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### What's Tek Gradator?

[Tek Gradator](#) creates unlimited, fantastic, colorful **gradated graphics** without using any other applications. It is easy to use with its GUI and you can freely **add texts and borders** to the created image, which can be copied to the **clipboard** and saved in **BMP format** as well. All the parameter settings made by [Tek Gradator](#) can be also saved, enabling you to reproduce images created before and modify them.

[Tek Gradator](#) is a tiny but powerful assistant to create cool material such as wallpaper tiles, titles, separation bars and more!

**Note: [Tek Gradator](#) later than v2.11 can not directly read TGR files created by v2.03 and earlier. You must use [Convert.exe](#) enclosed with the distributed archive to convert TGR files and make them readable by v2.11 and later. For this run [Convert.exe](#), choose an old TGR file and click on the OK Button. Then the old file is converted and overwritten. If you have any particular reason to keep old TGR files unchanged, you should make a copy of these files and place them anywhere else.**

### Requirements

#### Operating System

For Windows 95 only.

#### Fonts

**Arial** and **Times New Roman** must be installed.

#### CPU

Pentium ® 100MHz or higher is recommended.

#### Display

Colors more than 65,000 and resolution better than 800 by 600 are requisite.

### License and Warranty

You must agree with the following terms prior to use this Software for any purposes. If you do not agree with the terms, you must not use this Software.

## Distribution

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## Technical Support

E-mails for comments, bug reports or requests on this Software are accepted by the Author at [fwgd0097@mb.infoweb.ne.jp](mailto:fwgd0097@mb.infoweb.ne.jp).

This Software is continuously maintained by the Author and its latest version is released on the Author's home page at <http://village.infoweb.ne.jp/~tek/index.htm>. You may at times visit there to check the version number and/or the time stamp of the released file.

## Design Notes

**Tek Gradator** was originally coded for the purpose of creating cool wallpapers for my home page. I could utilize some sophisticated application programs but I was not content with them. So I devoted myself for a while to finish this program, and I rather enjoyed it than writing in HTML!

## Installing/Un-installing Tek Gradator

### Installing Tek Gradator

**Tek Gradator** is distributed as a self-extracting or a normal Zip file, or a full installation support package, depending on where you obtain it.

For the **self-extracting Zip** file named **Tgrad???.exe**, where ??? is a version number, launch Explorer and double-click on its icon to unzip it. For the **normal Zip file** named **Tgrad???.zip**, unzip it to an arbitrary folder. Then add a Shortcut to **Tgraduate.exe** in the Windows' Start Menu or place the Shortcut on the Desktop.

If you got the **full installation support package** named **Tgraf???.zip**, unzip it into a temporary folder. Run **Setup.exe** and follow its instructions. The files extracted into the temporary folder can be removed after the installation has been successfully finished.

The following additional files are required to run the program:

- MSVCRT40.DLL (Microsoft ® Visual C++ ® Runtime Library)
- **MSVCRT20.DLL (Microsoft ® Visual C++ ® Runtime Library)\***
- OLEPRO32.DLL (Microsoft ® Visual C++ ® OLE Property Support DLL)
- VB40032 .DLL (Microsoft ® Visual Basic ® 4.0 Runtime Library)
- COMCTL32.OCX (Microsoft ® Chicago Control Pack OLE Control DLL)

\* Ordinary Windows 95 Systems should contain this file.

Place these files in the System folder of Windows. Note that the above files **must not** be placed in the same folder where **Tgraduate.exe** exists.


### Un-installing Tek Gradator

If you manually installed **Tek Gradator**, delete the Shortcut to **Tgraduate.exe** and the folder which contains **Tgraduate.exe** together with all the files related to **Tek Gradator**. No modification is made to the Windows' Registry, thus **Tek Gradator** will be completely un-installed by this process. I recommend to keep the above DLL and OCX files in the Windows System folder for future use.

If you installed **Tek Gradator** with the full installation support package, launch Add/Remove Programs in the Control Panel and choose **Tek Gradator**.

## Creating Gradated Images

### Selecting a Gradation Pattern

On the right side of the Console click on one of the gradation pattern names. Six pattern names are shown in the front panel, and the remaining six pattern names are hidden behind. To see the hidden pattern names click on the right-arrow or slide the front panel right by dragging it where the mouse pointer changes to . Click on the left-arrow or *gently* drag the front panel left to close it.

### Preview

Click on the Preview Screen in the center of the Console to quickly preview an image.

### Viewing an Image on the Main Screen

To display an image on the resizable Main Screen, click on the "Show on Main Screen" Button on the Toolbar. Width and height of an image in pixel are displayed in the left, upper part of the Main Screen, which **can be erased by double-clicking on the Main Screen**. You can close the Main Screen by clicking on it with mouse **right** button.

### Resizing the Main Screen

Drag any rim of the Main Screen to resize it. **It is recommended to switch to Background in the pattern options when you adjust the screen size, so that the changing size is quickly displayed, decreasing a delay due to processing time.** Note that the minimum size is limited to 12 pixels in width and height per unit image, i.e.; when you choose Repeating Patterns, the minimum screen size in pixel will be 12 multiplied by number of repeat. Note that too large screen size or too many repetition will take time for processing graphics.

### Changing Colors

The color boxes in the lower part of the Console, from left to right, represent **Left/Center**, **Mid** and **Right/Brim** colors of the selected pattern. Click on one of them to display the Color Palette (if not shown), where you choose a color corresponding to the chosen color box.

You can also mix RGB to make up a favorite color by adjusting the sliders which appears by clicking on the color strip at the bottom of the Color Palette. Each slider changes its value by 16 per each mouse click and one by one when **Up**, **Down**, **Left** or **Right** key is pressed. Clicking on the color strip once again hides the sliders.

Click on the button in the right, upper corner of the Color Palette to close it.

### **Adjusting a Slant**

For Plain Gradation the sliders placed just above and beneath the Preview Screen allow you to adjust a slant of the pattern. This function is available only for Plain Gradation.

### **Adjusting a Mid Color Position**

A mid color position can be adjusted by using the slider in the left, upper part of the Console.

### **Making Repeating Patterns**

The sliders in the left, lower portion of the Console enables you to split the Main Screen into up to ten (10) blocks horizontally and up to six (6) blocks vertically to repeat an image. In some cases the image may have a gap at the right or bottom end of the screen. **You slightly adjust the screen size to delete the gap.**

### **Rotating an Image**

Click on the "Rotate by 90 Degrees" Button on the Toolbar to rotate an image by 90 degrees. This function is not available for Filled Square, Crossing Pleats, Vague Sphere, Sphere and Background.

### **Using the Rainbow Colors**

Click on the Use Rainbow Colors Checkbox when you make up a gradation image with the rainbow colors. After filling in the checkbox, click on it with mouse **right** button to display the Rainbow Color Dialog Box. You can choose one of the two color palettes; Natural and Vivid, and also invert the color order. **If you are eager enough to change a mid color when the rainbow colors are chosen, empty the Use Rainbow Colors Checkbox, adjust colors, and then fill in the checkbox once again.** Click on any of the color bars or the margin with mouse **right** button to close the Rainbow Color Dialog Box.

**For further details please refer to the Help after starting [Tek Gradator](#).**

**EOD**