BME.EFF

	COLLABORATORS		
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Chapter 1

BME.EFF

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   Remap                 Remap the palette of a palette picture.

 Clone                   Open a window with a copy of the selected area.
 Crop                    Crop the picture to the selected area.
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 Flip             »
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     clockwise.
   90\textdegree{} Counterclockwise   Rotate the area or picture 90\textdegree{}  ↩
     counterclockwise.
   180\textdegree{}                   Rotate the area or picture 180\textdegree{}.

 Brightness              Change the brightness of the area or picture.
 Contrast                Change the contrast of the area or picture.
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 Negative                Make a negative of the area or picture.
 Pixelize                Pixelize the area or picture.
 Reduce Noise            Eliminate stray pixels in the area or picture.
 Sharpen                 Sharpen the area or picture.
 Tiles                   Just for fun.
 Trace                   Create an IFF DR2D drawing of the picture.
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1.2 Effects/ Convert...

Effects/ Convert...

This command changes the picture type and depth. When you choose the
Convert command, the Convert requester will open.

Convert   Description

Type   Choose the picture type.

Depth   Choose the bitplane depth.

1.3   Effects/ Palette »

Effects/ Palette »

The commands in this submenu allow you to edit the colors of palette
pictures, and to remap the colors.

CMYK and RGB pictures are true color systems, because you define each
color used. Palette pictures are different because they use a specified
number of colors selected from a true color system. Colors are referred
to by number instead of by their color components.

Note: Black&white and grayscale pictures have fixed colors; you cannot
redefine black and white or change the intensity of grayscales, so you
cannot edit their colors like you can for other picture types.

Effects/ Palette » Edit...

When you choose the Palette » Edit command, the Edit Palette requester
will open.

Edit Palette Description

P   Drag the slider to choose the color to edit.

Color boxes   Click on the color to edit.

Copy   Click to copy the selected color to another color. After
              clicking on Copy, click on the color box to copy to.

Swap   Click to swap the selected color with another color. After
              clicking on Swap, click on the color box to swap with.

Load   Click to load a color palette file. BME can load color
              palettes from an IFF ILBM picture or palette file, such as
              those created by Deluxe Paint and Brilliance.

Save   Click to save a color palette file.

R   Drag to change the Red component of the color.

G   Drag to change the Green component of the color.

B   Drag to change the Blue component of the color.

Effects/ Palette » Remap

If you change the colors of the palette with the Palette » Edit command,
you may want to restore the appearance of your picture. The Remap option
restores the colors used in the picture by examining the palette to find
the colors that most closely match the original colors of the picture.
When you choose the Palette » Remap command, the picture's pixels will be
remapped to the colors in the current palette that best represent their
original values.

1.4 Effects/ Clone

Effects/ Clone

This command copies the selected area to a new picture window.

1.5 Effects/ Crop

Effects/ Crop

This command crops the picture to the selected area; portions of the
picture outside of the selected area will be deleted.

1.6 Effects/ Fill

Effects/ Fill

This command fills the selected area. This is similar to drawing a filled
box in a paint program and is a good way to clear part of a picture.

When you choose the Fill command, the selected area will be filled with
the foreground color. Hold down a Shift key when choosing the command to
fill the area with the background color.

1.7 Effects/ Flip

Effects/ Flip

The commands in this submenu flip the selected area or picture
horizontally or vertically, as applicable.

1.8 Effects/ Resize

Effects/ Resize

This command allows you to resize a picture or selected area. When you
choose the Resize command, the Resize requester will open.

Resize   Description

Size   Enter the width and height of the picture or area in
                  pixels into the first set of text gadgets. If an area is
                  selected, the size of the area will be shown; otherwise,
                  the size of the picture will be shown. The second set of
                  text gadgets allows you to change the size as a percent
                  of the current size. The non-editable gadgets at the
                  right show the current size.

Existing Image   Choose Scale to Fit to scale the area or picture to fit
                  the new size. Choose one of the other options to size the
                  picture to the new size without scaling. When you enlarge
                  a picture or area, you can choose whether to place the
                  existing image in a corder of the new picture or area, or
                  in its center. When you reduce the size of a picture or
                  area, the same placement options will crop the existing
                  picture or area.

Resolution   Enter the resolution of the picture in dots per inch.
                  NTSC standard is 65x55; PAL standard is 65x70.

1.9 Effects/ Rotate

Effects/ Rotate

The commands in this submenu rotate the selected area in 90\textdegree{} ↩
   increments.

1.10 Effects/ Brightness

Effects/ Brightness

This command brightens or darkens the picture or selected area. When you
choose the Brightness command, the Effect Options requester will open.

Note: You cannot change the brightness of a black&white or palette
picture.

Brightness Options Description

Adjust   Drag the slider to set how much to change the
                    brightness.

1.11 Effects/ Contrast

Effects/ Contrast

This command increases or reduces the contrast of the picture or selected
area. When you choose the Contrast command, the Effect Options requester
will open.

Note: You cannot change the contrast of a black&white or palette picture.

Contrast Options   Description

Adjust   Drag the slider to set how much to change the contrast.

1.12 Effects/ Emboss

Effects/ Emboss

When you choose this command, BME will make an embossed version of the
selected area or picture. Embossing makes the subject of a picture stand
out in relief against the background of the picture.

Note: You cannot emboss a palette or black&white picture. Embossing works
best on RGB and grayscale pictures.

1.13 Effects/ Negative

Effects/ Negative

When you choose this command, BME will invert the colors of the selected
area or picture. This is most useful in grayscale and black&white
pictures, although you can make any picture a negative except palette
pictures.

1.14 Effects/ Pixelize

Effects/ Pixelize

This command breaks up a picture into blocks of pixels to make the
picture or selected area jaggier. When you choose the Pixelize command,
the Effect Options requester will open.

Pixelizing is done by setting the number of pixels in a cell (block) to
change to a single color. You can set how the color for the cell is
chosen, and the size of the cell.

Pixelize Options   Description

Color   Choose how the color of the cell is determined. Average

uses the average of all the colors in the cell. Center
uses the color of the pixel in the center of the cell.
Maximum uses the maximum color value in the cell.
Minimum uses the minimum color value in the cell.
Random picks a random color from the cell's pixels.
Upper left uses the color of the pixel at the upper
left corner of the cell.

Cell Size   Drag the slider to set the cell size.

1.15   Effects/ Reduce Noise

Effects/ Reduce Noise

This command eliminates stray pixels that are not part of the picture. It
is most useful for cleaning up scanned pictures. Noise reduction removes
clusters of pixels below a specified size.

Ensure that you do not set the number of pixels to eliminate larger than
important picture data.

When you choose the Reduce Noise command, the Effect Options requester
will open.

Reduce Noise Description

Noise size   Drag the slider to set the maximum number of pixels in a
              cluster to remove.

1.16   Effects/ Sharpen

Effects/ Sharpen

When you choose this command, BME will sharpen the selected area or
picture. Sharpening increases the distinction between contrasting pixels.

Note: You cannot sharpen a palette or black&white picture.

1.17   Effects/ Tiles

Effects/ Tiles

This effect filter doesn't do anything very useful and is just for fun.

1.18   Effects/ Trace

Effects/ Trace

This command converts the picture or selected area to a vector drawing.
When you choose the Trace command, the Effect Options requester will open.

Trace Options Description

Sample Rate   Choose Find for pictures that use very few pixels to show
a curve and Coarse for high resolution pictures. Choose Normal for most
other pictures.

Precision   Choose Tight for fast tracing with many short curves.
Choose Loose for slower tracing with fewer, longer curves. Choose Normal
for most pictures.

Lines only   Check to create drawings composed of lines only. Use this
option for drawings that shouldn't have curves to avoid tracing errors.

Ignore detail Drag the slider to set the amount of detail to ignore.
Unlike the Reduce Noise command, this option does not change the picture.
It has no effect on pictures without small isolated objects and is most
useful to skip small marks in scanned sketches.

Ignore color   Choose a color not to trace, if desired. You can choose to
ignore the background, lightest, darkest or most common color.

When you click on Perform, the Trace effect filter will create an IFF
DR2D drawing. A file requester will open to enter the filename and path
of the drawing to save.