BME.PRO

COLLABORATORS

	TITLE : BME.PRO	

ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

BME.PRO

1.1 Menus: Project

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Project:

 New...       Start a new picture.
 Open...      Open an existing picture.

 Save         Save the current picture with its current name.
 Save As...   Save the current picture with a new name.

 Close        Close the current picture.

 About...     Information on BME.

 Quit BME     Exit BME.
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1.2 Project/ New...

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Project/ New...

This command creates a new picture.

When you choose the New command, the New Picture requester will open.

New Picture  Description

Type         Choose the picture type.

Depth        Choose the bitplane depth.

Size         Enter the width and height of the picture in pixels.

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

Project/ Open...

This command opens a saved picture file. When you choose the Open command, a file requester will open to select a picture file to open. After you click on Open in the file requester, BME will load the picture into a window.

Only bitmap pictures in a supported format may be opened.

1.4 Project/ Save, Save As...

Project/ Save, Save As...

These commands save the current picture. Use the Save command to save the picture in its current format with its current filename and path. Use the Save As command to save the picture in any supported format with a new filename or path.

The Save As command opens a requester to choose the format in which to save the picture. After you choose the format and click on Save, a file requester will open to choose a filename and path.

1.5 Project/ Close

Project/ Close

This command closes the current picture window without exiting BME.

1.6 Project/ About...

Project/ About...

This command displays your personal information and describes how to contact Soft-Logik Publishing.

1.7 Project/ Quit BME

Project/ Quit BME

This command ends your current session of BME. If you have not saved your pictures, BME will prompt you to save each unsaved picture before quitting the program.

1.8 Picture Types

Picture Types

BME can work with all five major types of pictures: black&white, grayscale, palette, RGB and CMYK. Black&white pictures are simplethey use absolute black and absolute white only. Grayscale pictures are similar to black&white in that the colors cannot be defined, but you can choose the number of levels of gray. A 16 grayscale picture uses sixteen levels of gray from white to black with even brightness increments. Colors are referred to by gray level number.

Most Amiga IFF ILBM pictures are palette pictures; they have a color map which is an index of the colors used in the picture. The colors are defined using RGB values, but only the number of colors permitted by the color map can be defined. Colors in palette pictures are referred to by color number.

RGB and CMYK pictures are the primary formats for full color pictures. Colors are referred to by their RGB or CMYK component values. They take much more disk space than palette pictures because they require more information per pixel (dot).

1.9 Bitplane Depth

Bitplane Depth

The number of colors used in a picture is a function of the number of bitplanes used. Bitplane depth refers to the number of bits of computer memory used to hold the information for each pixel (dot). If a pixel is described in 1 bit it can only hold two colors, because a bit can be 0 or 1. Black and white pictures are 1 bit images. Two bits per pixel would result in a four color picture (2^2=4) and four bits would allow 16 colors (2^4=16).