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## What's Tek Gradator?

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[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 text 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. Here is an example:



[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 can convert old files for v2.11 and later. See [How to Use TGR Files Created with the Earlier Version](#).

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# **Requirements**

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### **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

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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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## **Design Notes**

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[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

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### 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**, [Tek Gradator](#) must have been installed before you read this help.

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](#).

# Exiting Tek Gradator

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Click on the Exit Button on the Toolbar to exit [Tek Gradator](#).

# Creating Gradated Images

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### 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.

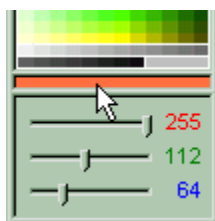
### Resizing the Main Screen

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.

# Adding Text to an Image

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### Opening the Add Text Dialog Box



Click on the Add Text Button on the Toolbar of the Console to display the Add Text Dialog Box which enables you to add 16 different character strings with individual font properties. This dialog box stays visible until you click on the Close Button.

### Entering Text

You enter your favorite text into the upper and lower text boxes. Note that in the Main Screen the text entered in the upper text box will come **upper** to the one entered in the lower text box. It means the lower text can be of **shadow or highlight** for the upper text. You can enter another set of character strings by clicking on one of the numbered tabs.

### Setting Font Properties

Click on the Font Button on the right side of each text box to open the Font and Color Dialog Box. Set font properties and choose a color by using the Color Palette. You can also simply click on the text box to choose a color. **It is recommended to select a proportional (True Type) font to enable arbitrary scaling.** You may select a fixed width font, but it is not guaranteed that the selected font size is correctly represented. Click on the OK Button to add the text to the Main Screen.

### Aligning Text

You can drag the text to any position you like within the Main Screen. Otherwise you press **Up**, **Down**, **Left** or **Right** key to move the text with a variation of one pixel for fine alignment, two pixels with **Shift** key together, and five pixels with **Shift** and **Ctrl** keys together, after clicking on the aimed text on the Main Screen, or on the corresponding text box instead.

### Applying a Shadow or Highlight Effect

If you want to apply a shadow or highlight effect on the text, (1) enter the text in the upper text box, (2) set font properties and color, (3) adjust its offset by using the corresponding slider, (4) click on the Shadow or the Highlight Button, and lastly (5) click on the OK Button. The minimum division of the slider scale is one pixel. The Undo Button cancels the previous action only once.

**Note that the text position cannot be changed by dragging it just after the image and/or parameters have been saved or copied to the Clipboard. Click on the OK Button to enable the text to move in such cases.**

# Adding Borders to an Image

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### Opening the Add Borders Dialog Box



Click on the Add Borders Button on the Toolbar of the Console to display the Add Borders Dialog Box. This dialog box stays visible until you click on the Close Button.

### Setting Border Widths and Colors

Enter border widths into the boxes. If you do not want to add a border to particular sides of the image, then place zero (0). To set border colors click on the Color Button, or on the corresponding input box instead, and choose a color for the border by using the Color Palette. **It is recommended to add wider borders earlier than thinner ones to prevent the latter from being covered by the former.**

### Adding the Borders to the Image

Click on the OK Button to add the borders to the image on the Main Screen. **Note that borders cannot be erased once they are added, so if you want to cancel the previous addition of borders, then click on "Show on Main Screen" Button to redraw the same image.**

## Copying a Created Image to the Clipboard

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Click on the "Copy to Clipboard" Button on the Toolbar of the Console to copy the image displayed on the Main Screen to the Windows' clipboard. The image size indication is excluded from the copied image.

Note that the text position cannot be changed by dragging it just after the image has been copied to the clipboard. Click on the OK Button in the Add Text Dialog Box to enable the text to move in such a case.

## **Saving a Created Image and Parameter Settings**

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Click on the "Save File as" Button on the Toolbar of the Console to save a created image in BMP format together with its parameter settings, i.e.; all the parameters you set on the Console and in the dialog boxes. Then the "Save File as" Dialog Box opens, where you select a drive, a folder and a parameter settings file (TGR file), and click on the OK Button.

If you want to save an image in BMP format together with its parameter settings, click on the option button captioned by "Save image in BMP format together with settings by the same name" which is turned off by default. The created BMP file will be named the same name as the TGR file except its file extension.

Note that the text position cannot be changed by dragging it just after the image and/or parameters have been saved. Click on the OK Button in the Add Text Dialog Box to enable the text to move in such cases.

## Opening a Parameter Settings File

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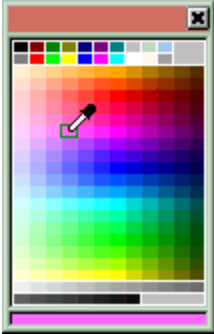
Click on the Open File Button on the Toolbar of the Console to open a parameter settings file (TGR file). Then the Open File Dialog Box opens, where you select a parameter settings file. Click on the OK Button to reproduce saved graphics on the Main and Preview Screen.

## Toolbar



## Color Palette

Click on a color **cell** to choose a color, or click on the color strip at the bottom to show sliders for fine color tuning.





## How to Use TGR Files Created with the Earlier Version

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[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, you should make a copy of these files and place them anywhere else.

The arrangement of the pattern selection buttons was changed for [Tek Gradator](#) later than v2.01:

<u>v1.04 and earlier</u>	<u>v2.01and later</u>
(1) Plain Gradation	Plain Gradation
(2) Hump/Dimple	Vague Ellipse
(3) Floating Sphere	Ellipse
(4) Sandglass	Filled Square
(5) Filled Square	Crossing Pleats
(6) Crossing Pleats	Background
(7) Background	Vague Sphere
(8) None	Sphere
(9) None	Sandglass
(10) None	Wave
(11) None	Vague Diamond
(12) None	Diamond

When you open a TGR file created with the earlier version of [Tek Gradator](#), you will have a different image displayed on the Main Screen from what you originally made. You choose a corresponding pattern by referring the above table and set the Mid Color Position Slider **double**. Then click on the "Show on Main Screen" Button to redraw graphics to get the original image.

**TGR File**

A file which contains all parameter settings of created graphics (gradation pattern, slider positions, settings of text and borders, etc.) made by [Tek Gradator](#). Its file extension is TGR by default, but may be freely renamed by user's preference.

# Technical Support

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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.

