

BME.HEL

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COLLABORATORS

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Chapter 1

BME.HEL

1.1 BME HELP SYSTEM ©1996 SoftLogik Publishing Corp.

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Painting

Selections

Effects

Scripts

Troubleshooting

Contacting SoftLogik Publishing

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1.9 How do I open a picture?

How do I open a picture?

To open a picture, choose Open from the Project menu. Select a picture from the Open file selector. Click Open.

BME can open pictures in these formats: PICT, TIFF, GIF, JPEG, BMP, IFF ILBM, PCX and MacPaint.

1.10 How do I save a picture?

How do I save a picture?

To save an open picture, choose Save from the Project menu. The Save Options dialog box will appear. Select a format for the picture and select options if there are any for that format. Click Save.

To save the picture with a different name, choose Save As instead of Save to display the Save file selector. Select a folder and enter a name. Click Save.

BME can save pictures in these formats: PICT, TIFF, GIF, JPEG, BMP, IFF ILBM and PCX. Some formats do not support specific picture types (RGB, CMYK, Palette, Grayscale or Black and White).

1.11 How do I change the magnification?

How do I change the magnification?

You can change the magnification of a picture at any time by selecting a magnification level from the View pop-up menu in the bottom scrollbar or with the Magnify tool. Click with the Magnify tool to increase the magnification; hold down Shift while clicking to reduce the magnification.

1.12 How do I move a picture in its window?

How do I move a picture in its window?

In addition to using the standard AmigaOS scrollbars, you can move a picture within its window by dragging it with the Move tool. Choose the Move tool and drag the picture to change the portion of it that is visible. If the entire picture fits into the window, the picture cannot be moved.

You can also move a picture when any tool is selected by holding down Command while dragging the picture in its window.

1.13 How do I change the picture type?

How do I change the picture type?

Choose Black & White, Grayscale, Palette, RGB or CMYK to change to the desired picture type. BME will convert the picture.

1.14 How do I change the palette?

How do I change the palette?

Palette pictures have a fixed palette of colors. You can change these colors with the Change command from the Palette submenu in the Effects menu. This will display the Change Palette dialog box. Click on the small swatch of the color to change and adjust its red, green and blue components.

1.15 Picture

Picture

Bitmapped pictures are made up of a grid of pixels, or dots. BME can open pictures, but it cannot open drawings. Drawings are defined as points connected by lines and curves. BME works with pixels, not points.

PICT graphics can be pictures or drawings. BME cannot load PICT graphics made up of drawings.

1.16 Picture type

Picture type

The colors of a picture can be defined in different ways:

Black & White: Pixels are either black or white.

Grayscale: Pixels are one of 256 gray levels.

Palette: Pixels are one of 256 different colors. Each color is defined by its Red, Green and Blue components. Each component is measured on a scale of 0 to 255.

RGB: Colors are defined by their Red, Green and Blue components. Each component is measured on a scale of 0 to 255. RGB pictures are 24 bit.

CMYK: Colors are defined by their Cyan, Magenta, Yellow and Black components. Each component is measured on a scale of 0 to 255. RGB pictures are 32 bit.

1.17 How do I paint in a picture?

How do I paint in a picture?

Choose the Paint tool. Click or drag in a picture window to paint with the foreground color. Hold down Shift while painting to use the background color.

1.18 How do I change the brush size?

How do I change the brush size?

The brush is normally one pixel in size. You can increase and decrease the size of the brush by pressing the plus (+) and minus (-) keys.

Hold down Control while changing the brush size to change just the vertical size; hold down Shift to change just the horizontal size.

1.19 How do I change the brush color?

How do I change the brush color?

BME allows you to set the brush's foreground and background colors. The selected colors are shown in the Color palette when the Show Color Palette command is selected.

To change one of these colors, click on the foreground or background swatch in the Color palette. For palette or grayscale pictures, select a new color from the small swatches on the right side of the Color palette. For CMYK or RTB pictures, change the color by dragging the sliders to new positions.

You can also set the brush color with the Eyedropper tool.

1.20 How do I

How do I "pick up" a color?

It is often easier to select an existing color in a picture from the picture itself rather than setting the brush color manually. To "pick up" a color, choose the Eyedropper tool from the toolbox. Click to pick up the color below the mouse as the new foreground color. To select the background color, hold down Shift while clicking.

Hold down Option when another tool is selected to temporarily switch to the Eyedropper.

1.21 How do I fill a large area?

How do I fill a large area?

Select an area of the picture with the Marque tool. Choose Fill from the Effects menu. Hold down Shift while choosing Fill to fill the area with the background color instead of the foreground color.

1.22 Brush

Brush

The brush that you paint with is rectangular. You can change the horizontal and vertical size of the brush, but not its shape.

1.23 How do I select an area?

How do I select an area?

To select an area, choose the Marque tool and drag in a picture window to define a rectangular selection area.

1.24 How do I deselect a selection?

How do I deselect a selection?

To deselect a selected area, choose the Marque tool and click on the picture or press the Space Bar.

1.25 How do I move a selection?

How do I move a selection?

Drag a selected area with the Marque tool to move it to another position. The part of the picture below the selected area will be set to the background color.

Hold down a Shift key while dragging to move a copy of the area rather than the selected area itself.

1.26 How do I copy a selection?

How do I copy a selection?

Select an area with the Marque tool. Choose Copy to copy it to the clipboard without modifying the selection, or choose Cut to copy and remove it from the picture.

To open a copy of the selected area in a new window, choose Clone from the Effects menu.

1.27 How do I crop a picture?

How do I crop a picture?

To crop a picture, select the part of the picture you want to keep and choose Crop from the Effects menu.

1.28 Selection

Selection

A selected area is shown with a dashed outline. You select areas to cut and copy them, apply an effect to them, or to move them.

1.29 How do I apply an effect to a picture?

How do I apply an effect to a picture?

To apply an effect to an entire picture, deselect the selected area, if applicable, and then choose the effect from the Effects menu.

1.30 How do I apply an effect to a selection?

How do I apply an effect to a selection?

To apply an effect to a selected area instead of an entire picture, select an area with the Marque tool and then choose the effect from the Effects menu.

1.31 How do I undo an effect?

How do I undo an effect?

If you don't like the results of an effect, choose Undo from the Edit menu.

1.32 Brightness

Brightness

This effect brightens and darkens pixels. You can set the brightness adjustment from 0 to 100%.

This effect cannot be used on black & white or palette pictures.

1.33 Contrast

Contrast

This effect increases and decreases the differences between colors. You can set the contrast adjustment from 0 to 100%.

This effect cannot be used on black & white or palette pictures.

1.34 Emboss

Emboss

This effect creates a three dimensional effect by emphasizing edges. There are no options.

This effect cannot be used on black & white or palette pictures.

1.35 Negative

Negative

This effect inverts the colors of pixels to create a negative. This is most useful for grayscale and black & white pictures.

This effect cannot be used on palette pictures.

1.36 Pixelize

Pixelize

This effect breaks a picture into blocks of pixels to make the picture jaggier. You can set the size of the blocks (cells) and how the color for each is chosen.

Average uses the average of all colors in the cell. Center uses the center pixel's color. Minimum and maximum uses the min and max color values in the cell. Random selects a color from any pixel in the cell and Upper Left uses the top left pixel's color.

1.37 Reduce Noise

Reduce Noise

This effect removes isolated clusters of pixels below a certain size. This is useful when cleaning up scanned images and when preparing a picture for tracing. You can set the noise size below which pixels should be replaced with the background color. Be careful not to set the noise value too high, or you will eliminate important parts of your picture.

This effect cannot be used on black & white or palette pictures.

1.38 Sharpen

Sharpen

This effect improves the "focus" of a picture. Use it to correct blurry pictures.

This effect cannot be used on Black & White or palette pictures.

1.39 Tiles

Tiles

This effect tiles thumbnails of the picture or selection in the picture or selection. You can set the number of horizontal and vertical tiles.

1.40 Trace

Trace

This effect traces the edges of a picture and creates a drawing that matches the picture. Drawings are made up of points connecting line and curve segments. They usually lack the realism of a photograph, but can be scaled without loss of detail and are smaller and faster.

This effect is a basic autotracer. The resulting drawing is saved in IFF DR2D formatÑa structure drawing format that can be imported into PageStream.

The Trace effect allows you to set several options:

Sample Rate: This determines how many pixels should be used for tracking. Use Fine for low resolution pictures and Coarse for high resolution pictures.

Precision: Use Tight for faster tracing that results in a complex drawing. Use Loose for slower tracing and a more efficient drawing. If your drawing will not print to PostScript, reduce the tracing precision.

Lines Only: Select this to create a drawing made up of only line segments. This reduces the complexity of traced drawings.

Ignore Detail: Use this to ignore background noise. This is similar to the Reduce Noise effect, but does not modify the picture and it uses a different algorithm. Use a setting of 0 to trace everything, or 15 to ignore large amounts of detail.

Ignore Color: Select a color to ignore, if desired. This allows you to trace the subject of a picture without its background.

1.41 Gary's Effects What is Gary's Effects?

Gary's Effects What is Gary's Effects?

Gary's Effects is a package of twelve effect filters that are sold separately for \$25. Contact SoftLogik Publishing to order Gary's Effects.

The effects in this package are: Average, Blur, Convolve, Equalize, Gamma, Histogram, Hue/Saturation, Maximum, Median, Minimum, Solarize, and Threshold.

1.42 How do I create an internal script?

How do I create an internal script?

The easiest way to create a script is to record it. Choose Start Recording from the Scripts menu. Any actions you make after choosing this command will be recorded. When you are done, choose Stop Recording.

The Edit Script dialog box will appear with a script of the recorded actions. You can edit the script as required. If you want to list the script in the Scripts menu, select Display in Menu. To assign the script to a function key, choose a function key and modifier. Click OK.

1.43 How do I play an internal script?

How do I play an internal script?

Choose Show Script Palette from the Window menu to display the Scripts palette. Select a script and click on the Play button.

You can also play internal scripts by choosing them from the Script menu, if they are listed there, or by pressing a function key assigned to a script.

1.44 How do I create an external ARexx script?

How do I create an external ARexx script?

Create an internal script to use as the basis for an external script. Select the script in the Script palette and choose Export from the palette's pop-up menu. Enter a name for the script in the file selector and click Save.

1.45 How do I play an ARexx script?

How do I play an ARexx script?

Select Play External Script from the Script menu. Select a script from the file selector and click Open.

1.46 Internal scripts

Internal scripts

Internal scripts do not rely on external scripting languages. They may use commands only; queries are reserved for external scripts because internal scripts lack variables and flow control statements.

Internal scripts should be used for simple tasks. External scripts offer more control and thus can be used for almost any task for which commands and queries exist.

1.47 ARexx

ARexx

ARexx is the AmigaOS scripting language. It can be used to control your AmigaOS computer and applications. It allows your scripts to query PageStream and to send it commands.

1.48 Why are dialog box labels messy?

Why are dialog box labels messy?

PageStream uses the SoftLogik AmigaOS font family included for its interface. If you have changed the PageStream assigns, the interface (especially the Edit palette) will appear messy. The following assign is required in your s:user-startup file for the SoftLogik interface fonts to work: "assign Fonts: SoftLogik:Fonts add".

1.49 Why are pictures shown in the wrong colors?

Why are pictures shown in the wrong colors?

Palette pictures that have a color palette different from your AmigaOS system palette will appear incorrect when displayed in 256 color mode. BME will display the color with the system palette, regardless of the actual colors in the picture. Because BME was designed to be used with PageStream, changing the system palette to display the picture properly would corrupt the display of PageStream and other programs loaded at the same time.

The best solution is to switch to thousands or millions of colors. If you cannot do this, convert the picture to RGB.

Do not change color modes when BME is loaded. Quit BME before changing color modes.

1.50 Open a picture?

Open a picture?

PageStream uses filters to import text and graphics. Filters are stored in the System:Extensions:SoftLogik: Filters directory. If you have moved the filters from this directory, PageStream will not be able to import text or graphics.

Move the filters back, or reinstall PageStream, to solve the problem.

1.51 How to place an order

How to place an order

Telephone: 1-800-829-8608 (314-256-9595)

Fax: 314-256-7773

Mail: 315 Consort Drive, St. Louis, MO 63011 USA

1.52 Internet

Internet

SoftLogik Publishing answers questions posted to the SoftLogik mailing list. Email listhelp@softlogik.com for joining instructions.

Visit our web page at www.softlogik.com for program updates or email info@softlogik.com for the latest SoftLogik news.

1.53 AOL

AOL

SoftLogik Publishing answers questions every business day on AOL. Visit our area at keyword SoftLogik. Program updates and other files are available online.

1.54 CompuServe

CompuServe

SoftLogik Publishing answers questions every business day on CompuServe. GO SOFTLOGIK to visit the SoftLogik section in DTPBVendor. Program updates and other files are available online.

1.55 Mail

Mail

SoftLogik Publishing answers questions mailed to:

SoftLogik Support

315 Consort Drive, St. Louis, MO 63011 USA

You may also fax your questions to 314-256-7773, but all replies for free support are sent via mail.
