brush Selector
Text	

Right-clicking the Grid icon displays the Gridding requester. Use this requester to adjust the x and y spacing of the grid.

Right-clicking the grid tool while in Perspective mode displays the Perspective Settings requester.

## 1.21 symmetry

Keyboard equivalent: /

Symmetry tool helps you paint symmetrical patterns around a central point or based on a tiling scheme. Symmetry works with all tools except Text and Brush Selector.

Right-clicking the Symmetry tool displays the Symmetry requester. Use this requester to choose between the two symmetry modes (Point and Tile) and to set parameters for each of the modes.

POINT SYMMETRY

Works around a central symmetry point in either Mirror image duplication of each point or Cyclic. In Point Symmetry you can select the number of symmetry points by using the Order edit box. You can also set the location of the symmetry center by clicking Place and then the point on the screen where you want the center of symmetry to be.

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## PLACE

Lets you position the central point of your symmetrical pattern. To reposition the central point, click Place, move the large crosshair to the new location and click. Subsequent symmetrical drawing will be centered on the new location.

## TILE SYMMETRY

Creates "tile" patterns. You can set the horizontal and vertical dimensions (in pixels) of the tile in the width and height edit boxes (Tile Symmetry requester only). Tile is useful in creating fill patterns; once you've created your symmetrical pattern, set the Grid to the same spacing as the tiles to pickup exactly one tile as a brush. Tile lets you create an entire pattern just by drawing one of its elements, and is an ideal tool for textile designers. If you want to use Tile Symmetry to paint over an existing picture, choose BACKGROUND>FIX from the Effect menu before you turn on Tile Symmetry. This will protect your existing picture from any inadvertent alternation.

## 1.22 magnify

Keyboard equivalent: m - mnemonic - magnify

The Magnify tool divides the screen into two parts and displays the right-hand side in magnification. This tool is especially useful for detail work. When you are in Magnify mode, you can use any other tool on either side of the screen.

> Select the Magnify tool. Position the Magnify box over the part of the image you want to enlarge and click with either button.

This divides the screen into two parts, with the right part magnified. You can scroll the magnification window using the arrow keys or the n key, which centers the area under the cursor.

To change the magnification scale click the Zoom icon. Clicking Zoom enlarges the magnified area; right-clicking shrinks it.

You can set the Zoom level before you magnify an area. Changing the Zoom setting will change the size of the rectangle attached to your cursor when you are in the process of magnifying an area.

## 1.23 zoom

Keyboard equivalent: > enlarge; < shrink

Changes the scale in Magnify Mode. Click the Zoom tool to enlarge the image; right-clicking to shrink the image.

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## 1.24 undo

Keyboard equivalent: u - mnemonic - undo

Reverses the latest painting action as long as there has not been an intervening mouse click or a refresh of the screen such as that caused by pressing F9 or F10 to hide or show the menu and toolbox.

## 1.25 clr

Keyboard equivalent: K - mnemonic - Klear

Clears the screen to the current background color. If you have multiple frames, an Options requester appears for you to indicate which frames you want to clear.

## 1.26 Indicator

Indicates the current foreground and background colors. Clicking the color indicator ( or pressing the comma "," from the keyboard) selects the eye dropper cursor. This lets you select a new foreground or background color by clicking a color onscreen. Click the on-screen color to select a new foreground color, or right-click to select a new background color.

Right-clicking the Color Indicator displays the Mixer. Use the Mixer to arrange, modify, and mix colors for your palette.

## 1.27 palette

Clicking a color in the palette selects that color. Click to select a new foreground color and right-click to select a new background color.

You can scroll through the colors in the palette to select a foreground color by pressing the [ and ] keys on the keyboard. SHIFT-[ and SHIFT-] to scroll through and select a background color.

In HAM mode an indicator appears below the palette to show which area of the Color Set you are viewing. Click the arrows to move forward or backward. SHIFT-click to move to the beginning or end.

## 1.28 toolbox\_keys

b	Brush Selector
B	Restore last custom brush/AnimBrush
c	Unfilled Circle
C	Filled Circle

i-c Filled and Outlined Circle  
 d Continuous Freehand  
 D Filled Freehand  
 i-d Filled and Outlined Freehand Shape  
 e Unfilled Ellipse  
 E Filled Ellipse  
 i-e Filled and Outlined Ellipse  
 f Fill  
 F Fill requester  
 g Grid on/off  
 G Grid on/off using current brush handle position as grid point  
 K CLR (clear screen)  
 m Magnify on/off  
 p Palette Mixer requester  
 P Arrange Palette requester  
 q Curve  
 r Unfilled Rectangle  
 R Filled Rectangle  
 i-r Filled and Outlined Rectangle  
 s Dotted Freehand  
 t Text  
 T Choose Font requester  
 u Undo  
 v Straight Line  
 V Line Spacing requester  
 > Increase magnification  
 < Decrease magnification  
 , PICK color cursor  
 . One-pixel brush  
 [,] Change foreground color  
 [.,] Change background color  
 / Toggle Symmetry on/off

## 1.29 color\_coms

CTRL-r Range requester  
 ALT-r Reverse direction of range  
 ALT-[ and  
 ALT-] Step forward or backward through available ranges  
 ALT-t Translucency on/odd  
 CTRL-t Translucency Setting requester  
 ALT-p Process on/off (Tint is default)  
 p Color Mixer requester  
 P Arrange Palette requester

## 1.30 perspect\_coms

Enter Enter/Exit perspective mode  
 Keypad 7 and 8 Rotate about the X axis  
 SHIFT Keypad 7 and 8 Rotate X axis by Angle Step  
 Keypad 9 Reset X axis to default  
 Keypad 4 and 5 Rotate about the Y axis

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SHIFT Keypad 4 and 5	Rotate Y axis by Angle Step
Keypad 6	Reset Y axis to default
Keypad 1 and 2	Rotate about the Z axis
Keypad 3	Reset Z axis to default
Keypad 0	Reset all axis to 0
SHIFT Keypad 0	Reset all axes, positions, and settings
SHIFT Keypad 9	Fix X axis
SHIFT Keypad 6	Fix Y axis
SHIFT Keypad 3	Fix Z axis
Keypad (-) minus	Fill the screen with the current brush at the current perspective
Keypad (.) period	Reset Center
(;) and (') keys	Moves the brush along its fixed axis in a direction perpendicular to its plane
<(Shift,) and >(Shift.)	Modify observer distance from screen
CTRL	Temporarily fixes the Y-axis so you can move your brush on the X and Z coordinates
\	Toggle Angle/Position display

### 1.31 special\_coms

SHIFT-?	Display about/memory info box
Delete	Cursor arrow on/off
F9	Menu bar on/off
F10	Toolbox and Menu Bar on/off
SHIFT-F10	Hide all panels (Toolbox,menu,etc.)
Cursor keys	Scroll Page (except in text mode)
CTRL-Cursor Keys	Adjust screen positioning (Adjusts the position of Mixer, Arrange Palette, and Range panels when the cursor is over the panel)
n	Centers area under the cursor
SHIFT	Constrain cursor
CTRL	Leave traces with line or shape tools
CTRL-a	Display available Memory in the menu bar
Tab	Color Cycle on/off
S	Show page
CTRL-S	Toggle Paint Stencil mode
~ (Tilde)	Make Stencil
' (Grave)	Stencil on/off
a	Again key - repeats last menu command
SHIFT-	Coordinates on/off
Spacebar	Cancel operation in progress
Esc	Stop operation in progress
j	Spare page
CTRL-j	Copy to Spare
ALT-/	Step through Antialias settings
Help	Selects Freehand tool and single pixel brush
Right AMIGA-l	Load requester
Right AMIGA-s	Save requester
Right AMIGA-d	Delete requester

### 1.32 player

KEY	EFFECT
Tab	Turns color cycling on/off
Left Arrow	Slows down play rate
Right Arrow	Speeds up play rate
r	Reverses play direction
Esc or Space bar	Stops play
1	Go to previous frame
2	Go to next frame
4	Play the animation
5	Play once
6	Play ping-pong

### 1.33 menu\_coms

1. Picture Menu
2. Brush Menu
3. Mode Menu
4. Anim Menu
5. Color Menu
6. Effect Menu
7. Prefs Menu

### 1.34 picture

1. Load
2. Save
3. Delete
4. Print
5. Flip
6. Spare
7. Page Size
8. Show Page
9. Screen Format
10. About
11. Quit

### 1.35 load

Keyboard equivalent Right-Amiga 1

Brings up the Load Requester. The Disks button shows all the devices or disks mounted on the system. The Assigns button shows all assigns on your system. The Parent button takes you up 1 in the directory tree. The # of frames edit box near the bottom lets you load multiple pictures at one time, as frames of an animation. The pictures must all be in the same format. If you already have animation frames, those frames are discarded and Deluxepaint creates new frames as you load.

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## 1.36 save

Keyboard equivalent: Right-Amiga-s

Displays the Save Picture requester. This requester works like the Load requester only it saves to disk.

## 1.37 delete

Keyboard equivalent: Right-Amiga-d

Brings up the Delete file requester. This works like the Load requester only it deletes the file selected.

## 1.38 print

Keyboard equivalent: Right-Amiga-p

Displays the Print Picture requester. The print requester brings up the following.

### ASPECT

Specifies the orientation of the picture on the paper, either Normal, the default, or Sideways. Click the Up-arrow button for Normal or the Right-arrow button for Sideways.

### IMAGE

Specifies whether the printout will be a positive or negative image. Click the Plus button for positive or the Minus button for negative.

### SHADE

Specifies whether the printout will be in color, in shades of gray, or in black and white. Make sure the setting is appropriate for your printer. If you are using a single-color ribbon, click B & W. If you want to translate your image's colors into shades of gray, use the Gray setting. To print in full color, click Color. For your picture to print out correctly in the B & W or Gray settings, your palette should contain black, white, and a number of grays.

### PLACEMENT

Specifies whether the picture should be printed against the left margin of the page or centered on the page.

### %/DOTS

Controls the size of the printout by specifying the % width and % height of the printout paper. The DOTS options lets you specify the size of the printout in terms of the actual printer pixels. If the % option is

active then the following parameters can be specified.

% WIDE AND % HIGH

These let you change the aspect ratio (the ratio of height to width) of the picture by setting the percentages for each. The default values are 100% wide and 0% high. 0% is a special case and tells the printer to maintain the same aspect ratio as the screen version of the picture. To change the aspect ratio, leave the % wide at 100 and enter a new % height value. If the Dots option is active you can set only the printout width and height in dots.

LINE FEEDS

Specifies number of line feeds you want to insert when the picture is printed.

COPIES

Specifies how many copies of the picture you want printed.

FORM FEED

Lets you set whether or not you want the printer to move to the next sheet of paper before printing each image. This easily let you print a single picture per sheet of paper.

CANCEL

If you don't want to print and don't want to save any new settings. Click EXIT if you don't want to print, but want to save your settings to print later. Click PRINT to print the current picture. If you wish to Abort a print request before it is complete, take your printer off-line before you click the Abort button.

## 1.39 flip

FLIP

Flip a picture about its X or Y axis.

HORIZ

Flip the picture about the horizontal or X axis.

VERT

Flips the current picture about the vertical or Y axis.

## 1.40 spare

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SPARE

The spare option presents a submenu with options for manipulating Dpaint's spare page.

SWAP Keyboard equivalent: j

Conceals the page and displays a second or spare page. This means you have 2 pages to work with.

## 1.41 Page

SHOW PAGE Keyboard equivalent S

Hides the toolbox and title bar, and displays the entire document, if necessary in a reduced format. For example, in 640 X 400 page size in Lo-Res, it shows only every other pixel. If the page is oversized, you can move the rectangle to view a different area of the screen by holding down the left mouse button; dragging the rectangle to the area you want to view; and releasing the mouse button. You are returned to the current page ;with the area of the rectangle in view. Pressing any key returns you to the current page ;without repositioning the view.

For more exact positioning of the rectangle you can move it with the arrow keys. The arrow keys move the rectangle one unit at a time. So with 320 X 200 screen format with 640 X 400 page, the rectangle moves 2 pixels at a time. Holding down the ALT key and pressing arrow keys moves the rectangle in screen size increments.

## 1.42 Format

SCREEN FORMAT

Displays the Screen Format requesters. If you select a number of colors that will exceed your available memory, DPaint will retain the format you have selected but use fewer colors.

COPY TO SPARE Keyboard equivalent CTRL-j

Copies the picture on the current page to the spare page.

MERGE TO FRONT

Merges the spare page in front of the current page.

DELETE THIS PAGE

Use this option to delete the current page.

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## 1.43 Size

### PAGE SIZE

Displays the Page Size requester. Select the page size you wish to work on.

### LO-RES

Gives you a screen of 320 X 200

### MED-RES

Uses a screen of 640 X 200

### INTERLACE

Uses interlace mode. If screen is 640 X 200, interlace will make it 640 X 400. If screen is 320 X 200, interlace will make it 320 X 400

### COLORS

Specify the maximum number of colors you want to use.

### HAM

The Hold and Modify mode is used.

## 1.44 about

Shows the programs version number, author's names, etc.

## 1.45 quit

Keyboard equivalent: Q - Quits the program.

## 1.46 Menu

1. Load
  2. Save
  3. Restore
  4. Spare
  5. Size
  6. Flip
  7. Edge
  8. Rotate
  9. Bend
  10. Handle
-

### 1.47 unnamed.3

Displays the Load Brush requester. This is identical to the Load Picture requester only it loads a brush. If you load a brush that has a palette different from the current palette, the current palette is used. To use the brush's palette, select PALETTE>USE BRUSH PALETTE from the Color menu.

### 1.48 unnamed.4

Brings up the Save brush requester. This is identical to the Save picture requester only for brushes.

### 1.49 restore

Keyboard equivalent: B

Restores as the current brush the custom brush you last used after you've used an Animbrush, a built-in brush, or modified your custom brush with an option from the Brush menu. Restore does not reverse the effect of all brush manipulations in the Brush menu.

### 1.50 unnamed.5

The Spare option's submenu has options for manipulating DPAINTS spare brush.

BRUSH>SPARE Keyboard equivalent: ALT-n

Moves the current brush to the spare brush position (which is hidden). If your current brush is an Animbrush, the current cel of the brush is copied to the spare brush position.

BRUSH<>SPARE } Keyboard equivalent: ALT-b

Swaps the current brush and the spare brush positions.

METAMORPH Keyboard equivalent: ALT-m

Lets you create a special Animbrush that metamorphoses between the shape and colors of the current brush and the shape and colors of the spare brush. To use this option, you must first have a custom brush and a "spare" custom brush.

When you choose Metamorph, the Make Animbrush requester appears. Enter the number of cels you want in the Animbrush. Enter a number and click OK. DPaint creates the Animbrush automatically.

For best results, your custom brush and spare brush should be picked up

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with the same dimensions. This does not mean that the brush images must be the same size; but the area that you surrounded to pick up the brush images should be the same size.

The resulting first and last cels of the Animbrush generally do not contain exactly the same images as your original custom brush and spare brush. Usually you will see some change in the colors of the first or last frames.

## 1.51 size

The Size option lets you resize the current brush. The submenu presents the following options:

STRETCH            Keyboard equivalent: Z

Lets you freely stretch the current custom brush in any direction to any size. To stretch the brush, drag it to the desired size. Select RESTORE from the Brush menu to negate the effect of the stretch.

Holding down the SHIFT key constrains the stretch operation so that your brush maintains the same aspect ratio (relative width and height)

HALVE              Keyboard equivalent: h

Reduces the size of your brush by 50% in vertical and horizontal dimensions.

DOUBLE             Keyboard equivalent: H

Doubles the size of your brush in the horizontal dimension. This option is useful for reproportioning images that you created in Lo-res and then move to Med-res, etc.

DOUBLE HORIZ      Keyboard equivalent: X

Doubles the size of your brush in the horizontal dimension.

DOUBLE VERT        Keyboard equivalent: Y

Doubles the size of your brush in the vertical dimension.

## 1.52 Flip

FLIP

Flip a brush about its X or Y axis. If you flip an Animbrush all frames will be flipped.

HORIZ              Keyboard equivalent: x

Flips the current custom brush about the X axis.

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VERT           Keyboard equivalent: y

Flips the current custom brush about the Y axis.

## 1.53 edge

EDGE

Modifies a one pixel boundary around the current brush.

OUTLINE       Keyboard equivalent: o

Adds a one pixel boundary around the current custom brush using the current foreground color. This is ideal for outlining text. To increase the thickness of the outline, on pixel at a time, select Outline repeatedly.

TRIM           Keyboard equivalent: O

Deletes a one pixel boundary around the current brush. You can trim repeatedly.

## 1.54 rotate

ROTATE

Rotate the current custom brush in any of three ways.

90 DEGREES     Keyboard equivalent: z

Rotates the current brush clockwise 90 degrees.

ANY ANGLE

Let you rotate the current brush any number of degrees. Choose ROTATE> ANY ANGLE fro the Brush menu. Hold the left button down and drag the rectangular outline about its bottom left corner. Release the button at the desired orientation.

SHEAR

Gives you controlled distortion of the current brush. The top part of the brush is anchored, and you can drag the bottom of the brush in either direction.

## 1.55 bend

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## BEND

Use this option to bend a brush horizontally or vertically. Choose BEND>HORIZ from the brush menu. Drag the brush outline left or right until it is the desired shape. Release the mouse button.

## VERT

Lets you bend the current brush in a vertical direction. Choose BEND>VERTICAL from the brush menu. Drag the brush outline up or down until it is the desired shape. Release the mouse button.

## 1.56 handle

Lets you specify whether the cursor holds a custom brush by its center or by one if its 4 other offset positions.

CENTER           Keyboard equivalent: ALT-s

Positions the arrow cursor, which represents the handle at the center of the brush. This is the default position.

CORNER           Keyboard equivalent: ALT-x and ALT-y

Positions the arrow cursor, which represents the handle at on of the 4 corners of the brush. If you have a custom brush currently held at the center, selecting Corner moves the arrow cursor between the lower corners. Use ALT-y to move the handle to the top of the brush and toggle between the upper corners.

The location of the arrow cursor the next time you pick up a brush depends on the direction you drag the mouse when you pick up the brush. If you drag down and to the right, the cursor will remain at the lower right. If you drag up and to the left, the cursor will move to the top left. The same principle applies if you drag down and to the left or up and to the right. In other words, the corner you drag to is the one to which the arrow cursor will attach.

PLACE            Keyboard equivalent: ALT-z

Lets you position the brush handle at any position relative to the brush. To place the handle, pick up your brush. Choose HANDLE>PLACE. Drag in any direction to offset the cursor from the brush. When you release the mouse button, the cursor will hold the brush as you specified.

## 1.57 mode

1. Matte
  2. Color
  3. Replc
  4. Smear
-

5. Shade
6. Blend
7. Cycle
8. Smooth
9. Mix
10. HBrite

## 1.58 matte

Keyboard equivalent: F1

Uses a custom brush in its original form. Those areas of the brush, which match the background color that was in effect when the brush was first created, are transparent. Matte is the default mode when you create a custom brush using the Brush Selector.

## 1.59 col

Keyboard equivalent: F2

Uses the shape of the brush and fills it with the current foreground color. those areas of the brush, which match the background color that was in effect when the brush was first created, are transparent.

## 1.60 replc

Keyboard equivalent: F3

Uses the custom brush in its original form, except that no colors are transparent.

## 1.61 smear

Keyboard equivalent F4

Smears any colors on the page when you drag a brush over them. This is like smearing a wet watercolor with your fingers, so the bigger the brush, the more pronounced the effect. Smear uses only the colors under the brush, and does not add any new colors. Current brush color is irrelevant.

## 1.62 shade

Keyboard equivalent: F5

Shade helps you create subtle shading effects on those colors in your picture that are in a cycle range. Like SMEAR, Shade ignores the current brush color but uses its shape. By dragging the brush over those colors in your picture that are in the currently selected cycle range, you can paint over each color with the next color in the range. You can paint with the next-higher color by using the left mouse button, and the next-lower color by using the right mouse button.

## 1.63 blend

Keyboard equivalent: F6

Like SMEAR, Blend affects the colors under the brush by running them together. Unlike SMEAR, however, Blend uses additional shades by averaging the blended colors, whereas SMEAR uses only the colors under the brush. Thus, when you Blend two shades by painting over them, you are selecting a third shade from the palette, the closest one the program can find to the average of the two original shades.

## 1.64 cycle

Keyboard equivalent: F7

Uses the current brush shape and cycles through all the colors in the currently selected range as you draw. A range is selected if one of its members is selected. If a color is a member of two ranges, selecting it selects the first of those two ranges. If your current brush color is not within a cycle range, it paints with that color only. Use MULTICYCLE (in the Prefs menu) to achieve the same effect with a multicolored brush, where each color in the brush cycles through its range independently of the others.

## 1.65 smooth

Keyboard equivalent: F8

Softens hard lines and reduces the contrast between adjoining areas. DPaint finds colors in the palette between the two bordering colors and paints the boundary in intermediate shades. Smooth looks at the current palette and finds the colors closest to the ones under the brush. Thus if the palette contains a wide selection of colors close to the ones under the brush, (e.g.the selection of grays in the default palette) it will have more colors to draw from to create its weighted averages. Smooth is useful for creating airbrush effects and for eliminating jagged edges.

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## 1.66 mix

The color of your brush mixes interactively with the colors already on the screen (in your image). This is particularly effective in HAM.

## 1.67 hbrite

This mode is only available if your computer supports it, and if you have selected 64 colors from the Screen Format option in the Picture Menu. When you are in HBrite mode, painting with the left mouse button darkens colors on your painting to their half-brite equivalent; painting with the right button lightens colors that are halfbrite. This mode is especially useful in pictures with shadow and highlight effects.

The Amiga supports only 32 color registers directly, but Halfbrite uses a trick to double the number of colors available on the screen. The first 32 registers are standard color registers; the second 32 are halfbrite equivalents of the original 32. Pixels that use halfbrite colors point to one of the standard color registers and indicate that the color should be displayed at half its normal intensity. This means that the second 32 pixels are not independent of the first 32; you can change the color values only in the first 32 registers, and the change is automatically reflected in the halfbrite equivalent.

Not all Amiga computers support Halfbrite. If HBrite is grayed out in the Mode menu, you can't select it.

## 1.68 anim

1. AnimBrush
2. Load
3. Save
4. Move
5. Frames
6. Control
7. Method

## 1.69 animbrush

1. Load
  2. Save
  3. Pickup
  4. Settings
  5. Use
  6. Free
-

## 1.70 Load

Displays the Load Animbrush requester. This requester is identical in function to the Load Picture requester described under Load in the Picture menu, except that you are loading an Animbrush.

When you load an Animbrush that has a palette different from that of the current picture, the picture's palette remains in place. Nonetheless, the brush palette information is loaded along with the brush; you can change to the brush's palette at any time by choosing PALETTE>USE BRUSH PALETTE from the Color menu.

## 1.71 Save

Displays the Save Animbrush requester. This requester is identical in function to the Save Brush requester described in the Save option of the Brush menu.

## 1.72 Pickup

Selecting pick up is similar to selecting the Brush Selector from the Toolbox. However, when you pick up an Animbrush, you pick up all the "cels" that make up the animated sequence in the Animbrush.

Cels are to an animated brush what frames are to an animation. When you paint with an Animbrush, the brush cycles through its frames automatically as you paint. The brush will continuously cycle on the current animation frame unless you hold down the ALT key when you press the mouse button down, in which case the brush will paint each of its cels separately into each of the animation sequence frames.

Choosing Pick up displays the Pick Up Animbrush requester. To pick up the whole animation, click OK; drag the cross-hair to select the entire "animated" area. When you release the mouse button, DPaint attaches an animated brush to your cursor. You can use an Animbrush with any painting tool, just as you would use a custom brush.

If you want to make an Animbrush from only a few frames of your animation, you only need to pick up those frames. Move to the first frame in your intended Animbrush and choose ANIMBRUSH>PICKUP. Type in the number of cels that will compose your Animbrush in the Pick up Animbrush requester. Click OK.

Holding down the ALT key while picking up a brush with the Brush Selector is the same as choosing ANIMBRUSH>PICKUP. The Pick up Animbrush requester appears. Type in the number of cels that will compose your Animbrush and click OK.

## 1.73 Settings

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After you have picked up an animated brush, Settings displays the Animbrush Settings requester. Use this requester to control the Animbrush.

#### NUMBER OF CELS

Shows you how many cels of animation are in your Animbrush.

#### DURATION

Lets you set the number of frames it takes the Animbrush to move completely through its cels. You can also think of this as the rate at which the Animbrush transforms. For example, if your brush has 10 cels and you set duration to 20, your brush will stamp each of its cels twice before flipping to the next cel.

#### CURRENT

Lets you type in the value for the brush cel you want to start with. This is very useful if you want to continue painting from a particular cel of your brush. When the requester is not displayed, you can step backward and forward through the cels of your Animbrush by pressing 7 or 8 on the keyboard (not the keypad). SHIFT-7 steps to the first cel, and SHIFT-8 steps you to the last cel.

#### DIRECTION

These three icons give you the choice of flipping forward, flipping backward, or ping-ponging through the cels of your Animbrush as you paint.

## 1.74 Use

Makes the last Animbrush you "picked up" the current brush. This lets you pickup an Animbrush, then pickup a regular brush, and then return to your Animbrush. You can also restore your Animbrush by right-clicking the Brush Selector. This toggles between a standard custom brush and an Animbrush.

## 1.75 Free

Releases the memory used by the current Animbrush.

## 1.76 loa

Displays the Load Anim requester. This requester works like the Load Picture requester. When you load an animation, it replaces the one currently in memory. When you append an animation, the appended animation is added to the end of your current animation. It is also possible to load individual pictures into the frames of your animation using the

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Load Picture requester. To do so, go to the frame you wish to load a picture into, display the Load picture requester and select the picture you wish to load. Your animation will take on the palette of the picture loaded. If you want to restore your animation's palette choose PALETTE RESTORE PALETTE from the Color menu. If you want to remap the picture just loaded to the Animations original palette, choose REMAP from the colors menu and select current frame from the requester that appears.

## 1.77 sav

Displays the Save Anim requester, which works like the Save Picture requester described under SAVE in the Picture menu. The one difference is that the Frames edit boxes in the Save anim requester let you save a section of your animation as an animation rather as a series of pictures as in the Save Picture requester.

## 1.78 mov

Keyboard equivalent: M

Displays the Move requester. Use this requester to define a path along which your brush is painted in 3D, either on a single frame, or while stepping through an animation sequence.

To use the Move Requester:

- > Stamp your brush on the screen at the starting position you want.
- > Choose Move from the Anim Menu.
- > Enter the Distance and Angle settings you want.
- > Set the Count edit field to the number of frames over which you want to animate the brush.
- > Select the Direction of your Move and Record.
- > Select any other settings that apply to your animation.
- > Click Draw to paint the animation with the settings you specified.

DIST

The Dist edit boxes let you specify the total distance in pixels that the brush will move along the X, Y, and Z axes in your animation. You can set the brush to move along the brush axes or the screen axes by clicking the Brush action button to the right of the Dist edit boxes.

ANGLE

The Angle edit boxes let you specify the total angle, in degrees that

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the brush will be rotated about the X, Y, and Z axes. You can set the brush to rotate around the brush axes or the screen axes by clicking the Brush action button to the right of the Angle edit boxes. Brush axes are active by default, which means the rotation is always based on the brush coordinate system. If the Brush action button is unchecked, any angle rotation takes place along the current axes of the screen coordinate system. The "screen", rotation system is an Euler system, and the order of rotation is always X, Y, and Z. When you rotate on more than one angle, or when the brush has been rotated previously, the rotations produced by the screen angle system are not always around the axes that are used for the Distance moves along the screen axes. Generally it's better to think of the screen angle rotations as "non-brush" rather than screen. All rotations occur around the brush handle. If you want your brush to appear as though it is orbiting around a point away from the brush, you would want to offset the handle from the brush.

#### BRUSH

Click these action buttons to toggle a check mark on and off. The option selects whether the Dist and Angle movements are relative to the brush's coordinate system or relative to the screen coordinate system.

#### CLEAR

Click to zero out all of the Move and Angle numbers.

#### GO BACK

Click to restore the brush's starting position (for the next movement) to the last place you manually clicked it down.

#### CYCLIC

Click this button to turn it on, if you are creating an animation that is cyclic (that is, one that starts and ends at the same position). For example, if you have 10 frames, and you want a brush to rotate 360 degrees over the 10 frames to make it look as though it is spinning when you play the animation, you would turn Cyclic on. DPaint would calculate the rotation.

#### EASE-OUT

Set the number of frames over which you want the brush motion to gradually accelerate.

#### EASE-IN

Set the number of frames over which you want the brush motion to gradually decelerate.

#### COUNT

Set the number of times the brush is painted to complete the total movement and rotation as specified by the dist. and angle edit boxes.

#### DIRECTION

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The Direction action buttons control the direction of your move and the order in which the frames of the animation are painted.

#### MOVE

Lets you choose to have a move drawn in one of two ways.

GO FROM starts the movement of the brush from the point where you stamped your brush and paints forward.

COME TO starts the animation at an earlier frame and moves the brush forward to the point where you stamped your brush.

#### RECORD

Lets you choose the order in which the frames of the brush move are painted. These buttons are available only if you have more than 1 animation frame.

#### FORWARD

Paints the move by stepping forward from the point where you stamped your brush. This is the default setting and the one you will use more often.

#### IN PLACE

Paints all of the move on the current frame.

#### BACKWARD

Paints the move in reverse order by advancing to the last frame and painting backwards. This option is useful when you are using Trails.

#### PREVIEW

Click to view (in "wire-frame" mode) the move you have set up. When the preview is complete, the Move requester return. To interrupt the preview and return to the Move requester, hit the space bar.

#### TRAILS

This button is available only if you have more than one animation frame allocated. Clicking Trails is like clicking on the Draw button except on each frame you get the sum total of all "trails" of the brush as it moves.

#### FILL

Works like draw, except that when you click it, the move you specified is used to draw a filled perspective plane based on the rotation of the current brush.

#### DRAW

Executes the move that you have specified, causing the brush to be drawn

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into animation sequence.

CANCEL

Restores any settings that have been changed and exits this requester.

EXIT

Exits the requester and keeps all of the settings that you have entered.

## 1.79 fra

Presents a submenu of options for manipulating the frames in your animation.

SET #

Displays the Set Frame Count requester. DPaint will try to allocate as many frames as are requested. If there is not enough memory to allocate the requested number of frames, DPaint will allocate as many as memory will allow. You can use this requester to add or delete frames to your animation. For example, you could add several frames to the middle of your animation by stepping to the frame you want to add frames after, and changing the number of frames you want to add.

Similarly, you could delete several frames from any point in your animation by stepping to the first frame you want to delete and changing the number of frames to the current count minus the number of frames you want to delete. For example, if you have 100 frames and you want to delete frames 41 to 50, step to frame 41 and set the number of frames to 90.

ADD FRAMES

Displays a requester that lets you add any number of frames after the current frame. DPaint copies the contents of the current frame to the added frames and makes the last new frame the current one.

Keyboard equivalent: +

Click on the + icon in the Animation Control Panel. ALT+= will automatically add a single frame to the animation.

COPY FRAMES

Displays a requester that lets you copy the current frame to a range of frames or to all the frames in your animation sequence. Use the Insert Before edit box to place the copied range of frames in your animation.

DELETE FRAMES

Displays a requester that lets you delete the current frame, a range of frames or all frames in your animation sequence. If you delete the current frame, DPaint makes the following frame the current frame unless you are already at the last frame.

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Keyboard equivalent: -

## 1.80 con

Control displays a submenu of options for moving around in your animation frames and for playing the animation.

PANEL ON/OFF Keyboard equivalent: ALT-a

Displays the DPaint animation control panel. It contains a Frame Counter scroll bar and 15 control buttons for working through and playing your animations. Click an option on the Panel to select it.

### FRAME COUNTER

The number of the current frame and the total number of frames in your animation appear in the left corner of the Title Bar. You can move to a specific frame by dragging the Frame Counter scroll bar, clicking on either side of the scroll box, or by clicking the Next Frame or Previous Frame icons in the Control Panel. Any movement you make is reflected in the numbers on the Title Bar.

### SET RATE

Displays the Set frames per second requester. The default setting is 30 frames per second (fps). The speed range is between 1 and 60 fps, though results of settings over 30 fps are unpredictable. you can set the frames-per-second rate by entering a number in the edit field and clicking OK.

### SET RANGE

Displays the Set Play Range requester. Use this requester to instruct DPaint to play any range of frames, or all frames in your animation.

PREVIOUS Keyboard equivalent: 1

Steps the current frame to the previous frame in the animation sequence. If the current frame is the first frame, the position is to the last frame.

NEXT Keyboard equivalent: 2

Steps the current frame to the next frame in the animation sequence. If the current frame is the last frame, the position is set to the first frame.

GO TO Keyboard equivalent: 3

Displays the Go to Frame requester. This requester lets you position the current frame to any of the available animation frames. You can also display this requester by CTRL-clicking the Go to icon on the animation panel.

REPEAT LAST GO TO Keyboard equivalent: SHIFT-3

Clicking on this icon brings you to the frame number set in the Go To

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requester. You can display this requester either by choosing CONTROL>GO to from the Anim menu, or by CTRL-clicking on this icon.

PLAY Keyboard equivalent: 4

Plays the animation at the speed set in the Set Rate requester. The animation will continue to cycle until you press the spacebar.

PLAY ONCE Keyboard equivalent: 5

Plays the animation sequence once through from Frame 1 to the last frame.

PING-PONG Keyboard equivalent: 6

Plays the animation sequence continuously as in Play but plays the sequence forward then backward then forward then backward and so on. Click or press the spacebar to stop.

## 1.81 met

The Method menu contains two submenu options which can be used to specify the "memory model" of the animation sequence frames. The memory model refers only to the animation in RAM, not to the disk file. When you load an animation, it is loaded into your current memory model.

COMPRESSED

The Compressed Method, while a little more complex than the Expanded Method, offers the advantage of permitting many more animation frames in memory at one time. It is slower than the expanded method while animpainting, loading and saving are slower, and memory tends to fragment, making it easy to run out of memory.

EXPANDED

The Expanded Method represents the simplest of the two memory models where all of the memory for each animation frame is allocated. If you are in low resolution mode and you have 10 animation frames, then you would need enough memory to hold 10 complete 320 X 200 images. 2 advantages of this method are that the frame flipping for animpainting is very smooth, and you will not run out of memory to add an element to your animation within the allocated frames. If you set this option and then request animation frames, DPaint automatically inserts the maximum number of available frames in the Set Frame Count requester so that you don't have to guess how many frames you can create.

## 1.82 colr

1. Ranges
  2. Cycle TAB
  3. Palette
  4. Color Set
-

5. BG -> FG
6. BG <-> FG
7. Remap
8. Recompute
9. Brush

## 1.83 ranges

Keyboard equivalent: CTRL-r

Displays the Range requester, which you can use to define customized color ranges for the color cycling, gradient fill, and Shade features of DPaint. The requester lets you specify the colors in a range (maximum of 32 colors) and how the colors are mixed. You can define eight ranges for each picture.

TO DEFINE A RANGE

- > The RANGE slider indicates the number of the current range. By default this is range 1. You can see the range of colors displayed on the range bar. Click to the right of the slider or drag the slider to the right to access an empty range bar.

All range-based features depend on the Range number set in this requester. Once you've created ranges to work with, you can step forward and backward through them without entering the requester by pressing ALT-] and ALT-[.

- > To select a color for the range, move the arrow cursor to the row of colors in the requester and click one.

When you click a color, it appears in the sample square. The arrow cursor becomes the color bead cursor. If you don't want to use the color you chose, click another with the color bead cursor. When the color you want is in the sample square:

- > Move the bead cursor to the range bar. Position the cursor where you want the selected color to fall in the range and click. The color appears in the range.

The position of colors in the range control the cycle direction for each range, and also sets the direction of the range when it is used as a gradient. The start color is the color furthest left on the range. Any color cycling begins with this color.

REVERSE Keyboard equivalent: ALT-r

You can reverse the direction of the color range, and therefore the direction of cycling and gradient by clicking the REVERSE action button.

- > Select another color and position it on the bar. Repeat this step until all the colors you want are on the bar, click it, move the bead cursor to another position, and click again.

## CLEAR

To eliminate a color from the bar, click it, move the bear cursor off the bar, and click again. The arrow cursor returns.

To eliminate all colors from the range, click the CLEAR action button.

Each color you place on the bar appears in the range sample. The gradient between colors, that is the transition of shades from one color to the next, is calculated automatically. You can place original colors far apart to create subtle blending of colors, or close together to create more abrupt transitions between original shades.

## SHOW

Click SHOW to see the results of you color selections and placements. The band beneath the bar shows the gradual transition from color to color as it would appear if you had access to all 4096 colors in the color universe.

## RATE

The Rate slider lets you control the speed of color cycling for each range.

## RANDOM

When you click the Random action button, a check appears. When Random is on, the border between any 2 colors in the gradient is randomly mixed, depending on how you have set the Dither slider. Click the action button to turn off Random.

## DITHER

Dither is only active when Random is selected. Dithering reduces the contrast between adjacent colors.

## REVERT

This returns the Range requester to the condition it was in before you displayed the requester.

## UNDO

You can reverse the last change you made in the palette by clicking UNDO.

## 1.84 tab

CYCLE    Keyboard equivalent: TAB

Toggles color cycling on/off. Color cycling uses the range you define in the Range requester.

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## 1.85 pal

MIXER ON/OFF Keyboard equivalent p

Displays/removes the Color Mixer. You can also display this mixer by right-clicking the Color Indicator. The Color Mixer is the master color control panel. From here you can mix and modify colors, create spreads, and copy or exchange colors.

DPaint lets you modify colors with either the RGB or the HSV color mixing systems. RGB is the default. HSV simply breaks each color down into its Hue, Saturation, and Value.

HUE refers to the color's position on the color spectrum.

SATURATION refers to the strength of the particular hue and the extent to which the strength is "diluted" by some proportion of white.

VALUE refers to the amount of light a color reflects off a surface.

COPY

Use the COPY button to copy a color from your picture or the palette. Click the color you want to copy.

> Click COPY. TO appears attached to the cursor.

> Click the slot in the requester into which you want to copy the new color.

Use the EX button to exchange the positions of two colors in the palette.

SPREAD

SPREAD helps you quickly create a spread of shades between two colors.

> Select the 1st color from the palette. Click SPREAD. TO appears attached to the cursor.

> Click the second color.

PICK

Use PICK to select a new foreground or background color for your palette.

> Click PICK. The pointer changes to an eye dropper cursor. Position the point of the eye dropper on the color you want to become the new foreground or background color.

> Click to make the color you clicked on the new foreground color. Right-click to make it the new background color. To copy the new color into the palette, use COPY.

DELETE

Use DELETE to remove one or more colors from the color set.

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- > Click a color you want to delete.
- > Click DELETE. TO appears attached to the cursor.
- > If you want to delete only one color, click on that color in the color set. The color will be deleted. If you want to delete more than 1 color, a range for example, click the first color in the range; click DELETE; move the TO cursor to the last color in the range; and click the color. DPaint will delete all colors between the selected color in the sample color box and the color you clicked on.

#### UNDO

You can reverse the last change you made in the Color Mixer by clicking UNDO.

#### REVERT

You can clear the changes you made in the Color Mixer by clicking REVERT.

#### COLOR MIXING AREA

Use the mixing area to interactively mix colors to to create new ones, and, if you wish, add colors to your palette. You can use colors in the picture, colors from the palette, and colors you mix to create new shades.

#### CREATING A NEW COLOR

You can create a new color in the Mixing Area in 2 basic ways:

1. Mix a selected color in the Mixing Area with one or more selected colors. The resulting color can be a new color.
2. Edit a color by adjusting its values with the RGB/HSV sliders.

Here's a step-by-step example of how to select a color from the current picture, edit, it, mix it with another color, and add it to the palette.

#### SELECTING A COLOR

- > With a picture on your screen and the Color Mixer exposed, click the PICK action button.
- > Move the PICK cursor to the picture and click on a color.

The color you clicked on automatically becomes the current foreground color. It appears in the sample-color box, so you can paint with it immediately. The color slot of the new color appears indented in the color set. This color can be edited. To edit the color in the mixing area:

- > Drag one or more of the RGB/HSV sliders to change the color values, which changes the color itself.
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#### MIXING A COLOR

- > Click a medium sized built-in-brush and paint in the mixing area.
- > Choose another color, and paint over the first color in the mixing area. As you combine the two colors, new shades are created. You can repeat this step as often as you like.
- > When you have created a color you want to use, click the slot in the color set where you want to place the new color.
- > Click the PICK button; click the color in the mixing area to make that shaded the new color.

#### CLEARING THE MIXING AREA

- > Select the color you want to clear the Mixing Area to.
- > Click COPY. TO appears attached to the cursor.
- > Click in the Mixing Area. It is clear to the color you selected.

#### ARRANGE Keyboard equivalent: P

Show the Arrange requester. It displays all 256 colors of a Color Set.

#### USE BRUSH PALETTE

When you load a brush from disk, DPaint continues to use the current picture palette, even though it may be different from the one the brush was created with. Use Brush Palette to switch to the brush palette.

#### RESTORE PALETTE

Returns you to the palette you were using before the current palette.

#### DEFAULT PALETTE

The default palette is the palette DPaint uses when you first start the program.

#### LOAD

Load a palette that you have previously saved, without loading an image.

#### SAVE

Save a palette without saving the image.

## 1.86 set

#### LOAD

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Displays the Load Color Set requester. Load in the first requester, a second Load Color Set requester appears. This requester let you include which colors from the Color Set are to be loaded into the current color set. To select colors, click on them. The ALL button selects all colors and the NONE button selects all colors.

After selecting the colors you want to load, you can either ADD them or OVERWRITE the current Color Set. If you choose add the colors are added beginning in the first empty slot of your current Color Set. If you choose OVERWRITE, the colors you have selected are inserted into your current Color Set beginning at color 0 and the new colors overwrite the previously existing colors.

SAVE

Saves a 256-color set as a separate file.

## 1.87 bg

Changes all pixels that use the current background color to use the current foreground color. This provides an easy method of changing colors globally--all pixels in the current background color in the picture are changed to the current foreground color.

## 1.88 fg

Swaps all pixels in the current background color with the current foreground color. This is similar to the BG->FG option, except that the change occurs in both directions.

## 1.89 remap

When you create a picture, DPaint "remembers" each color on the screen by remembering its location in the palette. If a picture on the screen was created with a palette other than the current palette, Remap finds the locations in the current palette of the colors it used in the original palette and tells the picture to look there for its colors.

## 1.90 recompute

This option is available in HAM mode only. Choosing this option recomputes the picture data by doing a remap with the current palette. If you have loaded a HAM image from a different program, Recompute may reduce the fringing effects you see when moving a brush across the screen.

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## 1.91 bush

BRUSH Use the options in the submenu to modify the current brush colors.

BG->FG

Changes all pixels in the brush that are in the current background color into the current foreground color. This provides an easy method of making a global color change. Because you can select any color in the brush as either the FG or BG color at any time, you can make intricate color changes easily. This operation affects the brush colors only and does not affect the picture or the order of colors in the palette.

BG<->FG

Swaps the current BG color in the brush with the current FG color. This is similar to the BG<->FG option, except that the change occurs in both directions. This change affects the brush colors only and does not affect the picture or the order of colors in the palette.

REMAP

Use Remap when you load a brush that uses a palette different from the current palette. Remap looks at the colors used in the brush and tries to find the closest fit within the current palette. This option is different from USE BRUSH PALETTE in that it does not change the picture palette. Instead it changes the palette locations the brush looks at its colors.

CHANGE TRANSPARENCY

Lets you change the transparency of the currently selected brush to the current background color. The Effect menu contains several special features. Its options let you create "stencils", "freeze" the BG, and define planes for drawing in perspective.

## 1.92 effect

1. Stencil
2. LightTable
3. Background
4. AntiAlias
5. Process
6. Translucency
7. Perspective

## 1.93 stencil

Creating a stencil allows you to paint around an image without painting on it, as though it were protected by a frisket. Create a stencil of an image in either of two ways (painting and locking), or by using both ways together. You can "paint" an area to mask, see PAINT, or "lock"

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the colors that comprise that image.

A stencil will also apply to the brush when it is captured. Whatever colors in the brush were locked when the stencil was made become transparent in the brush.

When you have a stencil active, an "S" appears in the Title Bar.

#### SHOW

Show dims the colors in your picture and displays the stenciled areas of your picture (if any) in a contrasting lighter color. The "S" in the Title Bar changes to "s". You can't paint on your picture while SHOW is active. Click to return to your picture.

MAKE Keyboard equivalent: ~ (tilde, below Esc)

This displays the Make Stencil requester. You can reposition the requester anywhere on the screen by dragging the Title bar.

To make a stencil:

> Click the colors you want to use to create the stencil. You can select colors by clicking them in the requester's palette, by clicking colors in your picture, or by clicking colors in the main palette.

When you have clicked all the colors you want to protect, click MAKE. The colors you select define a mask that protects an area from being painted over. The shape of the stencil is what is created and saved not the color information, which means you can change the colors of a "stenciled" shape, and still retain the stencil. If you have several animation frames, DPaint automatically remakes the stencil as you move from one frame to the next, either manually or while using the Move requester.

#### CLEAR

Clears the current color selections in the requester.

#### INVERT

Inverts the current color selections. This is useful if you want to mask more colors than you want to leave unmasked.

When you are using HAM mode, your Make Stencil requester also contains a Show button, a Fine Tune button and a Tolerance edit field.

Show toggles the show stencil function on and off. This works like the STENCIL>SHOW option in the Effect menu.

FINE TUNE lets you add or subtract individual colors from the stencil.

The TOLERANCE edit field lets you click on a single color in your picture and simultaneously lock (or unlock) all "similar" colors in the image. The Tolerance number determines how different a color can be and still be considered "similar" to the one you clicked on. A low Tolerance number requires that the colors be very similar, while a high

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Tolerance number requires that the colors may be very different from the color you clicked. The range of Tolerance values runs from 0 to 48. At 0 tolerance, only colors that are identical to the color you click on will be affected. At 48 tolerance, all colors will be affected.

#### REMAKE

When you have a stencil active and you apply colors to your picture, the colors you apply are not protected, even though they may be locked in the Make Stencil requester. You can lock newly applied colors by bringing up the Make Stencil requester and clicking MAKE, or by selecting REMAKE from the Stencil submenu.

If you have several animation frames and you make a stencil, DPaint automatically remakes the stencil as you move from one screen to the next.

PAINT Keyboard equivalent: CTRL-s

Uses your current built-in or custom brush to paint the area you want stenciled. The image under the stencil will be displayed in a "half-tone" mode. When you've finished painting the stencil choose PAINT again to exit this mode and activate the stencil. Stencils you create using Stencil Paint are "area-based" and apply only to the current picture or frame. Also, if you choose MAKE or REMAKE to create a "color-based" stencil, your painted stencil is discarded.

#### REVERSE

Has the same effect as clicking Invert in the Make Stencil requester.

ON/OFF Keyboard equivalent: ` (below Esc)

Toggles the stencil on and off. This maintains the stencil but turns it off temporarily so you can paint on the protected colors.

#### FREE

Creating a stencil uses memory, even though you may have it turned off. Free deletes the stencil and deallocates the memory it was using.

#### LOAD

Stencils can be loaded as separate items. They are full screen only, and can be loaded only to the position they occupied when they were created. In other words, you cannot create a page larger than screen size and load the stencil into the middle of the page. The Load requester works like all other Load requesters in the program.

When you load or save a stencil, you are loading or saving only a layer of data that indicates which pixels in your picture you can or cannot paint on. You are not loading settings for Make Stencil requester. In other words, stencils you load are area-based, like the stencils you create in the STENCIL>PAINT mode. Area-based stencils do not apply across animation frames and are replaced by color based stencils you subsequently create using the Make Stencil requester.

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## 1.94 lighttable

ON/OFF Keyboard equivalent: l

Turns the Lighttable on or off. The Lighttable lets you see the animation frames that immediately precede and/or immediately follow the current frame (or the spare page), which gives you greater control while creating your animation. This effect simulates the "onion skin" techniques used by traditional animation artists.

The lighttabled frames appear behind the current image in the BG color area and can be dimmed to a darker color in all screen format in all screen format modes except HAM.

MERGE

Merges all of the currently viewed images into the current frame, and turns off the Lighttable so you can see the result as it actually appears. You cannot UNDO this command.

DIM Keyboard equivalent: ALT-l

When dim is on, all frames displayed on the Lighttable, except the current frame, appear dimmed. You can easily see at a glance which frame you are working on. Dim is on by default. This option applies to all screen format modes except HAM.

TWO/BACK

Shows/hides/ the frame that is two back from the current frame in the lighttable. For example, if your current frame is number 3, then two back shows frame 1 on the Lighttable.

PREVIOUS

Shows/hides the frame immediately preceding the current frame in the Lighttable.

NEXT

Shows/hides the frame immediately following the current frame in the Lighttable.

SPARE

Shows/hides the scratch page in the Lighttable.

## 1.95 backg

FIX

Fixes the BG by "locking" the current palette. This allows you to draw on it without losing any of the background. You can erase any paint you apply after fixing the background by click CLR or by painting with

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the right mouse button.

#### FREE

This "unlocks" the background, and merges it with anything that was painted over it, so that clicking CLR will clear the entire picture. It also frees up the memory that was allocated to fixing the background.

#### LOCK FG

The Make Stencil requester lets you create stencils based on colors in the palette. By locking a color, you make it impossible to paint on that color, wherever it may be on the page. By using a combination of Fix Background and Lock FG, however, you can define a stencil by area rather than color. When you select Lock FG, you define as a stencil those areas on the page that you have painted since fixing the background, regardless of the color of those areas.

## 1.96 antialias

Anti-aliasing is a smoothing process which eliminates or reduces the jagged edges apparent in lines that aren't precisely vertical or horizontal. The effectiveness of anti-aliasing is dependent on the range of colors in the palette. For example, to draw a smooth, oblique black line on a white background, you'll need to have two intermediate shades of gray in the palette.

Anti-aliasing works with straight and curved lines, and with filled and unfilled shapes. It is especially good at smoothing the jagged lines in a brush that result from rotating or shrinking it in Perspective mode.

NONE,LOW,HIGH Keyboard equivalent: ALT-/

Set the level of anti-aliasing used on your brush when you paint. None is the default setting and applies no anti-aliasing. Low lets you eliminate some of the jagged outline in your images and brushes. The cost of removing jagged lines is painting speed, but is still faster than smoothing out an image by hand.

## 1.97 process

The effectiveness of the Process options is dependent on the colors available in the palette. DPaint combines your foreground color with the color in your image and then looks for the color in your palette that most closely matches the color it needs. For best results, your palette should contain a range of colors between the colors in the palette and the color you are using to tint. The Process options obviously give the best results in HAM mode because all 4096 colors are available for painting.

You can combine Translucency with any of the Process options to increase your control over the effect of these options. For example, Hue would

normally directly substitute the hue of your brush for the hues in your picture. If you turn on Translucency with a setting of 50%, instead of substituting the hue directly, the resulting hue will be a 50/50 combination of the brush hue and the picture hue.

ON/OFF Keyboard equivalent: ALT-p

When you choose PROCESS ON, a P appears in the middle of the title bar.

#### TINT

The color you are painting with tints the color(s) underneath it in the direction of the color you are applying. Use this option if you want to create a shading or tinting effect over a number of colors on the screen or to colorize a black and white or grayscale image.

#### HUE

Use this option with any painting tool to adjust the hue of a colored area of your image. This option is useful for converting a multi-colored image into a monochromatic image. Note that this option will have no effect on grayscale images because a color with no Saturation is gray regardless of its hue.

#### VALUE

Use this option to paint the Value of the current brush into the colors in the image. this is an effective way to create shading effects. If you choose a light color to paint with in Value mode, darker colors you paint on will become lighter. If you choose a dark color to paint with lighter colors will become darker.

## 1.98 translucency

ON/OFF Keyboard equivalent: ALT-t

When you choose Translucency, a T appears in the middle of the Title bar. Painting with Translucency on has the effect of laying a transparency or colored filter over a portion of your picture. The transparency is tinted toward the current foreground color. The degree of tinting is determined by the level (percentage) set in the Translucency requester.

SETTINGS Keyboard equivalent: CTRL-t

Displays the Translucency requester. The default setting is 50%. To change the setting, click on either side of the slider, or drag the slider to a particular position. Click OK to confirm your new setting.

Here's an example of how Translucency works. Let's say you have a red object in your painting with the RGB value R:15 (100%) G:0 B:0 and that blue (R:0 G:0 B:15 (100%)) is your foreground color. If you set the translucency level to 50% and painted over the red object, the resulting color would be equal to 50% of the object's color, red, and 50% of the foreground color, blue. The RGB value of the resulting color

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is R:7(50%G:0B:7. If this color (purple) is not in the current palette the closest color to this value will be used instead. Like the Process functions, Translucency give the best results in HAM mode.

The percentage value for translucency refers to the amount of the original object that will show through the newly applied foreground color. For instance, in the example if the translucency level was set to 75%, the resulting color would be 75% of the existing color in any painting, red, and 25% of the foreground color, blue. The RGB value of the resulting color would be R:11G:0B:3.

Translucency works with all the painting tools (except text, single pixel airbrush, or the 3 and 5 pixel built-in-brushes, and in combination with the PROCESS options. By combining Translucency with TINT, for example, you can control the degree of tinting.

## 1.99 **perspect**

The Perspective submenu contains options for manipulating a brush in three dimensions.

DO Keyboard equivalent: Enter (on keypad)

Puts you into Perspective mode. Your brush is represented by a four-cell matrix, which you can manipulate with keypad commands. The amount of rotation for axes x, y, and z is given in degrees on the right side of the Title bar. The center of perspective is indicated by a cross-hair. You can paint an image of the rotated brush at any time by clicking.

FILLSCREEN Keyboard equivalent: - (minus on keypad)

Fills the screen with the current brush, in its current state of rotation in 3D. The entire brushsize (not just the opaque part) is the default size for the Perspective Fill pattern.

RESET Keyboard equivalent: 0 (on keypad)

Resets the brush to its original state before rotation, and returns all of the settings in the Perspective Settings requester to their defaults. NOTE: The keyboard equivalent does not reset the perspective center. It is useful if you need to reset your brush to its original orientation without changing your perspective plane.

CENTER Keyboard equivalent: . (period on keypad)

Allows you to set the Perspective center or horizon in your perspective "landscape."

When you select Center, your cursor changes into a large cross-hair. The smaller, stationary cross-hair on the screen indicates the existing center. Move the large cross-hair to the new center you want and click either mouse buttons.

Once you have set the Perspective center, the position of the unrotated brush relative to that center determines the position of the perspec-

tive plane when you rotate the brush. The greater the distance above or below Perspective center, the less pronounced the perspective level.

#### SETTINGS

Displays the Perspective requester. When you are in Perspective mode, you can also display this requester by right-clicking the Grid tool. The following options are available:

#### GRID

You can use these edit boxes to set the dimensions for a grid in three dimensional space. When you first open the requester, the numbers in these boxes correspond to the dimensions of your brush; the Z dimension automatically takes the same value as the Y dimension. It is important to remember that the entire brush size (not just the opaque part) is the default size for Perspective Grid and Perspective Fill.

#### FROM BRUSH

Clicking From Brush set the X and Y grid values to correspond to the width and height of the brush. this is the quickest way to restore the perspective grid settings to the same dimensions as your brush without affecting any other settings.

#### ANGLE STEP

Specifies the rotation increment used in conjunction with the Shift key and the appropriate keyboard rotation key. This value defaults to 90\textdegree ← {}.

#### SCREEN

The default setting, uses the screen coordinate system when rotating the brush on the X, Y, and Z axes.

#### BRUSH

Rotates the brush relative to the current brush coordinate system.

#### DISPLAY

The ANGLE and POS buttons lets you choose whether the menu bar displays the angle of rotation or the position of the brush in three dimensional space. If COORDS from the Prefs menu is chosen, the Title bar shows 2 dimensional coordinates. If you want to see 3 dimensional coordinates, turn off COORDS in the Prefs menu.

## 1.100 prefs

1. Coords
  2. Fast FB
  3. Multicycle
  4. Be Square
  5. Workbench
-

6. ExclBrush
7. AutoTransp
8. No Icons
9. AutoGrid
10. OriginUL
11. FastAdjust

## 1.101 coords

COORDS Keyboard equivalent: SHIFT-\

This option turns on the coordinate display in the upper right-hand portion of the Title Bar. Simply moving the mouse displays the current position of the cursor, with the origin (0,0) set to the lower left corner of the screen. Holding down either mouse button temporarily resets the origin to the current cursor position and displays the displacement value from that temporary origin as you move around the screen. The readout is scaled in pixels.

## 1.102 FB

FAST FB

Fast feedback. Turn on Fast FB when working with a large or complicated brushes while using the line or unfilled shape tools. Fast FB lets you draw your lines or shapes using the smallest (one-pixel) brush for feedback, and then completes the design using the currently selected brush. This increases response speed while you are drawing, but does not affect the final image.

## 1.103 multicycle

MULTICYCLE

Works in conjunction with the CYCLE paint mode from the Mode Menu. With MULTICYCLE turned on, painting with a multicolored brush in CYCLE mode cycles each color in the brush, provided the colors in a cycle range. When MULTICYCLE is turned off, using CYCLE with a multicolored brush treats the brush as though it were a single color.

## 1.104 Square

BE SQUARE

Because the Amiga's pixels are not perfectly square, circles and squares drawn with the shape tools are not perfectly round or square. If you wish to draw "true" circles or squares, select Be Square. This

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will square all the built-in-brushes, the appropriate shape tools, and symmetry. Be Square does not square gridding or perspective, and should be turned off when you are using those features.

## 1.105 workbench

WORKBENCH

Toggles the Amiga Workbench on and off.

## 1.106 exclbrush

EXCLBRUSH

If you pick up a brush with ExclBrush (and the Grid) selected, you will exclude a one-pixel border on the right and bottom edges of your brush. This is useful if your brush has a colored border around it and you want to use the brush to create a pattern fill or perspective fill. When DPaint creates your pattern, the border will be uniform throughout instead of being twice as wide where one copy of the brush is placed next to another.

## 1.107 autotransp

AUTOTRANSP

Modifies the way brush pickup works. With AutoTransp turned on, DPaint determines the transparent color by looking at the corners of the captured rectangle or the points of the polygon to see if they are the same color. If the four corners are the same, color, that color becomes the transparent color, otherwise the current background color remains the transparent color.

## 1.108 Icons

NOICONS

When No Icons is on, your files are saved without the icon "info" files. This option is useful if you don't ever expect to launch an application by double-clicking on a picture file. Saving without the icons saves space on your disks.

## 1.109 autogrid

## AUTOGRID

With AutoGrid turned on, the perspective grid is resized automatically to match any custom brush you choose to load or pick up. It's as if you had clicked the From Brush action button in the Perspective requester. When AutoGrid is off, the perspective grid is not automatically resized.

## 1.110 originul

### ORIGINUL

When COORDS from the Prefs menu is on, DPaint displays the current position of the cursor on the right side of the Title Bar. By default the program calculates the origin; or zero point of coordinates (0,0) of the cursor position from the lower left corner of the screen. If you would rather have the origin calculated from the upper left, choose OriginUL. To return to the default origin, choose OriginUL again.

## 1.111 fastadjust

### FASTADJUST

This option is available only in HAM mode, where it is turned on by default. FastAdjust tells DPaint NOT to attempt to correct the fringing effects that appear along the right side of your brush while the brush is moving. This improves the speed of brush movement and especially helpful if you are using large custom brushes. If you find the fringing to be annoying or difficult to work with, turn FastAdjust off, and the fringing will be reduces.