New Command (File menu)

This command creates a new image. When you choose this command a dialog box appears.
This dialog has the following fields:
Width, Height control the image size in pixels;
In the **Resolution** field you have to set the resolution in dots per inch.

Open Command (File menu)

This command loads an existing image file.
When you choose this command a dialog box appears.
1. Select right file format. You can select **All Files** in **Files of type** field and then select the file of a desired format.
2. Select file name from the list and click the **Open** button.
The image will be transformed into internal format and will appear on your screen in the image window. Before clicking **OK** you may click the **Info** button and get the information on the selected file.
We recommend you not to work with files exceeding more than a half of your computer system memory, otherwise any operation with images will take rather long time.
If your selection was wrong you may cancel loading of a file by clicking the **Esc** key on the keyboard.

Save Command (File menu)

This command saves an active image in its current file. If the image was not previously saved **Save As** command will be executed

Save As Command (File menu)

This command saves an image in a file with new name in a different format.
1. Choose file format to save your image.
2. Type-in file name and click the **Save** button.
3. Sometimes, depending on file format you choose the additional format setting dialogue will appear. Fill in all fields (like compression method, color space, etc.) and click **OK**. Or just click **OK** and file will be saved with default format parameters.
Attention: In the list of available file formats you can see only those formats which support color depth of the image you want to save. For example, you cannot save 24-bit color images in GIF format. For such images GIF will not be shown in the list of available file formats. To save file as GIF convert it to paletted first.

Page Setup Command (File menu)

This command changes **Paper Size**, **Orientation**, and **Margins** for best print results. Small preview window shows you the result of the settings you specify in the **Page Setup** dialog box before you apply them. To see full page preview use **Print Preview** command in **File** menu.

Print Command (File menu)

This command prints the image.
Before using this command, you must install a printer. To install a printer, see your Windows documentation.
When you choose this command a dialog box appears.
Set the **Number of copies** for printed image.
Also you can select a printer from **Printer** list box if you have several printers installed.

Print Preview Command (File menu)

This command allows you to make sure that an image will be printed the way you want it before you print it.
To control printed image sizes and position use **Page Setup** command in **File** menu.

Acquire Command (File menu)

This command imports image from any device communicating through TWAIN protocol (scanner or digital camera).
When you choose this command you will see the interface of driver program supplied with your scanner/camera (you should have it installed before using Acquire command). Check the documentation coming with scanner/camera for instructions on how to work with the interface program. When working with digital camera you can download single or multiple images at once, in the latter case images will be opened in multiple numbered windows.

Select Source Command (File menu)

This command allows you to select one of several devices supporting TWAIN before you acquire image from it.

TWAIN Method Command (File menu)

With sub-commands **Thru-memory** and **Native** of the **TWAIN Method** you can instruct program to use system memory or hard disk respectively as a buffer while transferring image from external device.

Batch Converter Command (File menu)

This command runs PM Batch Converter program. Use it to convert file formats, color resolution and palette settings of images.

Click to see more

Preferences Commands (File menu)

This submenu commands set appearance of PM Painter interface.
Choose **Interface** command to switch between Beginner, Medium and Professional modes.
You can check **Small Icons** menu item to reduce size of icons on PM Painter bars and thus to increase your working area.

Exit Command (File menu)

This command ends **Painter** session. **Painter** will prompt you to save all images which have been changed.

Undo Command (Edit menu)

This command allows you to undo several last operations with image. To correct a mistake, choose **Undo** as soon as possible. This command reverses only limited number of last performed actions.

Redo Command (Edit menu)

This command redoes the result of several last undone operations with image.

Undo All Command (Edit menu)

This command reloads last saved copy of the image and thus undoes all changes you made since last saving.

Undo Selection Changes Command (Edit menu)

This command undoes the result of the last operation with a selection. To correct a mistake, choose **Undo Selection Changes** immediately after the action. This command reverses only the last action that you performed.

Copy Command (Edit menu)

Creates a copy of selected area or full image if no area is selected and places it on the **Clipboard**. You can paste the copy elsewhere in the image, as a new image, or into other application. Stored in the Clipboard is the contents of least area rectangle comprising whole selection you made

Paste As New Image Command (Edit menu)

This command creates a new image and pastes data from **Clipboard** into this image.

Paste In Selection Command (Edit menu)

This command inserts image data from **Clipboard** into selected area of an active image. The fragment will be scaled to fit shape and size of the selection.

Paste Selection Command (Edit menu)

This command inserts selection from **Clipboard** into an active image.

Full Screen Command (View menu)

This command removes everything but the active image from screen. To return to normal view, press any key or click mouse button. An image cannot be edited in Full Screen mode.

Zoom Out Command (View menu)

This command diminishes the active image. You can choose zoom ratio you from drop-down list.

Zoom In Command (View menu)

This command magnifies the active image. You can choose zoom ratio from drop-down list.

Free Zoom Command (View menu)

This command allows you to zoom in and out on the active image. Click left mouse button to zoom in and right mouse button to zoom out. You can choose rectangle to zoom in by dragging it with left mouse button pressed.

Actual Size Command (View menu)

Returns a image view to normal resolution after you made **Zoom Out** or **Zoom In**.
Active image appears on screen pixel in pixel.

Correct Window Size Command (View menu)

Fits size of window to that of image.

Imitate black&white screen Command (View menu)

Displays an active image as it would appear on monochrome monitor.

Imitate 16-colors screen Command (View menu)

Displays an active image as it would appear on 16-colors monitor.

Imitate 256 colors screen Command (View menu)

Displays an active image as it would appear on 256-colors monitor.

Restore Best View Command (View menu)

Restores the displaying with best quality. This command is available if one of **Imitate black&white screen**, **Imitate 16-colors screen** or **Imitate 256 colors screen** options checked.

Toolbar Command (View menu)

This command shows or hides **Toolbar**.

Selector Bar Command (View menu)

This command shows or hides **Selector Bar**.

Status Bar Command (View menu)

This command shows or hides **Status Bar**.

Select Color Bar Command (View menu)

This command shows or hides **Select Color Bar**.

Attribute Bar Command (View menu)

This command shows or hides **Attribute Bar**.

Crop Command (Image menu)

Creates new image from currently selected area. New cropped image appears in the window replacing the original image.

Resize Command (Image menu)

Resize dialog lets you change the dimensions and resolution (in dpi) of the image. You can correct image distortion during resizing.
Parameter settings:
New width (pels) - new horizontal size of image in pixels;
New height (pels) - new vertical size of image in pixels;
New resolution (DPI) - new resolution of image in pixels (dots) per inch (this parameter will only affect the size of image in printout).
Keep aspect ratio - check this box to prevent distortions during resizing.

Rotate Command (Image menu)

This command rotates a whole image. Just set an **Angle** of rotation in degrees.

Flip Command (Image menu)

This command flips a whole image or a selected area in **Vertical**, **Horizontal** or both directions.

Lighter Command (Image menu)

This command makes the image colors lighter. Apply it, if the image is too dark.

Darker Command (Image menu)

This command makes the image colors darker. Apply it, if the image is too light.

More Contrast Command (Image menu)

This command increases image contrast.

Less Contrast Command (Image menu)

This command reduces image contrast.

Negative Image Command (Image menu)

The **Negative Image** command changes the colors in an image so that they appear as if they were a photographic negative.

Convert To 1-bit Monochrome Command (Image menu)

This command converts image to black and white monochrome format with "error diffusion" screen dithering applied. Use this command to reduce image size for memory saving and/or for displaying on monochrome monitors.

Convert To 4-bit Command (Image menu)

This command converts image to a 16-color (4-bit) paletted with "error diffusion" screen dithering applied. Use this command to reduce image size for memory saving, for displaying to 16-color displays and/or for printing to a low-end color printer.

Convert To 8-bit Grey Command (Image menu)

This command converts image to a 256-shades gray image. Each colors represents as a value from 0 (black - the darkest color) and 255 (white - the lightest color) Use this command to reduce image size for memory saving, for displaying to gray scale displays and/or for printing to a black/white printer.

Convert To 8-bit Paletted Command (Image menu)

This command converts image to a 256-color paletted with uniform palette and "error diffusion" dithering. Use this command to reduce image size for memory saving, for displaying to 256-color displays, for printing to a low-end color printer, or for saving in file formats like GIF which do not support 24-bit colors.

Convert To Truecolor Command (Image menu)

This command converts image to a 24-bit color image. Use this command before applying any processing from **Effects** menu to 256 or 16 color images.

Info Command (Image menu)

This command shows information about active image and selected fragment:
Width, **Height** - in pixels,
Resolution - in dots per inch,
path to image file if saved;
type and coordinates of selected area.

Buttonize Command (Effects menu)

Buttonize command applies three-dimensional border, which makes the image or selected area appear raised or pressed with respect to image plane.

To buttonize part of the image, select it. To buttonize the entire image, make sure that there is no selection. To select a part of image or free selections use **Selector Bar** tools.

In **Buttonize** dialog box you can change the **Buttonize** command parameters.

Border slider sets the width of the button walls, measured in pixels.

Pressed check box indicates whether the button will appear as pressed or depressed.

Smooth Command (Effects menu)

The **Smooth** command softens sharp edges and reduces noise without big loss of image details.

Smooth More Command (Effects menu)

The **Smooth More** command smoothes the image and softens sharp edges more than **Smooth** command.

Sharpen Command (Effects menu)

This command increases visible contrast and brings out more details in an image by increasing the distinction between contrasting pixels in close vicinity.

Sharpen More Command (Effects menu)

This command increases visible contrast and brings out more details in an image by increasing the distinction between contrasting pixels within filter area. This filter produces a stronger effect than the **Sharpen** command. Note that this command can significantly increase noise.

Edge Detection Command (Effects menu)

This command is used to outline contours in the image. It highlights the regions with sharp brightness changes.

Expand Dark Command (Effects menu)

This command replaces the brightness value of a pixel with a value of the darkest neighborhood. An image gets darker and small dark details are magnified.

Expand Light Command (Effects menu)

This command replaces the brightness value of a pixel with a value of the brightest neighborhood. An image gets brighter and small light-colored details are magnified.

Remove Scratches (Effects menu)

This command replaces the brightness value of a pixel with the median value of the neighborhood. This command makes colored areas look more consistent and removes small defects like dust or scratches in the image.

Cleaning Background (Effects menu)

This command affects only smooth brightness changes leaving the edges and contours sharp. Normally, this command enhances the quality of uniform background and improves images that have been compressed using the JPEG algorithm.

Minimize on Start Command (Capturer menu)

Check this menu item to minimize PM Painter when <u>PM Capturer</u> starts.

Capture Screen Command (Capturer menu)

This command runs PM Capturer program. With this program you can capture images from your screen into image files or movies.

Click to see more

Cascade Command (Window menu)

Arranges open windows so that the title bar of each window is visible.

Tile Command (Window menu)

Arranges open windows side by side so that all of them are visible.

Arrange Icons Command (Window menu)

Arranges into rows all icons.

Help Topics Command (Help menu)

This command runs **Painter Help** system.

About Painter Command (Help menu)

Shows information about Painter version and copyrights.

Shape tools

Use the **Attribute Bar** to set parameters for the drawing.
Brush type choose brush type that outlines the shape from drop-down list.
Size spin control sets the width of the shape's outline in pixels.
Edge spin control sets the smoothing degree of shape 's outline in percents.
Paper drop down list box sets the surface type to imitate. Paper setting determines pattern in which paint will be applied.
Style drop down list box sets whether the shape is outlined or filled, and how it is filled.

Shape tools

Use the **Attribute Bar** to set parameters for the shape drawing.
Border size sets the width of the rectangle's outline in pixels.

Shape tools

Use the **Attribute Bar** to set parameters for the shape drawing.
Border size sets the width of the shape's outline in pixels.
Style buttons sets whether the shape is outlined, filled with background or foreground colors respectively.
Paper drop down list box sets the surface type. Paper setting determines pattern in which paint will be applied.

Clone tool

To begin cloning you must specify a clone source by clicking on the image with shift key down.
Use the **Attribute Bar** to set cloning parameters.
Brush type drop-down list box sets the shape of brush.
Size spin control sets the size of the brush stroke in pixels.
Edge spin control sets the smoothing degree of the brush stroke in percents.
Paper drop down list box sets the surface type. Paper setting determines pattern in which paint will be applied.
Style drop down list box sets whether the cloning is in a common or artistic manner. In common manner **Clone** tool wipes out old image with cloned image by brush strokes. In artistic manner **Clone** tool picks up colors from cloned image and puts brush strokes in with this color. To set brush color variations, angle and logic of insertion click **More** button and use **Brush parameters** dialog.

Clone tool

To begin cloning you must specify a clone source by clicking on the image with shift key down.
Use the **Attribute Bar** to set cloning parameters.
Brush size sets the brush width in pixels.
You can select predefined brush from **Brush type** drop down list box.

Eraser

Use the **Eraser** to remove the effect of your last action.
Use the **Attribute Bar** to set **Eraser** parameters.
Brush type drop down list box sets the shape of brush.
Size spin control sets the size of the brush stroke in pixels.
Edge spin control sets the smoothing degree of the brush stroke in percents.
Erase drop down list box sets the **Eraser** action. You can select several options:
    last action - to undo last action with **Eraser,**
    To background - to erase and fill with background color,
    To foreground - to erase and fill with foreground color,
    Foreground to background - to replace foreground color with background color,
    Background to foreground - to replace background color with foreground color.

Eraser

Use the **Eraser** to remove the effect of your last action.
Use the **Attribute Bar** to set **Eraser** parameters.
Eraser size spin control sets the size of the eraser in pixels.
Erase drop down list box sets the **Eraser** action. You can select followed options:
   Last action - to undo last action with **Eraser,**
   To background - to erase and fill with background color,
   To foreground - to erase and fill with foreground color,
   Foreground to background - to replace foreground color with background color,
   Background to foreground - to replace background color with foreground color.

Eraser

Use the **Eraser** to remove the effect of your last action.
Use the **Attribute Bar** to set **Eraser** parameters.
Eraser size spin control sets the size of the eraser in pixels.

Smooth tool

Use **Attribute Bar** to set **Smooth** tool parameters.
Size spin control sets the size of the **Smooth** tool in pixels.
Check **Smooth more** box to increase the strength of the effect.

Smooth tool

Use **Attribute Bar** to set **Smooth** tool parameters.
Size drop down list box sets the size of the **Smooth** tool in pixels.
Check **Smooth more** box to increase the strength of the effect.

Sharp tool

Use **Attribute Bar** to set **Sharp** tool parameters.
Size spin control sets the size of the **Sharp** tool in pixels.
Check **Sharp more** box to increase the strength of the effect.

Sharp tool

Use **Attribute Bar** to set **Sharp** tool parameters.
Size drop down list box sets the size of the **Sharp** tool in pixels.
Check **Sharp more** box to increase the strength of the effect.

Free Zoom tool

Click on **Zoom** button in the **Tool Bar**. The cursor will change to a small magnifying glass. You can increase or decrease the image magnification level.
To zoom in, click on the image with the left mouse button. To zoom out, click on the image with the right mouse button. To zoom in specific area drag rectangle with left mouse button pressed.
Use the **Attribute Bar** to set **Zoom** tool parameters.
Zooming ratio sets the magnification level. Click **Apply** button to change the image magnification level.

Text tool

Use **Text** tool to add text to an image. Text Tool works in a different manner than other painting and drawing tools.
Click on **Text** button in the Tool Palette. Click on the image where you want to insert text. Type in text. You can drag text to new location, change its color, shadow, and other parameters whenever you want until you switch to another tool.
Use **Attribute Bar** to set **Text** parameters.
Font - from drop down list select text typeface from fonts available in your system.
Size drop down list box sets the text size in points
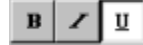
.**Style** buttons allow you to set bold, italic and underline style to the text.
Shadow spin controls sets the horizontal and vertical offset of text shadow and shadow's **Edge** smoothing.
Text is painted with foreground color, shadow - with background color. To change the text colors use **Colors bar**.

Text tool

Use **Text** Tool to add text to image. Text Tool works in a different manner than other painting and drawing tools.
Click **Text** button in the Tool Palette. Click on the image where you want to insert text. Type in text. You can drag text to new location, change its color, and other parameters whenever you want until you switch to another tool.
Use **Attribute Bar** to set **Text** parameters.
Font - from drop down list select text typeface from fonts installed in your system.
Size drop down list box sets the text size in points
.**Style** buttons allows you to set bold, italic and underline style to the text.
Text is painted with foreground color. To change it use **Colors bar**.

Text tool

Use **Text** Tool to add text to image. Text Tool works in a different manner than other painting and drawing tools.
Click **Text** button in the Tool Palette. Click on the image where you want to insert text. Type in text. You can drag text to new location, change its color, shadow, and other parameters whenever you want until you switch to another tool.
Use **Attribute Bar** to set **Text** parameters.
Font - from drop down list select text typeface from fonts installed in your system.
Size drop down list box sets the text size in points

.**Style** buttons allows you to set bold, italic and underline style to the text.
Shadow from drop down list choose how text will be shaded.
Text is painted with foreground color, shadow - with background color. To change it use
Colors bar.

Fill tool

Use **Fill** tool to fill area with a color. You can adjust **Fill** toll parameters on **Attribute Bar** to control the area and method of painting.

Match - defines what pixels in selected area will be repainted. Filled with new color will be only pixels matching pixel under cursor in selected criterion:

    None all pixels in selection
    RGB value only those with matching RGB values
    Color only those with matching color (hue and saturation)
    Hue only those with matching hue
    Value only those with matching brightness
    Saturation only those with matching color saturation

Tolerance spin control determines how close should be pixel color values to those of pixel under cursor to be 'matching'.

Type drop down list box selects fill pattern to be applied.

    Solid color has no additional options.
    Factured, **Fluctuated**, **Eroded** and **Fractal** allow you to select **Depth** and **Size** of color modulation.
    Also you can fill image with **Rainbow** and **Gradient** colors**.**
    You can see a preview of filling pattern on Attribute Toolbar

Fill tool

Use **Fill** tool to fill area with color.
Use the **Attribute Bar** to set **Fill** tool parameters.
Match drop down list box sets whether new color will be applied to entire selection or only to pixels which has color values close to those of pixel under cursor:
Tolerance drop down list box determines how close the color of a pixel must be to the color of the selected pixel to be filled with new color.

Brush tool

Use **Brush** for freehand drawing.
Use **Attribute Bar** to set **Brush** tool parameters and to control how colors are applied.
Brush type drop down list box sets the shape of brush.
Size spin control sets the size of the brush stroke in pixels.
Edge spin control sets the smoothing degree of the brush stroke in percents.
Paper drop down list box sets the surface type to imitate.
Predefined drop down list box allows you to select from early defined brush parameters.
You must click button to fix this parameters. You can also add new brush in **Predefined** list. To do this click **Save** after you have set brush parameters and enter its name in **Brush name** dialog box.
To delete brush from **Predefined** list click button.
To adjust **Additional Brush Parameters** and to see a preview of brush stroke, click **More** button on attribute bar

Brush tool

Use **Brush** for freehand drawing.
Use **Attribute Bar** to set **Brush size**.
Brush type drop down list box sets the size of brush in pixels.

Brush tool

Use **Brush** for freehand drawing.
Use **Attribute Bar** to set **Brush** tool parameters.
Brush type drop down list box sets the shape of brush.
Brush Size drop down list box sets the size of the brush stroke.
Paper drop down list box sets the surface type to imitate.

Airbrush tool

Airbrush simulates painting with airbrush.
Shape drop down list box sets the shape of airbrush.
Size spin control sets the size of the airbrush in pixels.
Opacity spin control sets the airbrush's opacity.
Paper drop down list box sets the surface type to imitate.

Airbrush tool

Airbrush simulates painting with airbrush.
Spread size drop down list box sets the size of the airbrush's shape in pixels.

Airbrush tool

Airbrush simulates painting with airbrush.
Spread size drop down list box sets the size of the airbrush's shape in pixels.
Density drop down list box sets the airbrush's density.
Paper drop down list box sets the surface type to imitate.

Info Command

This command shows information about an active image and selected fragment:
its **Width**, **Height** - in pixels,
Resolution - in dots per inch,
path to image file if saved;
type and coordinate of selected area.

Toolbar

The **Toolbar** provides easy access to most frequently used commands.

⬜ - creates new image (same as **New** command from the **File** menu)

📂 - loads image from a file (same as **Open** command from the **File** menu)

💾 - saves image into a file (same as **Save** command from the **File** menu)

🖨 - prints image (same as **Print** command from the **File** menu)

📋 - copies selection (or entire image, if no selection) to Clipboard (same as **Copy** command from the **Edit** menu)

📋 - pastes image from the Clipboard in a new window (same as **Paste as New Image** command from the **Edit** menu)

📋 - pastes image from the Clipboard into selected area (same as **Paste in Selection** command from the **Edit** menu)

↩ - cancels last performed action(same as **Undo** command from the **Edit** menu)

🔍 - enlarges or reduces image view (same as **Free Zoom** command from the **View** menu)

🔲 - restores the original size of the image view (same as **Actual Size** command from the **View** menu)

🔲 - sets the window size to fit the size of image(same as **Correct window** command from the **View** menu)

By clicking on any button from the list you open the corresponding dialog box on the screen. Simultaneously, brief information about the operation appears on **Status Bar**. If you move the mouse pointer from the button and release the mouse button, the command will be canceled.

Selector Bar

The **Selector Bar** lets you select image areas for processing.

□ – **rectangle.** Press this button to select **rectangle** as an active area for processing. Position the mouse pointer at the top left corner of your rectangle, press the left mouse button and move the pointer to the right bottom corner. Release mouse button. You will see the highlighted rectangle on your image. **Status Bar** will show the coordinates of the rectangle in pixels.

○ – **ellipse.** Press this button to select **ellipse** as an active area for processing. Move mouse pointer to the top left corner of the bounding rectangle for the ellipse to be selected (the ellipse will be inserted in this rectangle) and move mouse pointer to the bottom right corner of the rectangle keeping left mouse button pressed. Release mouse button. You will see selected ellipse highlighted on the screen. Its position in pixels is displayed in the left part of the **Status Bar** at the bottom of the main   window.

₽ – **lasso.** Press this button to select freehand active area for processing. Point where you want to begin the selection.
Press left mouse button and drag around the perimeter of the area as if you were drawing with a pencil. Release button to fix the selection.

✛ – **move selection**. Click this button. Point cursor into selected area. Press and drag selection to new location.

✗ – **free selection**. Click the button to cancel all selections (now entire image is selected).

▣ - **invert selection**. Click the button to select area outside the current selection.

Note:
If **Inverted** box is checked you will select area outside selection shape.
You can combine multiple selections using New, Add, or Subtract fragment logic on attribute toolbar. You can also add or subtract selections by pressing Shift or Ctrl keys respectively while dragging selection with mouse.

Tool Palette

Tool Palette contains following tools:

 - **dropper**. You can use **Dropper** to set foreground and background colors by clicking on **Colors bar** or on any part of active image. Click **right** mouse button to pick up **background** color. Click **left** mouse button to pick up **foreground** color.

 - **eraser.** Use **Eraser** to wipe and fill with background color.

 - **pen**. Use **Pen** to draw a free-form line.

 - **paint brush**. To paint with a **Paint brush** click this button, and then choose a brush size from the **Attribute Bar**. Pick color from the color box in **Colors bar**.

 - **airbrush**. To paint with a **Airbrush** click this button, and then choose airbrush spread size from the **Attribute Bar**. Pick color from the color box in **Colors bar**.

 - **fill tool**. Use the **Fill** tool to fill an area with a color. Pick color from the color box in **Colors bar**. Click inside unicolored region inside your selection to fill it with new color.

 - **line**. Use this tool to draw lines. To draw a line select the color that you want to draw with. Click on the **Line** button in the **Tool Palette**. Position the cursor where you want the line to start. Press and hold the left mouse button, drag the cursor to where you want the line to end. Release mouse button.

 - **curve**. Use this tool to draw curves. To draw a curve select the color that you want to draw with. Click on **Curve** button in the **Tool Palette**. Draw a straight line by dragging the mouse pointer.
Click aside in the direction where arc should be curved, and then drag the mouse pointer to adjust the curve.

 - **text**. To type text click on the **Text** button in the **Tool palette**. Click on the image where you want the text to start. Type the text. Move text as needed. To change the color of the text, pick color in **Colors bar**.

 - **rectangle**. Use this tool to draw rectangles. To draw a rectangle, drag the mouse pointer diagonally in the direction you want.

 - **polygon**. Use this tool to draw polygons. To draw the polygon, drag the mouse pointer and click at each corner. Double-click when you're done.

Tool Palette

The **Tool Palette** contains the following tools:

[icon] - **dropper**. You can use the **Dropper** to set active colors by clicking anywhere in the image or in **Colors bar**. Click **right** mouse button to pick up **background** color. Click **left** mouse button to pick up **foreground** color.

[icon] - **eraser.** Use the **Eraser** to remove the effect of your last action, to wipe and fill with foreground or background color, or to change colors locally.

[icon] - **pen**. Use the **Pen** to draw a free-form line.

[icon] - **brush**. To paint with a **Brush** click in the button, and then choose a brush attributes from the **Attribute Bar**. Click a color from the color box in **Colors bar**.

[icon] - **clone brush**. You can use the **Clone Brush** to copy part of image to another location. You can use it to copy within one image, or between two images of the same color depth. To begin cloning you should specify first clone source by clicking on the image with Shift key pressed.

[icon] - **airbrush**. To paint with a **Airbrush** click in the button, and then choose a brush attributes from the **Attribute Bar**. Pick up color from the color box in **Colors bar**.

[icon] - **fill tool**. Use the **Fill** tool to fill area with a color. Pick color from the color box in **Colors bar**. Choose painting method from Attribute Bar, then click inside region you want to fill with color.

[icon] - **line**. Use this tool to draw lines. To draw a line select color that you want to draw with. Click on **Line** button in the **Tool Palette**. Position cursor where you want the line to start. Press and hold left mouse button, drag cursor to where you want the line to end. Release mouse button.

[icon] - **curve**. Use this tool to draw curves. To draw a curve select color that you want to draw with. Click on the **Curve** button in the **Tool Palette**. Draw a straight line by dragging the mouse pointer.
Click where you want one arc of the curve to be, and then drag the mouse pointer to adjust the curve.

[icon] - **text**. To type text click on the **Text** button in the **Tool palette**. Click on the image where you want the text to start. Type the text. Move the text as needed. To change the color of the text, click a color in **Colors bar**.

[icon] - **rectangle**. Use this tool to draw rectangles. To draw a rectangle, drag the mouse pointer diagonally in the direction you want.

[icon] - **polygon**. Use this tool to draw polygons. To draw the polygon, drag the mouse pointer and click at each corner. Double-click when you're done.

[icon] - **sharp** tool. With this tool you can apply sharpening within a specific area. Click on the **Sharp** button. Press and hold the left mouse button. You will sharp the image near the cursor. If you have active selection, sharpening will be applied only inside selection.

[icon] - **smooth** tool. With this tool you can apply smoothing within a specific area. Click on the **Smooth** button. Press and hold the left mouse button. You will smooth the image near the cursor. If you have active selection, smoothing will be applied only inside selection.

Use the **Attribute Bar** to set parameters for the selected tool.

Attribute Bar

Use the **Attribute Bar** to set parameters for the active tool form **Tool Palette**.

Status Bar

The **Status Bar** appears at the bottom of the Main Window. The **Status Bar** displays the information about the cursor's position, area when selected or moved, and brief information on buttons on the screen when pressed.

Select Color bar

The **Select Color Bar** appears at the right side of the Main Window. The **Select Color Bar** displays color palette and allows you to select active colors.
To select an active color using the color palette on the **Select Color Bar**:
Point the cursor at the color palette. The cursor will change into an eyedropper. Click with the left mouse button to select the foreground color or with right mouse button to select the background color.
Otherwise, to change active colors click in **Foreground** or **Background** window on the **Select Color Bar**. **Colors** dialog box appears on screen.

Additional Brush Parameters

To set additional parameters for painting and drawing tools click **More** button on <u>Attribute Bar</u>.
Brush parameters dialog bar appears on screen. You can set **Logic** of color application, range of **<u>Colors</u>** variation in brush strokes and **<u>Angles</u>** of brush strokes. You can also see a preview of current brush stroke.

Colors tab

Use this tab of **<u>Brush Parameters</u>** dialog box to set range of random variations of brush stroke color.
Hue spin control sets variation range of color tone in percents.
Value spin control sets variation range of brightness in percents.
Saturation spin control sets variation range of color saturation in percents.

Angles tab

Use this tab of **<u>Brush Parameters</u>** dialog box to set orientation of brush strokes.
Random each successive brush stroke will have randomized orientation.
By direction brush stroke orientation will follow the motion of brush as if you draw with real brush.
No variations all brush strokes will be oriented under the same angle as selected in **Angle** spin control.

Logic tab

Use this tab of **<u>Brush Parameters</u>** dialog box to set the criterion for repainting pixels inside brush stroke. Click on Preview to see how brush strokes will be applied with current logic settings.

Water color tool

Use this tool to smudge image as if with brush which is heavily water-soaked .
Brush size drop down list box on **Attribute bar** allows you to change size of brush.

Water color tool

With this tool you can imitate two types of actions:
water drop - imitates drawing with heavily water-soaked brush over your painting, and smear - imitates smearing of soft and thick layer of paint.
Size spin control on **Attribute bar** allows you to change size of brush.
Strength spin control sets degree of effect.
Type drop down list box selects the different manner of effect.

Water color tool

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water drop - imitates drawing with heavily water-soaked brush over your painting, and
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Type drop down list box selects the different manner of effect.

Title Bar

Picture Man Collection: Painter v.1.0

The title bar is located along the top of a window.   It contains the name of the application and project.

To move the window, drag the title bar.   Note: You can also move dialog boxes by dragging their title bars.

A title bar may contain the following elements:
Application Control-menu button
Project Control-menu button
Maximize button
Minimize button.
Name of the application
Name of the project
Restore button

Scroll bars

Displayed at the right and bottom edges of the project window.   The scroll boxes inside the scroll bars indicate your vertical and horizontal location in the project.   You can use the mouse to scroll to other parts of the project.

Minimize command

Use this command to reduce the window to an icon.

Shortcut
Mouse: Click the minimize icon ▬ on the title bar.

Maximize command

Use this command to enlarge the active window to fill the available space.

Shortcut
Mouse: Click the maximize icon on the title bar; or double-click the title bar.

Set angle of image rotation in degrees. Clockwise rotation corresponds positive values.

Border slider sets the width of the raised effect, measured in pixels.

Check this box to flip image horizontally

Check this box to flip image vertically

The image resolution in dots per inch is displayed in this field

The size in pixels of the bounding rectangle of the selected fragment is displayed in this field

The type of the fragment selected is displayed in this field

The horizontal coordinate in pixels of upper left corner of the bounding rectangle of the selected fragment is displayed in this field

The vertical coordinate in pixels of upper left corner of the bounding rectangle of the selected fragment is displayed in this field

The image height in pixels is displayed in this field

The type of image is displayed in this field. Type can be:
1-bit b&w - 2-colors black and white image;
4-bit paletted - 16-colors image;
8-bit paletted - 256-colors image;
8-bit halftone - 256-halftones image;
Truecolor - 16 millions-colors image.

The image width in pixels is displayed in this field

Sets new height of image in pixels

Sets resolution of new image in pixels (dots) per inch

Sets new resolution of image in pixels (dots) per inch

Sets new width of image in pixels

Pressed check box sets whether the button pressed or depressed.

Check this box to prevent distortions when resizing

This is preview window. Click on this window to set size, position and enable status of preview.

IDH_INTERF

IDH_MOREBRUSH

HIDC_PROFY

HIDC_NORMALBUTTON

HIDC_NOEDGE

HIDC_LOWEDGE

HIDC_MIDDLEEDGE

HIDC_MIDLE

HIDC_HIGHEDGE

HID_HT_SIZE

HIDC_BEGINER

HIDC_BIGBUTTON

Draw with a mouse

Choose tool you need (brush, pen, airbrush, liquid brush) from <u>Tool Palette</u>. Pick a foreground color (your cursor switches to eyedropper when you point to colors tab, you also can pick up color from anywhere in your image using **Dropper** tool), adjust tool parameters, click on image and drag to draw with selected tool.

Draw with a pen and a tablet

PM Painter supports all pressure-sensitive pen/tablets communicating with PC through Wintab drivers (should be supplied with your pen/tablet). The density of paint you apply will depend on pen pressure. You can use back tip of pen as Eraser tool.

Correct mistakes

You can do this using <u>Undo</u> or **Eraser**.

PM Painter allows you to undo up to 5 last actions you performed. Each action could be any command from Image and Effects Menu, or a brush stroke (whatever you draw until you release mouse button is just one action)

<u>Eraser</u> tool provides several choices on the attribute tool bar.

If you want to erase portion of last brush stroke, or to undo locally any command from Effects menu choose **Last action** in **Erase** list box.

To wipe out and fill with background/foreground color choose **To background** or **To foreground** options respectively.

Erase list box allows you to change colors locally.

<u>Click to see more</u>

Substitute colors

Use **Eraser** tool to substitute one color to another.

Choose foreground to background mode in **Erase** list box of Eraser's attribute bar to change colors locally. Imagine you made multicolored picture and now want to change only one specific color.

Take eye dropper from Tool Palette, and click your image where it is painted with color you want to change (it is now selected as foreground color)

Choose new color by clicking on right mouse button (you choose background color)

Click **Eraser** in Tool Palette. Find **Erase** list box on the Eraser's Attribute bar. Select **Foreground to background**.

Apply eraser where you want to change colors.

Use Scanners and Digital Cameras

PM Painter can import images from any device communicating with PC through **TWAIN** driver. You should have the driver software supplied with scanner or camera be installed on you computer before you try to download images to PM Painter. To scan image or download it from camera choose available source device using <u>Select Source</u> command from **File** menu. Then run <u>Acquire</u> command. You will see the interface of TWAIN driver program. Consult documentation coming with scanner/camera software.
Note that in PM Painter you can download **multiple** pictures at once from digital camera. All images will be opened in separate windows.

Reduce noise

Reduce JPEG distortion
JPEG files you download from Web or compressed images taken from digital camera usually feature blocking structure. Use <u>Cleaning Background</u> command from **Effects** menu to improve image quality.
Blend image
Select **Paint brush** on the <u>Tool Palette</u>. Choose round brush with 80 percent **Edge** and **Color Only** option in **Logic** tab of <u>Brush parameters</u> dialog box. Pick up white color, adjust blend size.

Make freehand drawing

To practice freehand drawing follow this simple routine to create a sketch which will help you to learn how to outline shapes.
Open existing picture (photo). To open image file saved on your disk use <u>Open</u> command from **File** menu.
Apply <u>Edge Detection</u> command from **Effects** menu.
Apply <u>Negative Image</u> command from Image menu
You will see only faint contours left on your image. If you want to remove residual colors, convert image to grayscale and then back to truecolor using commands from **Image** menu.
Now you can draw over easily tracing the contours.

Save picture for the Web

To post images on Web page or to send by e-mail you should save them in GIF or JPEG formats. These formats are used to compress image data and to reduce image file size. GIF is better for clip-arts, while JPEG is better for photos. Note that you can't save true color or grayscale image in GIF. To save image as GIF file:
Use <u>Convert to 8-bit paletted</u> command from **Image** menu.
Run <u>Save As</u> command. The **Save As** dialog box appears. Choose **GIF Files (*.GIF)** in the **Save as Type** list box and click **Save** button. In dialog which appears you can select **Interlaced** option (image will appear with gradually increased resolution when downloaded through slow connection lines) or **GIF89a Signature** option (you can make one palette color transparent).
To save image as JPEG file choose **JPEG Files (*.JPG)** in the **Save as Type** list box of **Save As** dialog box. Then you can select the level of quality. The more quality the less compression.

Buttonize picture

To make a 3D button, select area (or choose no selection to buttonize entire image) and apply <u>Buttonize command</u> from Effects menu (you can make Button to look as raised or pressed).

Decorate picture using shape tools

You can easily apply fancy frames to your picture using shape tools and **randomized** colors.
Choose shape tool (e.g. **Ellipse**).
Adjust brush parameters on attribute bar.
E.g. select **Brush type** - Thick, **Size** - 30, **Edge -** 15, **Paper** - None.
Choose **Style -** Outlined (only shape border will be painted).
Click **More** button and set on **Colors** tab **Hue** variation - 30 - 50%, check **By direction**
radio button on **Angles** tab and **Normal** radio button on **Logic** tab.
Now draw ellipse with mouse, and its border will be filled with selected brush and chaotic
colors.

Decorate picture using complex selections

Complex selections allow you to make more sophisticated picture frames.
Click **Select rectangle** button on Selector Bar, and select rectangle around the area you want to frame,
Select rectangle inside the first keeping **Ctrl** key down (you subtract inner rectangle from selection)
Now the area between two rectangles is selected.
Press **Select ellipse** button on **Selector Bar.**
Select ellipses intersecting rectangle corners keeping **Shift** key down (you add ellipses to selection).
After playing awhile with complex selections you will obtain quite decorative shape of selection.
Choose **Fill** tool on Tool Palette, set **Match - None**, and any of filling **Types** on Attribute Bar.
Note: you can preview current filling (Solid, Fractal, Rainbow, Eroded, etc.) on the attribute toolbar. If you have chosen **Fractal** type, try to click on Colors Bar with left mouse button and see the result on preview.
Fill selection with chosen color/pattern.