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To learn how to use Help, press F1.

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A complete guide to Image Editor with step-by-step instructions

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Thorough explanations of Image Editor components

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Information about the Ulead ADK and how to order it

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Reference Information

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Menu Commands

▶▶ **File Menu**
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Related topic

▶▶ **Window Control Menu**

File Menu

New

Open

Restore

Close

Save

Save As

Batch Manager

Acquire

Source

Import

Export

Print

Printer Setup

Preferences

Exit

Recent Files List

_____

Source Submenu

Contains command to select a TWAIN data source or proprietary scanner device driver, automatically adjust an image and/or access image enhancement after input. Three of these commands automatically opens a dialog box after scanning.

Select

Auto Tone Adjustment

Brightness & Contrast

Tone Adjustment

Tone Mapper

Scan to Printer

Preferences Submenu
Contains commands to customize several features of Image Editor.

Image Editor

OLE & Clipboard

PhotoCD

Display

Memory

File Formats

Edit Menu

Undo

Cut

Copy

Paste

Clear

Clipboard

Select

Crop

Fill

Stitch

Tile Two Images

Paste Submenu

Contains two commands to place the contents of the clipboard into an image.

As Selection

Into Selection

▶▶ Clipboard Submenu

Contains commands to load, save, and display images on the clipboard.

▶▶

▶▶ **Load**

▶▶

▶▶ **Save**

▶▶ **Display**

▶▶ Select Submenu

Contains commands to manage selection areas.

▶▶ **None**

▶▶ **All**

▶▶ **Invert**

▶▶
▶▶ **Border**

▶▶
▶▶ **Similar**

▶▶ **Make Floating**

▶▶ **Discard Floating**

▶▶
▶▶ **Merge Control**

▶▶
▶▶ **Load Mask**

▶▶
▶▶ **Save Mask**

Image Menu

Tone Mapper

Tone Adjustment

Brightness & Contrast

Hue & Saturation
Invert

Level Adjustment
Optimize
Convert
Duplicate

Resolution

Resample

⏩ **Convert Submenu**

Contains commands to convert image data types.

⏩
⏩ **Black & White**

⏩
⏩ **Grayscale**
⏩ Indexed 16-Color

⏩
⏩ **Indexed 256-Color**
⏩ **RGB True Color**

Note: It is possible to convert any data type to any other but a direct conversion may not be available. When there is no direct conversion available, the target data type is grayed out in the Convert submenu. In these cases, you first have to convert your image to RGB True Color or Grayscale and then to your target type.

Related topic

⏩ Converting images

Converting to Indexed 16-Color

When you convert to Indexed 16-Color, depending on the data type of the active image, Image Editor provides different options:

From Grayscale

From RGB True Color

Related topic

Converting images

Effect Menu

Blur

Sharpen

Despeckle

Emphasize Edges

Find Edges

Adjust for NTSC

Special Effects

Warping

Custom Filter

Free Resize

Flip

Rotate

Slant

Distort

Set as Wallpaper

▶▶ Rotate Submenu

Contains commands to rotate the active image or selected area to any angle and direction

▶▶ **Left 90 degrees**
▶▶ **Right 90 degrees**
▶▶ **180 degrees**
▶▶ **Freely**
▶▶
▶▶ **Degree**
▶▶ **By Horizontal line**
▶▶ **By Vertical line**

Related topic

▶▶   Rotating images

View Menu

Add a View

Actual View

Zoom In

Zoom Out

Fit in Window

Full Screen

Image Information

System Information

Color Table

Option

Option Submenu

Contains commands to hide or show features of Image Editor

Hide/Show Toolbar

Hide/Show Color Palette

Hide/Show Status Bar

Hide/Show Global Viewer

Hide/Show Object Pool

Hide/Show Rulers

_____

Window Menu

Cascade

Tile

Arrange Icons

Windows List

Help Menu

Contents

<u>Search for Help on</u>

How to Use Help

About Ulead Products

About Image Editor

_____

▶▶ Switch Menu

This menu contains the names of the other ImagePals programs. Click on a name and the corresponding program is invoked. You can also access the Windows Program Manager, File Manager and Clipboard Viewer (if available).

_____

⏩ **Window Control Menu**

Every window has its own control menu in the top left corner to manage the window itself. Some control menus also contain an additional command such as Next or Run. These commands allow you to swap between windows.

▣   **Restore** restores a window to its normal size (i.e. the size it was before being maximized or minimized)

▣   **Move** allows you to move the window

▣   **Size** allows you to change the size of the window

▣   **Minimize** reduces the window to an icon

▣   **Maximize** enlarges the window to fill all available space (either on screen or within a parent window)

▣   **Close** closes the window

⏩   **Switch To** brings up the Windows Task List dialog box

Toolbar

Magic Wand

Freehand Selection

Rectangular Selection

Elliptical Selection

Move Selection

Eyedropper
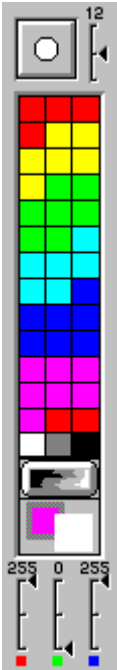
Zoom

Magic Lamp

Paintbrush

Clone

Airbrush

Line

Eraser

Text

Color Palette

Brush Settings

Color Panel

Color indicators

255   0   255

Color Value sliders

Global Viewer

The Global Viewer is useful to view images too large to fit in a window. You can display it with the Show/Hide Global Viewer command in the View: Options menu.

The highlighted rectangular area in the Global Viewer shows the visible part of the image. Drag this area to view other parts of the image. Double-click on the Global Viewer window to fit the image in a window.
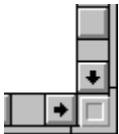
When a window has vertical and horizontal scroll bars, you can press the square button at the intersection of the scroll bars to display the Global Viewer. The Viewer disappears when you release the mouse button.
Note: Double-click on the Global Viewer title bar to hide it.

Status Bar

The Image Editor status bar runs along the bottom of the workspace.

The button at the left of the status bar displays a pop-up menu similar to the View: Options submenu and allows you to show or hide the major elements of Image Editor.

(69, 52) r=255, g=98, b=228

The first field shows the position of the mouse pointer on an image, and the RGB or HSB values (as chosen in the Select Color dialog box) of the pixels in the current pointer position on an image or the Color palette.

emory: 13,358 KB; RGB True Color (24-bit); Working Size

Magic wand tool creates selection areas of similar colors.

The second field displays information either about the active image and your system, or a particular feature, if you place your mouse pointer on the Toolbar, the Color palette, or select a menu command.

Note: Double-click on the status bar to display the Preferences: Image Editor dialog box.

Related topic

Select Color dialog box

Object Pool

The Object Pool allows you to drag selection areas to a group you create. Selections are stored as images or masks. Once stored, each image or mask appears as a thumbnail in the Object Pool, and is called an object.

To display the Object Pool, double-click on the Object Pool icon below the Color palette, or choose Hide/Show Object Pool from the View: Options submenu, or status bar pop-up menu. You can drag selection directly to the icon to store objects. Click on the arrow button to display the Object Type menu where you can choose how to store your selections. The status bar indicates which group is active.

Note: Double-click on the Object Pool title bar to close it.

The Object Pool Window
Dragging a selection into the Object Pool
Dragging an object from the Object Pool

Object Pool Window

Click on this button to choose how to store a selection

Group list box displays all the existing groups

Press this button to display only masks in the group

Press this button to display only images in the group

Press this button to manage groups

Press this button to make a group read-only

Related topic

Object Pool

Shortcuts

Image Editor has many shortcuts that allow you to access commands and open dialog boxes without going through the menus. Some shortcuts use key commands and others use the mouse.

▸ **Click here to print this topic**

▸ **Click here to close this window**

File Menu

Ctrl + O	Displays the Open dialog box
Ctrl + S	Saves the active image file
Ctrl + P	Displays the Print dialog box
Ctrl + Q	Exits Image Editor

F5 Toggles "Preserve Image Under Selection" in Preferences dialog box

F6 Displays the Preferences: Image Editor dialog box

Edit Menu

Ctrl + Z	Undoes the last command
Ctrl + X	Cuts active image or selection onto the clipboard
Ctrl + C	Copies active image or selection onto the clipboard
Ctrl + V	Pastes data from the clipboard as selection
Del	Replaces active image or selection with background color

(If Object Pool is active, deletes the selected objects)

Ctrl + L	Selects the whole image
Ctrl + N	Deselects a selection

F3 Discards a floating selection

F4 Displays the Merge Control dialog box

Ctrl + R	Crops the edges of the selection area
Ctrl + F	Displays the Fill dialog box
Ctrl + T	Displays the Stitch dialog box

Image Menu

Ctrl + J	Displays the Tone Adjustment dialog box
Ctrl + B	Displays the Brightness & Contrast dialog box
Ctrl + H	Displays the Hue & Saturation dialog box

F7 Inverts color and brightness values in the active image

F8 Displays the Level Adjustment dialog box

F9 Optimizes the gray/color values in the active image

Ctrl + D	Duplicates the active image window
Ctrl + M	Displays the Resample dialog box

Effect Menu

Ctrl + E	Displays the Special Effects dialog box
Ctrl + G	Displays the Rotate dialog box

View Menu

Ctrl + I	Adds a view of the active image
Ctrl + A	Shows the actual view of the image

Ctrl + W   Sets Full Screen viewing mode

+   Zooms in on the active image

-   Zooms out on the active image

Window Menu

Shift + F5   Cascades all image windows

Shift + F4   Tiles all image windows

Help Menu

F1 Opens Image Editor Help

Shift + F10   Displays Microsoft Windows Help

Double clicking on Toolbar Icons

Magic Wand   Displays the Magic Wand dialog box

Freehand   Deselects any selected area

Rectangular   Displays the Select Area dialog box

Elliptical   Displays the Select Area dialog box

Eyedropper   Displays the Select Color dialog box

Zoom   Sets the active image to Actual View

Magic Lamp   Displays the Magic Lamp dialog box

Paintbrush   Displays the Paintbrush dialog box

Clone   Displays the Clone dialog box

Airbrush   Displays the Airbrush dialog box

Line   Displays the Line dialog box

Eraser   Displays the Eraser dialog box

Text   Displays the Text dialog box

Mouse Actions

Click right mouse button   Brings up the Select submenu

Double-click title bar   Maximizes or restores the active window

Double-click workspace   Displays the Batch Manager dialog box

Double-click status bar   Displays the Image Editor dialog box

Double-click Global Viewer   Fits the image in a window

Miscellaneous

Esc   Switches from full screen to normal viewing mode

Esc   Closes a dialog box without making changes

Esc   Terminates the Gradient Fill mode

Shift   Preserves the aspect ratio when resizing

Shift   Sets reference points when stitching images

Shift   Drags only one corner when slanting selection areas

Shift   Drags a corner without applying effect when distorting selection areas

Shift   Adds selection to existing selection areas

Shift   Zooms out with the Zoom tool

Shift   Sets the reference point when cloning

Shift   Limits line angles to horizontal, vertical and diagonal when using the Line tool

Shift   Use with Preview button to re-enable live preview with image enhancement

	command
Ctrl	Substracts selection to existing selection areas
Ctrl + Tab	Makes another image in the workspace the active image

Command Line options

| /n or -n | Do not display the ImagePals logo when opening Image Editor |

Drag-and-drop operations

Drag files from Windows File Manager (to Image Editor workspace or icon) to open the image

Drag a selection

     to an image, it appears as a floating selection

     to the workspace, it appears in an untitled window

     to the Object Pool to store it as image or mask

Drag an image object from the Object Pool

     to an image, it appears as a floating selection

     to the workspace, it appears in an untitled window

Drag a mask object from the Object Pool

     to an image, it appears as a static mask

     to the workspace, it appears in a grayscale untitled window

Drag a selection holding down the "M" key

     to the Object Pool, it is stored as a mask object

     to an image, it appears as a static mask

     to the workspace, it appears in a grayscale untitled window

Drag a selection, or an image object from the Object Pool, holding down the "F" key

     to an image to create a pattern fill

Other ImagePals Program Helps

Album

Screen Capture

Viewer

CD Browser

New

▶▶   **Data Type** defines the data type of the new image
▶▶   **Image Size** defines the size of the image to be created
▶▶   **Resolution** defines the number of pixels in the image when the size is in centimeters or inches

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Related topic
▶▶   Creating a new image

Open

▶▶   **File Name** shows the selected file extension; enter the filename you wish to open or select a filename from the list box

▶▶   **List Files of Type** shows all the available file formats for image and graphic files

▶▶   **Directories** shows the current path and any subdirectories under that path

▶▶   **Drives** lists all the available drives

▶▶   **Browse** opens the Browse dialog box, use this dialog box to search for files

▶▶   **Options** opens the open options dialog boxes for file formats that provide options

▶▶   **Network** allows you to connect to a network (only available if you are running Windows for Workgroups)

▶▶   **Preview** displays the contents of the selected file

▶▶   **Info Area** gives information on the file selected in the files list box

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Related topic

▶▶   Opening an image

Select Source

▶▶ **Sources** lists all the available TWAIN data source or proprietary scanner device driver

▶▶ **OK** closes the dialog box and saves your selection

Related topic

▶▶ Inputting images

Save As

▶▶   **File Name** allows you to enter a filename or, if you wish to overwrite an existing file, select its filename from the files list box

▶▶   **List Files of Type** lists the available file formats and their extensions

▶▶   **Directories** shows the current path and any subdirectories under that path

▶▶   **Drives** lists all the available drives

▶▶   **Options** opens the save options dialog boxes for file formats that provide options

▶▶   **Browse** opens the Browse dialog box, use this dialog box to search for files

▶▶   **Network** allows you to connect to a network (only available if you are running Windows for Workgroups)

▶▶   **Save to Album** allows you to choose whether or not to save a thumbnail of the file to Album

▶▶   **Album** opens the Insert Thumbnails into Album dialog box. Use this to place files into albums in Album's workspace or into a newly created album

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Related topic

▶▶   <u>Saving an image</u>

Batch Manager

▶▶ **Operation** lists all the commands that can be applied to multiple images
▶▶ **Images** displays the filenames of images in the workspace
▶▶ **Select All** selects all the images in the workspace
▶▶ **Deselect** deselects any selected images

Note: Double-clicking anywhere in the workspace displays the Batch Manager dialog box.

Related topics

▶▶ Using the Batch Manager
▶▶ Save dialog box
▶▶ Print dialog box
▶▶ Resolution dialog box
▶▶ Windows Control Menu

Print

▶▶   **Printer** shows the currently selected printer (selected in the Printer Setup dialog box)
▶▶   **Copies** allows you to enter the number of copies to print
▶▶   **Scale to Fit the Page** scales images to print as large as possible on the output page
▶▶   **Center Image Horizontally and Vertically** allow you to choose where the image prints on the output page
▶▶   **Start From Top Left Corner** determines the exact positioning of an image on the output page
▶▶   **Perform Halftone by Printer** lets the printer define the halftone (depends on your printer)
▶▶   **Set Halftoning** defines the halftone screen variables for monochrome and color images
▶▶   **Tone Map** calibrates the image data to the particular characteristics of the printer

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Related topic

▶▶   <u>Printing an image</u>

Halftone

▶▶   **High Contrast** ,if checked, performs no halftoning: gray shades are converted directly to black or white

▶▶   **Shape** determines the basic shape of the black "dot" used to construct the halftone

▶▶   **Angle** defines the angle at which the dots occur

▶▶   **Frequency** determines the distance between the centers of the halftone dots

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Related topic

▶▶   Print dialog box

Image Editor

▶▶   **Unit of Measure** allows you to choose the unit of measure from pixels, inches, or centimeters

▶▶   **Preserve Image Under Selection** preserves the underlying image when you move a selected area

▶▶   **Enable Undo** enables the Undo command in the Edit menu

▶▶   **Background Color in Thumbnails** chooses the background color for the thumbnails which appear in the Object Pool and some dialog boxes (Special Effect, Warping,...)

▶▶   **Number of File Names Kept** specifies the number of files, which can be opened directly, listed at the bottom of the File menu

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OLE & Clipboard

▶▶   **Include OLE Related Formats** if unchecked, disables the Paste Link command in the client application

▶▶   **Device Dependent Bitmap (DDB)** if unchecked, saves memory if you know that the client application does not need to retrieve the DDB format from the clipboard (Image Editor always copies DIB to the clipboard)

▶▶   **Convert DIB as Display Mode** converts a true color image copied to the clipboard to 256-Color

▶▶   **Delay Render** if unchecked, sends data to the clipboard immediately when the Edit: Copy or Cut command is used

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Display

▶▶   **HiColor Dithering** improves the display of RGB True Color images on HiColor displays

▶▶   **View Images with a Common Palette** displays all images on a 256-Color display using the system palette

▶▶   **Don't Care About Background Quality** causes only the active image to be displayed as well as possible

▶▶   **Monitor Gamma** allows you to adjust the display of images to accommodate for differences in working environments

▶▶   **VGA Palette** enables you to adjust the display of images on 16-Color displays

VGA Palette

▶▶   **Bypass VGA Palette to Enable Use of 16 Grays** causes Grayscale images to be displayed with 16 grays and makes the Display thumbnails in Grayscale option (in the New Album dialog box) available

▶▶   **Compatibility Test** tests to see if your display card is compatible with this feature

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Related topic

▶▶   <u>Display dialog box</u>

Memory

▶▶   **1.** shows your current TEMP directory defined in your AUTOEXEC.BAT file. If you do not have a TEMP variable defined, then the Windows pre-defined directory appears.

▶▶   **2.3.4.** allow you to enter additional drives and directories which will provide extra working space (normally different drives unless your access rights to particular directories allow you different space allocations on the same drive)

Save Clipboard File

⏩   **File Name** allows you to enter a filename or, if you wish to overwrite an existing file, select its filename from the files list box

⏩   **List Files of Type** lists the available file formats and their extensions

⏩   **Directories** shows the current path and any subdirectories under that path

⏩   **Drives** lists all the available drives

⏩   **Options** opens the save options dialog boxes for file formats that provide options

⏩   **Browse** opens the Browse dialog box, use this dialog box to search for files

⏩   **Network** allows you to connect to a network (only available if you are running Windows for Workgroups)

⏩   **Save to Album** allows you to choose whether or not to save a thumbnail of the image to Album

⏩   **Album** opens the Insert Thumbnails into Album dialog box. Use this to place files into albums in Album's workspace or into a newly created album

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Load File to Clipboard

▶▶   **File Name** initially shows all the available extensions; if you know the path and name of the file you wish to load, enter it here or select it from the list box

▶▶   **List Files of Type** lists the file extensions of images that Image Editor can open

▶▶   **Directories** shows the current path and any subdirectories under that path

▶▶   **Drives** lists all the available drives

▶▶   **Directories** shows the directories available in the current directory, and all available drives

▶▶   **Options** opens the open options dialog boxes for file formats that provide options

▶▶   **Browse** opens the Browse dialog box, use this dialog box to search for images you want placed onto the clipboard

▶▶   **Network** allows you to connect to a network (only available if you are running Windows for Workgroups)

▶▶   **Preview** displays the contents of the selected file

▶▶   **Info Area** gives information on the file selected in the files list box

Border

▶▶   **Border Width** defines the width of the border to be selected

▶▶   **Preview** allows you to preview the current settings without leaving the dialog box

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Similar

▶▶   **Color Similarity** defines the range of similar gray/color values that will be included in the current selection

▶▶   **Expand From Current Selection,** if checked, expands the current selection to include only areas that are connected to the original selection

▶▶   **Preview** allows you to preview the current settings without leaving the dialog box

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Merge Control

▶▶   **Factor** provides options to control which channels of the floating selection are merged

▶▶   **Transparency** defines the transparency of the floating selection

▶▶   **Edge Blending** controls the way the edge of the floating selection merges

▶▶   **OK** closes the dialog box and applies settings to the floating selection

▶▶   **Preview** allows you to preview the current settings without closing the dialog box

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Related topic

▶▶   <u>Merging a selection areas.</u>

Load Mask

▶▶   **File Name** initially shows all the available extensions; if you know the path and name of the file you wish to load, enter it here or select it from the list box

▶▶   **List Files of Type** lists the file extensions of images that Image Editor can open

▶▶   **Directories** shows the current path and any subdirectories under that path

▶▶   **Drives** lists all the available drives

▶▶   **Directories** shows the directories available in the current directory, and all available drives

▶▶   **Options** opens the open options dialog boxes for file formats that provide options

▶▶   **Browse** opens the Browse dialog box, use this dialog box to search for images you want placed onto the clipboard

▶▶   **Network** allows you to connect to a network (only available if you are running Windows for Workgroups)

▶▶   **Preview** displays the contents of the selected file

▶▶   **Info Area** gives information on the file selected in the files list box

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Related topic

▶▶   Working with masks

Save Mask

▶▶ **File Name** allows you to enter a filename for the mask or, if you wish to overwrite an existing file, select its filename from the files list box

▶▶ **List Files of Type** lists the available file formats and their extensions (choose a file format which accept Grayscale images as masks are save as Grayscale images)

▶▶ **Directories** shows the current path and any subdirectories under that path

▶▶ **Drives** lists all the available drives

▶▶ **Options** opens the save options dialog boxes for file formats that provide options

▶▶ **Browse** opens the Browse dialog box, use this dialog box to search for files

▶▶ **Network** allows you to connect to a network (only available if you are running Windows for Workgroups)

▶▶ **Save to Album** allows you to choose whether or not to save a thumbnail of the file to Album

▶▶ **Album** opens the Insert Thumbnails into Album dialog box. Use this to place files into albums in Album's workspace or into a newly created album

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Related topic

▶▶ Working with masks

Fill

▶▶   **Foreground and Background Color** uses the foreground or background color shown in the current colors indicator

▶▶   **Black** uses black as the fill color

▶▶   **White** uses white as the fill color

▶▶   **Clipboard Data** fills the area or image with repeated data from the clipboard like a pattern

▶▶   **Start From Selection** causes the clipboard data to be pasted in starting from the selection area's top left corner

▶▶   **Foreground to Background Color** creates a transition from the foreground color to the background color

▶▶   **Background to Foreground Color** creates a transition from the background color to the foreground color

Gradient Fill Style group box allows you to select the shape of the fill

▶▶   **Linear** creates a fill along a straight line

▶▶   **Rectangle and Elliptical fills** radiate outward from the center of a particular shape

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Related topic

▶▶   Selecting colors

Tile Two Images

▶▶   **Floating Image** allows you to choose the image to join to the active image

▶▶   **Direction** allows you to choose the position to place the floating image relative to the active image by clicking on the arrows (the floating image is shown with a shadow)

▶▶   **Distance** from the edge of the active image to the edge of the floating image

▶▶   **Transparency** defines the transparency of the floating image in any area of overlap

▶▶   **OK** joins the two images and displays the new, composite image in an untitled window

---

Related topic

▶▶   Joining images using the Tile Two Images command

Stitch

▶▶   **Floating Image** allows you to choose the image to join to the active image

▶▶   **Direction** allows you to choose where to place the floating image relative to the active image by clicking on an arrow (the floating image is shown with a shadow)

▶▶   **Place** puts Image Editor into Stitch mode with the active and floating images to be stitched

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Related topic

▶▶   Joining images using the Stitch command

Auto Stitch Control

▶▶   **Horizontal/Vertical Tolerance** defines how much the floating image needs to move along the edge to be stitched

▶▶   **Overlap Range** defines how much the images need to overlap to match accurately

▶▶   **OK** closes the dialog box and moves the floating image to match the underlying image

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Related topics

▶▶   Stitch mode

▶▶   Stitch options

Transparency

Floating Image Transparency defines the transparency of the floating image in the area of overlap

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Related topics

Tone Mapper

▶▶   **Map** displays the values of the darkest pixels on the left and the brightest values on the right
▶▶   **Enhance** lists several pre-defined mapping curves or functions
▶▶   **Channel** allows you to specify which channels to edit
▶▶   **Smooth** smoothes the mapping curve and the range of gray/color values associated with it
▶▶   **Load** a previously saved map file into the active image
▶▶   **Save** the active image's map file for use in another image
▶▶   **Preview** allows you to preview the current settings without leaving the dialog box (this button does not appear if you access the Tone Mapper dialog box from the Print dialog box)
▶▶   **Show Control Points** adds handles to the mapping curve
▶▶   **Accumulatively** allows you to apply a new mapping curve without losing the changes of the precedent curve

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Related topic
▶▶   Print dialog box

Load Tone Map

▶▶   **File Name** initially shows the MAP extension; if you know the path and name of the map file you wish to load, enter it here or select it from the list box

▶▶   **List Files of Type** lists the file extensions for map files (MAP)

▶▶   **Directories** shows the current path and any subdirectories under that path

▶▶   **Drives** lists all the available drives

▶▶   **Browse** opens the Browse dialog box, use this dialog box to search for map file

▶▶   **Network** allows you to connect to a network (only available if you are running Windows for Workgroups)

Related topic

▶▶   Tone Mapper dialog box

Save Tone Map

▶▶   **File Name** initially shows the MAP extension; enter a filename, or if you wish to overwrite an existing map file, select its filename from the list box below

▶▶   **List Files of Type** lists the file extensions for map files

▶▶   **Directories** shows the current path and any subdirectories under that path

▶▶   **Drives** lists all the available drives

▶▶   **Network** allows you to connect to a network (only available if you are running Windows for Workgroups)

Related topic

▶▶   Tone Mapper dialog box

Tone Adjustment

Histogram displays the number of pixels in the active image with different pixel values (colors)

Highlight enables you to increase or decrease the highlights in an image

Midtone adjusts the midtones (gamma) of an image

Shadow enables you to adjust shadow areas in an image

Histogram Scale Factor zooms in on the histogram, magnifying the number of pixels with particular values

Channel allows you to specify which channels to edit

Auto remaps the pixels so that they use the full range of tones available

Preview allows you to preview the current settings without leaving the dialog box

_____

Related topic

Adjusting image values

Brightness & Contrast

▶▶   **Brightness** controls the lightness or darkness of an image. The lower the value, the darker your image becomes

▶▶   **Contrast** controls the difference between light and dark pixels. A very low contrast makes colors tend towards a midtone gray

▶▶   **Channel** allows you to specify which channels of an RGB True Color image to adjust

▶▶   **Preview** allows you to preview the current settings without leaving the dialog box

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Related topic

▶▶   Adjusting image values

Hue & Saturation

▶▶ **Hue** allows you to adjust the color of an RGB True Color image
▶▶ **Saturation** allows you to adjust the intensity of the active image
▶▶ **Preview** allows you to preview the current settings without leaving the dialog box

___

Related topic
▶▶ Adjusting image values

Level Adjustment

▶▶   **Levels per Channel** specifies the number of gray/color values that the current number will be reduced to

▶▶   **Channel** allows you to specify which channels of an RGB True Color image to adjust

▶▶   **Preview** allows you to preview the current settings without leaving the dialog box

---

Related topic

▶▶   Adjusting image values

Auto Tone Adjustment

▶▶   **Adjust Value** specifies how much the midtones of the scanned image will be adjusted

Resolution

▶▶   **Current Resolution** shows the resolution of the active image
▶▶   **Display** sets the resolution to be the same as your display
▶▶   **Printer** sets the resolution to be the same as your currently selected printer (selected in the Printer Setup dialog box)
▶▶   **User Defined** allows you to define your own resolution

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Related topics

▶▶   Changing the resolution of an image
▶▶   Batch Manager dialog box

Resample

▶▶ **Active Image** shows the width, height and resolution of the active image
▶▶ **Keep Aspect Ratio** determines if the image is resized retaining the proportion of the original
▶▶ **New Image** allows you to enter the width and height for the new image.

Related topic
▶▶ Resampling an image

Special Effects

▶▶   **Effect** lists the following special effects:
▶▶   **Average**
▶▶   **<u>Blast</u>**
▶▶   **Cool**
▶▶   **Emboss**
▶▶   **Facet**
▶▶   **Fat/Thin**
▶▶   **Fish Eye**
▶▶   **Mosaic**
▶▶   **Motion Blur**
▶▶   **Puzzle**
▶▶   **Stagger**
▶▶   **Tile**
▶▶   **Warm**
▶▶   **Watercolor**
▶▶   **Windy**
▶▶   **Factor** provides controls to adjust the intensity of the effects
▶▶   **Sample Images** show the action performed by the effect
▶▶   **Preview** allows you to preview the result of the chosen effect on the active image without leaving
the dialog box

Warping

- **Sample window** displays the selected image or area with the warping grid
- **Reset** restores the original grid after modification
- **Show Control Points** when checked displays the control points at the intersection of the grid lines
- **Grid Size** allows you to choose the size of the grid
- **Testing** lets you see the warping effect on a thumbnail of the image
- **Quality Control** allows you to choose the quality of the effect
- **Preview** allows you to preview the settings on the active image without closing the dialog box

Custom Filter

▶▶   **Matrix** represents the cell of pixels from which the value of each pixel in an image is generated

▶▶   **Reset** resets the cell values to 0, the center value to 1

▶▶   **Symmetry** allows you to choose options that speed up the entering of values in the matrix

▶▶   **Testing** lets you see the effect of the filter on a thumbnail of the image

▶▶   **Divided by** sets the value by which the sum of the values generated from the matrix is divided by

▶▶   **Offset** sets the value that is added to the result of the above division

▶▶   **Invert** inverts the gray/color values in the image or selected area

▶▶   **Load** allows you to load a previously saved filter

▶▶   **Save** allows you to save a filter for future use

▶▶   **Preview** allows you to preview the effect of the current settings on the active image without closing the dialog box

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Related topic

▶▶   Creating customized filters

Load Custom Filter

▶▶   **File Name** initially shows the ULF extension; if you know the path and name of the filter file you wish to load, enter it here or select it from the list box

▶▶   **List Files of Type** lists the file extensions for filter files (ULF)

▶▶   **Directories** shows the current path and any subdirectories under that path

▶▶   **Drives** lists all the available drives

▶▶   **Browse** opens the Browse dialog box. Use this dialog box to search for a filter file

▶▶   **Network** allows you to connect to a network (only available if you are running Windows for Workgroups)

Related topic

▶▶   Custom Filter dialog box

Save Custom Filter

▶▶   **File Name** initially shows the ULF extension; enter a filename, or if you wish to overwrite an existing filter file, select its filename from the list box
▶▶   **List Files of Type** lists the file extensions for filter files
▶▶   **Directories** shows the current path and any subdirectories under that path
▶▶   **Drives** lists all the available drives
▶▶   **Network** allows you to connect to a network (only available if you are running Windows for Workgroups)

Related topic

▶▶   Custom Filter dialog box

Rotate

▶▶ **Degree** is the amount the image or selected area is rotated
▶▶ **Direction** is the direction in which the image or selected area is rotated

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Related topic
▶▶   Rotating images

Color Table

 Color Squares click on a color square to change its color

 Load a previously saved color table into the active image

 Save the active image's color table for use in another image

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Related topic

 Select Color dialog box

Load Color Table

▶▶   **File Name** initially shows the PAL extension; if you know the path and filename of the color table you wish to load, enter it here or select it from the list box

▶▶   **List Files of Type** lists the file extension for color tables

▶▶   **Directories** shows the current path and any subdirectories under that path

▶▶   **Drives** lists all the available drives

▶▶   **Browse** opens the Browse dialog box, use this dialog box to search for color tables

▶▶   **Network** allows you to connect to a network (only available if you are running Windows for Workgroups)

Related topic

▶▶   Color Table dialog box

Save Color Table

▶▶   **File Name** initially shows the PAL extension; enter a filename, or if you wish to overwrite an existing color table, select its filename from the files list box

▶▶   **List Files of Type** lists the file extension of color tables

▶▶   **Directories** shows the current path and any subdirectories under that path

▶▶   **Drives** lists all the available drives

▶▶   **Browse** opens the Browse dialog box, use this dialog box to search for a directory containing related files

▶▶   **Network** allows you to connect to a network (only available if you are running Windows for Workgroups)

Related topic

▶▶   Color Table dialog box

Magic Wand

▶▶ **Color Similarity** defines the range of grays or colors that are selected in the image

---

Related topics

▶▶   Magic Wand tool
▶▶   Working with selection area

Select Area (Rectangular Selection)

▶▶ **Draw From Center** defines a selection area from the center outward
▶▶ **Select Square** defines the selection area to a square
▶▶ **Freehand** allows you to select an area of any size
▶▶ **Fixed Size** selects an area of pre-defined width and height

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Related topics

▶▶ Rectangular Selection tool
▶▶ Working with selection area

Select Area (Elliptical Selection)

▶▶ **Draw From Center** defines a selection area from the center outward
▶▶ **Select Circle** defines the selection area to a circle
▶▶ **Freehand** allows you to select an area of any size
▶▶ **Fixed Size** selects an area of pre-defined width and height

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Related topics

▶▶ Elliptical Selection tool
▶▶ Working with selection area

Magic Lamp

▶▶   **Effect** determines the strength of the applied function
▶▶   **Level** determines the function of the Magic Lamp

Related topic
▶▶   Magic Lamp tool

Clone

▶▶   **Transparency** allows you to control the transparency of the cloned area
▶▶   **Soft Edge** blends the edge of the cloned area gradually with the background pixels in the painted image
▶▶   **Continue Drawing** allows you to paint contiguous areas of the cloned image relative to the defined point

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Related topics

▶▶   Clone tool
▶▶   Painting images
▶▶   Selecting colors

Painting Tools

▶▶ **Factor** provides three options which control which channels of the foreground/background color you paint on RGB True Color images

▶▶ **Soft edge** makes the edges of your painted lines blend better with the underlying image

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Related topics

▶▶ Paintbrush tool
▶▶ Airbrush tool
▶▶ Line tool
▶▶ Painting images
▶▶ Selecting colors

Eraser

▶▶   **Erase Foreground to Background Color** replaces only those pixels which are colored with the foreground color

▶▶   **Erase All Colors to Background Color** changes all pixels to the background color

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Related topic

▶▶   Using the Eraser tool

Text

▶▶   **Text** allows you to type the text you wish to enter on the image

▶▶   **Font** contains all the available typefaces

▶▶   **Size** displays the sizes available for the selected font

▶▶   **Sample** allows you to view and change a sample character which display all the attributes you choose

▶▶   **User Defined Size** allows you to enter a specific size for typefaces with vector screen fonts

▶▶   **Anti-Aliasing** smoothes the curves of the characters (only for RGB True Color and Grayscale images)

▶▶   **Style** lists the different styles that text can be produced in

▶▶   **Shadow** allows you to create a 3-D text effect (the amount of shadow is determined by the values entered in the text boxes)

▶▶   **Color** lets you specify the colors for the text and text shadow (disabled for Black & White and Indexed-Color images)

Related topic

▶▶   Using the text tool

Select Color

- **Color Model** offers the choice of RGB or HSB
- **New** previews the color that will replace the current (old) color
- **Old** displays the color you wish to edit
- **Slider Bars** define the color components of the new color

Note: If you have tried all the options to select colors, you may have noticed that when a dialog box appears, it is always the same. The only thing that differs is the title bar. Regardless of what color you want to change, whether foreground, background, or cell color (for Indexed-Color images), the basic method for selecting a color is the same.

Related topics

- Selecting color
- Color Table dialog box

Select Shape

▶▶   **Brush Shape** displays the current shape and allows you to select one of the six available shapes

▶▶   **Brush Size** shows the size of the brush in pixels

Related topic

▶▶   Painting images

Convert to Grayscale

▶▶   **Cell Size** defines the size of the cell used to convert the black and white pixels of a Black & White image to shades of gray

▶▶   **Scale Down** defines how much the image will be scaled down

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Related topic

▶▶   Converting images

Convert to Black & White

Resolution options:

▶▶   **Display** defines the resolution of the new Black & White image to that of your display

▶▶   **Current Image** defines the resolution of the new image to be the same as that of the active image

▶▶   **Printer** defines the resolution as that of the printer selected in the Printer Setup dialog box

▶▶   **User Defined** allows you to define your own resolution

Dither options:

▶▶   **None** does simple grayscale value mapping to translate original gray shades into black or white

▶▶   **Pattern** arranges pixels in patterns which simulate gray shades

▶▶   **Diffusion** uses a less structured method of dithering than that used by the Pattern option

Note: When converting to Black & White, original variations in tone cannot be shown or represented in the new image. To simulate tones with only black and white pixels you may choose to dither them.

_____

Related topic

▶▶   Converting images

Convert to Indexed 16-Color (from Grayscale)

Dither options:

▶▶   **None** does not dither the image

▶▶   **Pattern** arranges pixels in patterns to simulate the grays that are not in the color table

▶▶   **Diffusion** uses a less structured method to dither grays not found in the color table

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Related topic

▶▶   Converting images

Convert to Indexed 16-Color (from RGB True Color)

Palette options:

▶▶   **Standard** uses the system's default 16-Color table

▶▶   **Optimized** creates a color table that is the closest adaptation of the colors used in the image

▶▶   **Reserve Entries** allows you to reserve some entries in an optimized palette

Dither options:

▶▶   **None** does not dither the image

▶▶   **Pattern** arranges pixels in patterns to simulate the grays that are not in the color table

▶▶   **Diffusion** uses a less structured method to dither grays not found in the color table

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Related topic

▶▶   Converting images

Convert to Indexed 256-Color

Palette options:

▶▶   **3-3-2 (bits)** uses the system's default 256-Color (8-bit) table

▶▶   **6-7-6 (levels)** gives a palette which offers six shades of red, seven shades of green and six shades of blue

▶▶   **6-6-6 (levels)** gives the most balanced use of the color palette

▶▶   **Optimized** creates a color table that matches the range of colors used in the image as closely as possible

Dither options:

▶▶   **None** does not dither the image

▶▶   **Pattern** arranges pixels in patterns to simulate the grays that are not in the color table

▶▶   **Diffusion** uses a less structured method to dither grays not found in the color table

---

Related topic

▶▶   Converting images

Create Group

▶▶   **New Group Directory** allows you to enter a directory for the new group created

▶▶   **Free Space** indicates the amount of disk space available in the drive specified in New Group Directory

▶▶   **New Group Name** allows you to enter a name for the group you create (up to 10 characters)

_____

Related topics

▶▶   Object Pool

▶▶   The Object Pool window

Import Group

▶▶   **File Name** shows the OPG extension or a selected filename; if you know the path and filename of the group you wish to load, enter it here or select it from the list box

▶▶   **List Files of Type** lists the file extensions for object groups

▶▶   **Directories** shows the current path and any subdirectories under that path

▶▶   **Drives** lists all the available drives

▶▶   **Browse** opens the Browse dialog box, use this dialog box to search for object groups

▶▶   **Network** allows you to connect to a network (only available if you are running Windows for Workgroups)

Related topics

▶▶   Object Pool

▶▶   The Object Pool window

Object Pool Information

▶▶   **Group Number** indicates the number of groups in the Object Pool

▶▶   **Total Space Used** indicates the space used on disk by the groups

▶▶   **Compress Object** compresses the object when you drag to the Object Pool

▶▶   **Object Group Information** gives information about a group selected in the group list box: number of images and masks, disk space used, group identification number, last time an object was added or deleted, and the working directory

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Related topics

▶▶   Object Pool

▶▶   The Object Pool window

Browse

cgm

dxf

pcd

pic

bmp

eps

iff

jpeg

psd

ras

tga

tif

Restore

Replaces the current version of the image with the last saved version.

This command is useful if you save your files regularly. If you haven't saved your image file for a while you may lose work as all your changes will be discarded.

Save

Updates the last saved version of the image.

When you select this command for an image that has not been previously saved, the Save As dialog box appears.

Related topic

 Save As dialog box

Acquire

Selecting the Acquire command displays a dialog box which varies according to the image input device you have installed.

If you select the Acquire command and you do not have a TWAIN data source or proprietary scanner device driver installed nothing will happen. If you do have a TWAIN data source or proprietary scanner device driver but it is incorrectly installed, a dialog box appears containing installation options.

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Source: Select

Selects the TWAIN data source or proprietary scanner device driver you wish to use.

Related topic

▶▶   Select Source dialog box

Source: Auto Tone Adjustment

Automatically adjusts the midtones and remaps newly input images onto the full range of available colors, improving contrast in the image.

Related topic

▶▶   Auto Tone Adjustment dialog box

Source: Scan to Printer

If you choose this command, Image Editor opens the Print dialog box where you can set up print options. When you click OK, a check mark appears near the command, and the scanned images are automatically printed. Choose the command again to deselect this option.

Preferences: Image Editor

Allows you to customize some of the features of Image Editor.

Related topic

▶▶   Image Editor dialog box

Preferences: OLE & Clipboard

Allows you to set options for OLE operations and to reduce the amount of memory used when copying selections onto the clipboard.

Related topic

▶▶   <u>OLE & Clipboard dialog box</u>

Preferences: PhotoCD

Allows you to set the options for an image in PCD format (developed by Kodak for its PhotoCD products and supports Grayscale, Indexed 256-Color, and RGB True Color images).

Related topic

▶▶   PhotoCD Open Options dialog box

Preferences: Display

Allows you to customize the display settings.

Related topic

▸▸   Display dialog box

Preferences: Memory

Allows you to allocate additional working space.

Related topic

▶▶   Memory dialog box

Preferences: File Formats

Allows you to choose the file formats you want to use.

Related topic

 File Formats dialog box

Printer Setup

Please see your Windows documentation or Windows on-line Help for more information about this command.

_____

Recent Files List

Contains the filenames of the most recently opened images. The full path of each file appears in the status bar when you select it. Simply click or choose a name in the list to open the image.

_____

Undo

Reverses the effect of the last applied command (if possible). If you need to undo all your unsaved changes, restore or reopen the image to return to the last saved version.

_____

Cut

Deletes an image or selected area and transfers it onto the clipboard.

The removed area is filled with the current background color. If no area is selected, Cut is applied to the whole image.

_____

Copy

Duplicates an image or selected area onto the clipboard.

Paste As Selection

Pastes the clipboard contents as a floating selection in the upper left corner of the visible area, or of a selected area. If the selected area is outside the visible area, Image Editor automatically scrolls the image.

The Paste command is disabled if the clipboard is empty, or if the contents of the clipboard is from an incompatible Windows application that cannot be pasted into Image Editor images.

_____

Paste Into Selection

Pastes the clipboard contents into a previously made selection.

This function is only available if you selected an area in your active image. If the selected area is outside the visible area, Image Editor automatically scrolls the image.

If the selected area is smaller than the clipboard image, the clipboard image will be cropped. Drag the pasted area around with a selection tool to choose which part of the image will be cropped.

Clear

Replaces an image or selected area with the current background color.

Clipboard: Load

Places an image onto the clipboard.

Similar to the Open command, but rather than opening a file and placing it in a new image window, the image file is placed onto the clipboard.

Related topic

⏩   Load File dialog box

Clipboard: Save

Saves the existing clipboard image to disk.

Related topic

▶▶   Save File dialog box

Clipboard: Display

Displays the current clipboard image.

When you select this command, a clipboard window containing the image appears (the image fits in the window if possible). Click a mouse button, or press any key to close this window.

Select: None

Deselects any currently selected area.

If the selected area is floating, it is combined with the underlying image.

Select: All

Selects a whole image.

Select: Make Floating

Makes the current selection floating.

If *Preserve image under selection*, in the Preferences: Image Editor dialog box, is not selected, the area under the current selection is filled with the background color.

Select: Invert

Deselects the currently selected area and selects the area that was not selected.

Use this command when you want to protect a small area from an editing function. Select the small area with a selection tool and then choose "Select: Invert". The small area is deselected, the rest of the image becomes selected and available to Image Editor's tools and commands..

Select: Border

Allows you to select a line around the current selection area.

Related topic

▶▶   <u>Border dialog box</u>

Select: Similar

Expands a selection to include areas that contain pixels with similar gray/color values.

Related topic

    Similar dialog box

Select: Discard Floating

Removes a floating selection from the active image.

This command is enabled when you create a floating selection. Applying this command removes the floating selection without affecting the underlying image.

Crop

Trims the edges of the active image to retain only the selected area.

Areas outside the selected area, which remain within the image after cropping, are filled with the background color.

Related topic

        Cropping the edges from an image

Fill

Fills an image or selection area with the current foreground or background color or clipboard data. You can also define a gradient fill.

Related topic

▶▶   <u>Fill dialog box</u>

Tone Mapper

Corrects the gray/color values in an image by altering the curve that represents the brightness values of pixels.

Related topic

 Tone Mapper dialog box

Invert

Reverses the brightness and color in an image.

If your image has shades of black, they are inverted to reflect shades of white. For images with colors, each pixel changes to its complementary color (e.g. blue will change to yellow). If you want to return to your original image, use the Undo command or apply the Invert command again.

Optimize

Redistributes pixel values across the full range of gray/color values.

When you select this command, Image Editor redraws the active image with a more evenly distributed range of gray/color values. The effect varies from one image to another, depending on the original distribution of pixel values. Generally, optimizing makes detail in the darker shadow areas more apparent.

_____

Black & White

When you convert images to black and white, none of the original colors or gray shades can be shown or represented in the new image. To simulate them with only black and white pixels, you may choose to dither (halftone) the original color or gray values.

Related topic

▶▶   Convert to Black & White dialog box

Grayscale

All conversions from Black & White are the same. Black & White images retain the least amount of information, so converting to any other data type makes more colors or shades of gray available. To make use of these shades, Image Editor can average areas (cells) of black and white pixels together to produce different gray shades. The larger the cell, the more gray shades the converted image contains.

Related topic

▶▶   Convert from Black & White dialog box

Indexed 256-Color

When you convert an RGB True Color image to Indexed 256-Color, you are converting thousands or even millions of colors to 256. To get the most effective result, you need to decide how the 256 colors are chosen and how they are arranged (dithered) to simulate the original colors.

Related topic

▶▶   Convert to Indexed 256-Color dialog box

RGB True Color

This data type contains 256 shades of red, green and blue. When you mix all of these together you find 16.7 million possible colors. Hence the term True Color. This data type retains the most information and flexibility.

Grayscale to Indexed 16-Color

When you convert from Grayscale to Indexed 16-Color, Image Editor uses the 16 grays that most closely match the range of grays in the Grayscale image. The Dither options allow you to choose how Image Editor converts the missing gray shades to the 16 available ones.

If your active image is Grayscale and you select the Indexed 16-Color command in the Convert menu, the Convert to Indexed 16-Color dialog box appears.

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Related topic

▸▸   Convert to Indexed 16-Color (from Grayscale) dialog box

RGB True Color to Indexed 16-Color

When you convert from RGB True Color to Indexed 16-Color, you are converting a possible 16.7 million colors to only 16. To get the most effective result, you need to decide how the 16 colors are chosen and how they are arranged (dithered) to simulate the millions of colors from the original.

Select the Indexed 16-Color command in the Convert menu to display the Convert to Indexed 16-Color dialog box,

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Related topic

 Convert to Indexed 16-Color (from RGB True Color) dialog box

Duplicate

Creates a new untitled window containing a copy of the active image.

After creating a duplicate image, it becomes the active image. You can create as many duplicate images as your system memory allows. Duplicate images are not on disk until you save them, so if you want to keep a duplicate, remember to save it.

Blur

Reduces the contrast between adjacent pixels to create a softer image.

Images can be blurred in three different ways: Slightly, More, and Heavily. These functions follow the same procedure for calculating pixel values but create different effects in the image.

Sharpen

Increases the contrast at the interface between light and dark areas in an image.

Images can be sharpened with three degrees of increasing effect: Slightly, More, and Strongly.

Despeckle

Compares pixels with their neighbors, and changes the ones which stand out.

If you apply this filter to images with low contrast, or no areas of outstanding colors, it may not have any effect. To other images, it will clear up individual pixels and blend small areas of outstanding colors with the background. Larger areas of color have their edges softened.

Emphasize Edges

Outlines the edges of an image and increases the contrast along the edges, making them harder and more sharply defined.

An edge is defined as the part of an image where a significant change in color or brightness occurs.

_____

Adjust for NTSC

Shows the image as it would appear on a TV screen.

When an RGB image is transferred to an NTSC (National Television Standards Committee) device, the colors are mapped to a different color model. Some colors of the image may change in the process. This command uses RGB color to simulate the mapping result. (Only available for RGB True Color images).

_____

Special Effects

Allows you to perform special effects and apply filters on an image or a selected area (only for RGB True Color and Grayscale images).

Related topic

    Special Effects dialog box

Warping

Places a grid on an image or selected area. By moving the points at the intersection of the grid lines you create curves and produce a distortion effect (only for RGB True Color and Grayscale images).

Related topic

▶▶   <u>Warping dialog box</u>

Find Edges

Outlines the edges in an image and marks them with lines.

The color of the lines will vary depending on the image format you are working on. Grayscale images will produce lines of white and varying shades of gray. RGB True Color images will produce either white or colored lines.

Rotate: Left 90 degrees

Rotates an image or selected area 90 degrees counterclockwise.

Related topic

       Rotating images

Rotate: Right 90 degrees

Rotates an image or selected area 90 degrees clockwise.

Related topic

▸   <u>Rotating images</u>

Rotate: 180 degrees

Rotates an image or selected area 180 degrees.

Related topic

▶▶   <u>Rotating images</u>

Rotate: Freely

Allows you define the rotation of a selected area by dragging.

Related topic

    Rotating images

Rotate: Degree

Lets you specify the angle and direction to rotate an image or selected area.

Rotate: By Horizontal line

Allows you to define a line in the active image which is then rotated to become horizontal.

Related topic

▶▶   <u>Rotating images</u>

Rotate: By Vertical line

Allows you to define a line in the active image which is then rotated to become vertical.

Related topic

 Rotating images

Flip

Allows you to mirror all or part of an image horizontally or vertically. If no area of the image is selected, the entire image is flipped.

_____

Set as Wallpaper

Allows you to create a custom wallpaper.

You can use any bitmap (file with a .BMP extension), and choose the Tile option (repeats the bitmap to cover the desktop) or the Center option (places the bitmap in the center of the screen).

To remove a wallpaper, use the Desktop dialog box and select None. You can access this dialog box by double-clicking on the Desktop icon in your Windows Control Panel window. Please see your Windows documentation or Windows on-line Help for more information about wallpapers.

Add a View

Creates a new window containing an additional view of the active image.

Up to eight views of a single image can be displayed at one time in separate windows. Edits made in any window are displayed in the other views.

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Full Screen

Displays the image without any border, palettes, title bar, or menu bar.

To return to normal screen mode, press the ESC key.

Actual view

Shows the active image with each image pixel displayed by one screen pixel.

This is the normal (1x) view of an image; when you open images they are displayed either at their actual view or reduced to fit in a window.

Zoom In

Magnifies the view of the active image.

Zoom In to work on small details in an image. You can zoom in from 2x to 8x.

Zoom Out

Reduces the view of the active image.

Zoom out to view large images and compare several images. You can zoom out from 1/2x to 1/8x.

Fit in Window

Displays the whole of the active image to fit in a window. All the unavailable options are grayed out.

Image Information

Displays a dialog box containing information about the active image.

System Information

Displays a dialog box containing information about Windows, your disk, and current memory usage.

Color Table

Displays the color look-up table for Indexed-Color images.

Related topic

▶▶   <u>Color Table dialog box</u>

Hide/Show Toolbar

Hides or shows the toolbar on the left of the Image Editor window.

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Related topic

▶▶   Toolbar

Hide/Show Color Palette

Hides or shows the color palette on the right of the Image Editor window.

Related topic

▶▶   Color Palette

Hide/Show Status Bar

Hides or shows the status bar along the bottom of the Image Editor window.

Related topic

▶▶   Status Bar

Hide/Show Global Viewer

Hides or shows the Global Viewer window.

Related topic

▸▸   <u>Global Viewer</u>

Hide/Show Object Pool

Hides or shows the Object Pool window.

Related topic

▶▶   Object Pool Window

Hide/Show Rulers

Hides or shows the rulers in the image window.

Note: The unit of measure used by the ruler is determined by the unit of measure selected in the Preferences: Image Editor dialog box. The intersection of the ruler contains a letter to indicate the unit of measure being used: P for pixel, I for inch, and C for centimeter.

Cascade

Stacks open windows so that the title bars are visible.

Tile

Resizes all open windows to the same size and arranges them to fill the workspace.

Arrange Icons

Arranges all minimized icons along the bottom of the workspace.

Windows List

Contains the titles of all windows currently in the workspace.

Contents

Starts Help and displays the topics in the Image Editor Help

Search for Help on

Opens the Search dialog box containing keywords from the Help topics

Glossary

Definitions of terms used by ImagePals programs and documentation.

Index

A complete listing of topics covered in Image Editor help.

Tips & Techniques

Advice on how you can use Image Editor more efficiently.

Technical Support

How to contact Ulead Systems when you have questions.

How to Use Help

Accesses the Windows guide to using Microsoft Help

About Image Editor

Displays the Image Editor product information box

About Ulead Products

Displays information about other products from Ulead System, Inc.

The image to be created can be Black & White, Grayscale, Indexed 16-Color, Indexed 256-Color or RGB True Color.

There are four options for the size of the new image:

⏩ **Standard** list box gives choices for standard display sizes.

⏩ **Active Image** creates an image with the same size as the active image. This is disabled if there are no open images.

⏩ **Current Clipboard** creates an image the same size as the image on the clipboard. If there is no image on the clipboard, this option is disabled.

⏩ **User Defined** allows you to define your own image size. The unit of measure for this option is the setting selected in the Preferences: Image Editor dialog box.

If the size is in pixels, the resolution determines the image's physical size.

The border is centered on the selection marquee, i.e. half the specified width is on the inside of the marquee and half on the outside.

For RGB True Color images there are three options:

▶▶   **HSB** combines all channels with the underlying image: if the transparency is set at 0%, the floating selection completely replaces the underlying image.

▶▶   **Hue and Saturation** merges the colors in the floating selection with the underlying image. Use this option to colorize gray areas in an image.

▶▶   **Hue Only** merges only the hue of the floating selection with the underlying image. Use this option to change the color of areas in an image.

0% makes the floating selection completely replace the underlying image; the higher the value, the greater the transparency of the floating selection; at 50% the floating selection and underlying image merge equally.

The value determines the width of the area, at the edge of the floating selection, that will be blended. The pixels at the very edge of the area will have high transparency, while those further in will have gradually decreasing transparency. This is a non-linear function centered on a line of pixels so the value must be an odd number: 3, 5, 7, 9, or 11.

After clicking OK, you will see the effect of your adjustments but the floating selection is not part of the image until you deselect it. Before that, you can move it, discard it, or even change the Merge Control settings.

Only images currently open with the same image type in the workspace are available.

A negative value makes the two images overlap with the transparency setting controlling the merging in the overlap area. A positive value introduces space between the two images; this space is filled with the current background color. The unit of measure depends on your selection in the Preferences dialog box.

0% causes the floating image to obscure the active image in the overlap area; 100% causes the active image to obscure the floating image; 50% causes the two images to be equally blended. Images only overlap if the Distance value is negative.

The Image Editor window reappears as it was before stitching with an additional untitled window containing the newly stitched image. Double-clicking on one of the images has the same effect.

Use the Zoom In command to view a magnified portion of the two images to enable you to stitch more accurately.

Use the Zoom Out command to view a larger or reduced area of the two images to enable you to stitch more accurately over a longer stitch line.

To achieve the best result, the floating image must be placed within thirty pixels (either way) of its final destination.

This value should be slightly greater than the distance the floating image needs to move (horizontally or vertically) to align with the active image.

This value should be as close as possible to the extent of the overlap. The chosen overlap range is shown on the active image by a line. This line should go through the features in the active image which are duplicated on the edge of the floating image. If the overlap is too small (less than thirty pixels), the chance of a successful match is greatly reduced.

While you are placing the floating image, use a transparency of 50%, enabling you to see both images equally. Before you stitch, choose another transparency which will define how the area of overlap appears after stitching. 0% causes the floating image to obscure the active image in the area of overlap to be blended. 100% causes the active image to obscure the floating image.

When this option is not selected, the image can be distorted by adjusting either the width or height disproportionately. This results in the image being stretched horizontally or vertically.

The Unit combo box allows you to choose between resampling to a percentage of the original size, or to a physical size. The unit of measure is set in the Preferences: Image Editor dialog box.

Images on the clipboard can be used to fill the area. If the area is larger than the contents of the clipboard, the data is repeated to fill the area. If the area is smaller, the clipboard image is cropped.

Causes the clipboard image's top left corner to be placed on the top left corner of the selected area (or top left corner of the bounding box of a non-rectangular selection area). When not selected, the first copy of the clipboard image is pasted in the top left corner of the image; subsequent copies are tiled to the right and below until the image or selected area is filled.

This option is not available for Indexed-Color and Black & White images. If you select it, the Gradient Fill Style options become available. When you press OK the pointer changes shape and you can choose the foreground and background color in the Color Palette.

To quit the Fill mode, you can press the Esc key, click the right mouse button, or select any tool in the toolbar or any command in the menu bar.

The colors are laid perpendicular to the line. You define the position and length of the line by clicking and dragging the mouse.

You define the center point when you click on the image, and the dimensions of the fill shapes as you drag the mouse.

Press the Shift key to constrain the shape to a square or to a circle.

The left side of the histogram represents black; the right represents white or a solid color (red, green, or blue if they are chosen in the Channel list box). The diagonal line from bottom left to top right shows the function being applied to the image values.

Dragging to the right (a positive percentage) expands the highlights, dragging to the left (a negative percentage) decreases the highlights, making the whole image appear darker.

This is a way of adjusting the midtones without affecting the highlights and shadows too much. You will notice that the function line becomes a curve when this function is applied. Drag to the right to lighten the midtones or to the left to darken them.

Makes shadows lighter or deeper. To make the shadows lighter drag the slider to the right. To make them deeper drag the slider to the left.

Use this if you need to see the distribution of light pixels in a dark image, or vice versa.

Use this to adjust the red, green, and blue channels individually. The Master option applies adjustments equally to each of the channels.

This is a standard way to ensure you are making full use of the color or grayscale capabilities of your image data type. This button is not available if the active image already uses the full range of tones available from black to white.

Hue distinguishes one color from another. Adjusting the hue angle shifts the colors in the image in relation to the hue circle.

Saturation describes the purity of the colors. A negative saturation value (dragging to the left) washes out the colors in an image until they become completely gray. A positive value (dragging to the right) makes the colors more intense.

Value can be from -100% to +100%. Negative values darken the midtones, positive values lighten them. Select a value of 0 if you only want to remap the image to use the full range of colors available.

When you click on a pixel, all neighboring pixels that come within the defined range are selected.

▶▶ A value of 0 selects neighboring pixels only if they are exactly the same gray or color

▶▶ 255 selects pixels of all colors and grays, so the whole image will be selected

▶▶ 50 selects neighboring pixels that have values which differ from the pixel you clicked on by plus or minus 50. If you click on a pixel with values R25, G60, B190, neighboring pixels with values between R0 and R75, G10 and G110, and B140 and B240 will also be selected

If this option is not selected, the area is defined from corner to corner.

In the text boxes, enter the width and height of the area you want to select.

The Blur and Sharpen options are similar to the respective commands in the Effect menu; Lighten and Darken are similar to the Brightness control also found in the Image menu; Smudge (drags colors or grays from one area into another) has no equivalent command.

The higher the effect value, the greater the visible effect. For Blur and Sharpen the three values are equivalent to the different Blur and Sharpen commands available in the Effect menu.

For RGB True Color images the options are:

▶▶ **HSB** replaces any existing color with the foreground color.

▶▶ **Hue and Saturation** replaces the original hue and saturation values of pixels with those of the applied color. The original brightness values are retained. Use this option to tint Grayscale images (after converting them to RGB True Color).

▶▶ **Hue only** replaces the original hue values of pixels with the hue value of the applied color. The original brightness and saturation values are retained. Use this option to subtly change "colors" in a color image to remove color casts and achieve special effects.

The amount of text entered is limited by the size of the text box, To start a new line press CTRL + Enter (or CTRL + M). You can also paste text into the text box from the Windows clipboard by pressing CTRL + V.

For typefaces with bitmap screen fonts, the range of sizes will be limited to the bitmap sizes you have available.

The font size is specified by points (1/72 inch), so the real font size is also affected by the resolution of the active image.

When you are running an outline front interpreter (such as ATM), for typefaces with outline printer fonts resident on your hard disk, the size is specified relative to the resolution of your display.

The range of sizes is 1 to 24. To change the brush size, click on the arrows or enter a number directly into the spin box.

There are two ways to move a selection:

▶▶ Click inside the selected area with any of the selection tools and drag it to another position in the same image or drag-and-drop it into another image. The selection now becomes floating. The effect on the underlying image in the original position of the area depends on the setting of "Preserve image under selection" in the Preferences: Image Editor dialog box.

▶▶ Click inside the selected area with the Move tool and drag the selection marquee to another position. Only the selection marquee is moved.

▶▶ Magic Wand

The Magic Wand selects adjacent pixels in an image of similar colors or grays.

Double-clicking on the Magic Wand icon in the toolbar displays the Magic Wand dialog box.

Note: To select additional areas of an image, or to expand an existing area, make your initial selection and then, with the Shift key held down, select another area of the image. If you want to exclude an area from an already selected area, hold the Ctrl key down and select the unwanted area. The marquee will then no longer contain that area.

Related topic

▶▶   Magic Wand dialog box

▶▶ Freehand Selection

There are two ways to use the Freehand Selection tool:

▶▶   Click and drag the Freehand Selection tool and double-click to end.

▶▶   Repeatedly click and release the mouse button at different points in the image to create a series of straight line segments. Double-click to end.

Note: To select additional areas of an image, or to expand an existing area, make your initial selection and then, with the Shift key held down, select another area of the image. If you want to exclude an area from an already selected area, hold the Ctrl key down and select the unwanted area. The marquee will then no longer contain that area.

▶▶ Rectangular Selection

The Rectangular Selection tool selects a rectangular area in an image.

To select additional areas of an image, or to expand an existing area, make your initial selection and then, with the Shift key held down, select another area of the image. If you want to exclude an area from an already selected area, hold the Ctrl key down and select the unwanted area. The marquee will then no longer contain that area.

Double-clicking on the Rectangular Selection icon in the toolbar displays the Select Area dialog box.

Related topic

▶▶   Select Area dialog box

▶▶ Elliptical Selection

The Elliptical Selection tool selects an elliptical area in an image.

To select additional areas of an image, or to expand an existing area, make your initial selection and then, with the Shift key held down, select another area of the image. If you want to exclude an area from an already selected area, hold the Ctrl key down and select the unwanted area. The marquee will then no longer contain that area.

Double-clicking on the Elliptical Selection icon in the toolbar displays the Select Area dialog box.

Related topic

▶▶   Select Area dialog box

⏩ Move Selection

The Move Selection tool moves only the selection marquee.

If you use the Move tool when the selection area is floating, the contents of the area combines with the image.

▶▶ **Eyedropper**

The Eyedropper uses the left mouse button to select a new foreground color, and the right mouse button to select a new background color. Click somewhere in the active image or in the color palette to select the color of the pixel under the tool. This tool also displays the color value of pixels it passes over in the left corner of the status line.

Double-clicking on the Eyedropper tool displays the Select Color dialog box.

Related topic

▶▶ Select Color dialog box

▶▶ Magic Lamp

The Magic Lamp is not strictly a painting tool, it performs several functions: blur, sharpen, lighten, darken, and smudge. Select the current function and the power of the effect in the Magic Lamp dialog box that appears when you double-click on the Magic Lamp icon in the toolbar.

This tool is only available for use in Grayscale and RGB True Color images. It utilizes either the square or round brush shape (if another shape is selected the function uses the square shape of the same size).

Related topic

▶▶   Magic Lamp dialog box

▶▶ Zoom

To zoom in, simply click on the image. You can also drag the Zoom tool to define a rectangular area to be magnified: the zoom level depends on the ratio between the size of the area and the size of the image.

To zoom out hold the shift key and click on the image. To go back to the actual size, click once on the image with the right mouse button, or double-click on the Zoom icon in the toolbar.

▸▸ Clone

The Clone tool allows you to "clone" an area in an image and then "paint" the cloned area into the same image or another image open on the workspace.

Position the cursor in the center of the area you want to clone, press Shift and click once. A blinking cross-hair appears. Move the pointer to the area where you want to start painting and start to paint by dragging the mouse around. Image data from around the defined point will appear wherever you paint it.

This tool is only available for use in Grayscale and RGB True Color images. It utilizes either the square or round brush shape (if another shape is selected the function uses the square shape of the same size).

Double-clicking on the Clone icon in the toolbar opens the Clone dialog box.

Related topics

▸▸   Clone dialog box
▸▸   Select Shape dialog box

▶▶ **Paintbrush**

The Paintbrush applies dots of the foreground or background color.

Click the left mouse button to use the foreground color, the right mouse button to use the background color. The dots are the shape and size of the current brush. If you drag the paintbrush around, you draw a freehand line. You can set the brush size and shape by clicking on the Brush Shape button (on top of the Color palette).

Double-clicking on the Paintbrush icon in the toolbar opens the Paintbrush dialog box.

Related topics

▶▶   Painting Tools dialog box
▶▶   Select Shape dialog box

▶▶ Airbrush

The Airbrush produces a sprayed area of the foreground or background color.

Hold down the left mouse button to use the foreground color, the right mouse button to use the background color. The color applied with the Airbrush gradually builds up as you drag it back and forth over a point. You can set the brush size and shape by clicking on the Brush Shape button (on top of the Color palette).

Double-click on the Airbrush icon in the toolbar to display the Airbrush dialog box.

Related topics

▶▶   Painting Tools dialog box
▶▶   Select shape dialog box

▶▶ **Line**

The Line tool allows you to draw straight lines in an image.

Hold down the left mouse button to use the foreground color, the right mouse button to use the background color. You can set the brush size and shape by clicking on the Brush Shape button (on top of the Color palette). Press the shift key while drawing a line to constrain it to an angle of 0, 45, or 90 degrees.

Double-clicking on the Line icon in the toolbar displays the Line dialog box.

Related topics

▶▶   Painting Tools dialog box
▶▶   Select shape dialog box

▶▶ Text

The Text tool allows you to enter any text into an image in a variety of fonts and styles. You can also create text with a 3-D effect:

1. Click on the Text tool icon in the toolbar.
2. Click on an area in the image where you want the text to start. The Text dialog box appears.
3. Enter the text to insert in the Text entry field at the top of the dialog box.
4. Select the font, size and style for the text. Set shadow and color effects as desired.
5. Click OK. The dialog box closes and the text appears on the image as a floating selection filled with the selected color. The Rectangular selection tool is automatically selected.
6. Move the text to the desired position. To combine the text with the image, click on the right mouse button and select None.

Related topic

▶▶   Text dialog box

▶▶ **Eraser**

The Eraser tool allows you to replace areas of an image with the current background color. You can choose to replace everything it passes over or just the foreground color.

1. Choose the color you want to change as the foreground color and the replacement color as the background color.
2. Double-click on the Eraser tool in the toolbar to display the Eraser dialog box.
3. Select "Erase foreground to background color" and click OK to close the dialog box and return to the image.
4. Click in the image and drag the eraser across an area in the image which contains some foreground color. The foreground color in the area changes to the background color without affecting any other colors.

Related topic

▶▶   Eraser dialog box

Brush Shape button

Displays the current brush shape.

Click once on the button to open the Select Shape dialog box, where you can choose a different brush shape, and define the size of the brush.

Brush Size slider

Shows the current brush size in pixels.

It can also be used to quickly adjust the current size of the brush. Simply drag the slider indicator up or down to define a new size.

Related topic

Select Shape dialog box
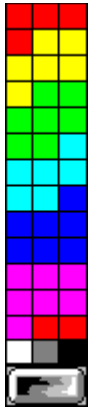
Color Panel

Contains the colors that can be applied to the image. The contents of the palette depends on the data type of the active image. Click on a color to choose it. (For RGB True Color images, you can display a continuous spectrum of color or colors in discrete cells by clicking on the button below the color panel).

Color indicators

Display the current foreground and background colors. The gray border indicates which color is active: the Color Value sliders below indicate its value.

Click the left mouse button on an image or on the color panel to select the foreground color, and the right mouse button to select the background color. Double-click on one of the squares to display the Select Color dialog box where you can modify its color.

Related topic

Select Color dialog box

Color Value sliders
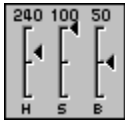
Display the RGB or HSB color value (as chosen in the Select Color dialog box) of the active color square in the Color indicator. The active square is surrounded by a gray border: click on a square to make it active.

You can adjust the color by dragging the slider indicators up or down. For Indexed color and Grayscale images, the sliders automatically adjust to the nearest color defined in the color panel.

Related topic

Select Color dialog box

Filenames can be entered with or without a file extension. If no extension is entered, the extension selected in the List Files of Type list box is automatically added.

Filenames can be entered with or without a file extension. If no extension is entered, the PAL extension is automatically added.

Within this list box, you can select multiple files by dragging down the list and by using the SHIFT and CTRL keys in conjunction with the mouse.

Scaling maintains the aspect ratio of the image. When this option is not selected, the image prints at the size determined by its resolution.

If neither of these is selected, images print starting from the top left corner. If both are selected, the image is centered on the page.

Position is relative to the top left corner of the printable area of the page. These options are disabled when you select the corresponding centering option or *Scale to fit the page*.

The default shape, Round, is the most commonly used. Other shapes can be used to achieve particular effects.

The default angle, 45° is the most commonly used for black and white output.

The default, 53 lpi, is calculated to give you a near-optimum result on a 300 dpi printer. For lower resolution printers, use the default or a frequency between 30 lpi and 50 lpi; for other medium resolution printers, use the default or a frequency between 50 lpi and 80 lpi; and for high resolution printers choose a frequency between 90 lpi and 150 lpi.

When this option is not chosen, and you move or transform a selected area, the original position of the selected area is filled with the background color. With this option selected, moving or transforming a selected area has no effect on the underlying image.

This option retains in memory the status of an image immediately prior to a change made to it. After making a change, you may recover the previous state by selecting "Undo" from the Edit menu.

Disabling this option frees memory used by the Undo command. You may find performance is slightly faster but changes are irreversible.

This option defines the background color of the objects in the Object Pool, and the sample images in the Special Effects, Warping and Custom Filter when the image or selected area is not rectangular.

For images with dark colors, choose Light Gray as background color to have a better view.

When converting, the higher the number, the more shades of gray will be introduced and the smoother the transitions of tone in the image will be. For line-art images, use a cell size of one. For a photo scanned with a black and white hand-held scanner, choose a cell size from three to eight (depending on the settings of the scanner). If the result of this command shows visible grids in the image, the cell size is not correct. Undo the conversion and try a different cell size.

A scale-down value of one results in no scaling. A scale-down value of two reduces the width in pixels, height in pixels, and resolution of the image by half.

If you have a high resolution printer selected, this will produce a very large (in memory) Black & White image and the conversion may take a long time.

The shown unit of measure is dependent on the unit chosen in the Preferences: Image Editor dialog box.

This option tends to result in sharp transitions between black and white in the image.

This option generally results in the most accurate conversion.

This option uses the gray in the color table that is closest to the gray being converted. This tends to result in sharp transitions between shades of gray in the image.

This option generally results in the most accurate conversion.

This color table contains the 16 colors displayable on a CGA or EGA display device. This option is useful when you transfer Image Editor images to other Windows applications, or when you need to ensure that the same color table is used for all images, e.g. as when creating images for an animation sequence to be generated in another application.

If your RGB True Color image only contains green and blue and you select the optimized option, the resulting color table will be made up primarily of the colors that appear in the image (that is, green and blue). Because the colors in most images are concentrated in particular areas of the color spectrum, the Optimized option normally gives the best conversion.

For example, If your image is largely green and blue, you may not have any black in the image, but you may need black to add text at a later time. Select the Reserve Entries: Black & White option and the color table will contain greens, blues, black and white. The 8 Prime colors are red, green, blue, cyan, magenta, yellow, black, and white.

Does not dither the image. Instead, the color in the table that is closest to the color under analysis is used. This tends to result in sharp transitions between shades of color in the image.

Uses a less structured method to dither colors than the method used with the Pattern option to dither colors. Diffusion generally results in the most accurate conversion.

This color table is based on an arrangement of eight (3-bit) reds, eight (3-bit) greens, and four (2-bit) blues.

This is the standard palette used by ZSoft Paintbrush IV Plus.

This palette offers six levels (shades) of red, six levels of green, and six levels of blue. This is the standard palette used by the Apple Macintosh computer.

If your RGB True Color image contains green and blue and you select the optimized option, the resulting color table is made up primarily of colors that appear in the image (green and blue). Since colors in most images are concentrated in particular areas of the color spectrum, this option normally provides the most accurate conversion.

The following operations can be applied to several images at once: Close, Close Quickly, Minimize, Print, Resolution, Restore Window, Save, and Save to Album.

Close Quickly closes selected files without saving any changes. This command is unique to the Batch Manager.

Smoothes an image or selected area by averaging each pixel's original value with the original values of the surrounding pixels.

Square size determines the size of the cells from which average values are taken. You specify the number of pixels each pixel is averaged with to create smoother contours in the image. The default value is 2.

Moves the brighter pixels in an image or selected area horizontally. Similar to Windy, but the wind trail does not fade away.

Direction applies the effect to the left or to the right.

Moving Offset defines the length of the wind trail. The default value is 20.

Note: This effect is not available for Grayscale images.

Increases the number of levels displayed by the blue or cyan pixels in an image or selected area.

Level defines the intensity of the effect. The default value is 5.

Note: This effect is not available for Grayscale images.

Makes an image or selected area appear to be stamped or raised from paper of a particular color.

Color lets you use the foreground or the background color. Using gray creates an image that appears to be stamped in metal.

Depth defines how much the image will be embossed. A positive value makes the image elements appear raised above the background. A negative value makes the image elements appear sunken. The default value is 1.

Breaks an image or selected area into rectangular strips of random size that are moved around in a random order. (Similar to raindrops on a window.)

Square Size defines the size of each squares in pixels. The default value is 20.

Shift Value changes the random equation. The default value is 10.

Fat stretches an image or selected area out to the side, expanding the center of the image. Thin squeezes the image in from the side, reducing the center of the image.

Level defines the intensity of the effect. The default value is 5.

Shifts the center part of an image or selected area toward the edges. The center of the image appears expanded.

Refraction rate defines the intensity of the effect: a low value applies faint distortion, a high value applies a more pronounced distortion. The default value is 5.

Creates an effect similar to taking a picture of a moving object.

Angle determines the angle of the motion. The default value is 0.

Moving Offset defines the intensity of the motion effect in pixels. The default value is 2.

Breaks an image or selected area into blocks consisting of pixels of the same gray/color value.

Square Size defines the size of each block in pixels: the value for each block is taken from the average of the original pixel values contained within each block. The default value is 2.

Breaks an image or selected area into puzzle-like squares. The space between the squares is filled with the current background color.

Square Size defines the size of each block in pixels. The default value is 20.

Melts and distorts an image or selected area horizontally.

Direction applies the effect to the left or to the right.

Note: This effect is not available for Grayscale images.

Breaks an image or selected area into square blocks. Unlike the Puzzle effect, the blocks move independently and overlap. The space between the squares is filled with the current background color.

Square Size defines the size of each block in pixels. The default value is 20.

Shift Value defines the position of the blocks: a low value keeps the blocks in a grid; a higher value shifts the blocks randomly. The default value is 10.

Increases the number of levels displayed by the red or yellow pixels in an image or selected area.

Level defines the intensity of the effect. The default value is 5.

Note: This effect is not available for Grayscale images.

Gives the impression that an image or selected area has been painted with water colors.

Stroke size applies small or large brush strokes.

Moisture Level defines the amount of "water" mixed with the color. A high level makes the edges of each stroke darker.

Note: This effect is not available for Grayscale images.

Moves the brighter pixels in an image or selected area horizontally, like Motion Blur. Similar to Blast, but the wind trails gradually fades away.

Direction applies the effect to the left or to the right.

Moving Offset defines the length of the wind trail. The default value is 20

Note: This effect is not available for Grayscale images.

Click and drag the control points at the intersection of the lines. If Show Control Points is unchecked, click right at the intersection of the lines, a point will appear under your pointer.

Each point can be moved across one square in each direction. For a stronger effect, choose the large grid size.

Choose the finer grid to create precise curves. Choose the larger grid to produce very strong distortions.

Choose the Good option to apply the effect faster. The Better option is slower, but produces a smoother distortion.

The cell at the center of the matrix is the pixel whose value is to be regenerated. The other cells represent the surrounding pixels. New pixel values are generated as follows:

1. The matrix is placed on the image with the pixel in question at the center.
2. Image Editor multiplies the value of each pixel in the matrix by the value from the corresponding cell. The sum of the new values is then calculated.
3. The resulting sum is divided by the Divided by value, and the Offset value is added to the result.
4. The new value is saved.
5. The cell then moves one pixel on, to regenerate the next pixel's value.
6. This is repeated until all pixel values have been regenerated.

You can choose one of four options:

- **No** allows you to independently enter values in cells
- **Horizontal** automatically repeats, in the horizontally opposite cell, a value you enter in the matrix
- **Vertical** automatically repeats, in the vertically opposite cell, a value you enter in the matrix.
- **4-Way** automatically repeats, in the horizontally, vertically, and diagonally opposite cell, a value you enter in the matrix.

The mapping curve that runs across the Map shows the actual brightness values for the pixels at each point across the map. The horizontal axis graphs the original (input) gray/color values, with the values of 0 (black) to 255 (white). The vertical axis graphs the new (output) values.

Drag the handles to adjust just a portion of the mapping curve (a limited range of gray/color values) at a time.

Image Editor compares the differences in gray/color values between the pixels in the current selection and the unselected parts of the image. If the pixels in the unselected parts of the image fall within the specified color range, they will be selected. The selection area will expand until it meets pixels outside of the defined grayscale/color range.

The first line displays the data type of the file, and if it is compressed or not. The second line shows the size in pixels, and the resolution of the image. The last line shows the size occupied on disk, and the date and time of the last modification of the file.

Before you select this option you should test your display card to see if it is compatible with the Compatibility test provided.

When you press this button, the color squares on the right become squares of different grays, if your card is compatible. If your card is incompatible, nothing will happen or you will have to restart your computer.

This option is available if you are using a 256-Color display. This is an important option if you want to view Grayscale images at the same time as color images on a 256-Color display, or compare any sort of image on a 256-Color display.

This affects the speed of display updating on 256-Color displays. When selected, Image Editor only updates the active image. Images in the background may appear distorted, blurred, or grayed. The content of the background images is not changed, only the way they are displayed. If you wish to compare two or more images, deselect this option.

Use this feature to display images correctly on all types of computer display. When this option is disabled, or set to 1.00, the display of images is not adjusted.

This option is enabled only when the display mode is 256 colors.

Some application cannot convert true color images effectively and correctly. Select this option to help the conversion process.

If you use OLE operations, it is highly recommended to leave this option unchecked. If you check this option, Image Editor performs delayed rendering for RGB True Color images. This may lead an OLE client to use the DDB format as the data of the linked object, which causes the saved document of the client to be large.

0% causes the cloned area to completely replace the painted area; 50% causes the two areas to be equally merged; 100% has no visible effect on the painted image, as the cloned area is totally transparent.

When this option is not selected, you start painting from the defined point each time you click the mouse button. Use this option if:

▶▶ you want to clone a large area in an image, as you can release the mouse button to check your work, or to change the clone or brush settings

▶▶ you want to reproduce two or more areas relative to each other without painting the area between them

If you drag an image object onto the workspace, an untitled window with the current background color is created. The object appears as a floating selection.

If you drag a mask object, an untitled Grayscale window is created.

When you bring an image or a selected area into the Object Pool, it remembers its original position based on the size of the image. This means that if you drag an object back into the image it was cut from, the floating selection appears at its original position when you release the mouse pointer anywhere in the image. If the image's size has changed, the floating selection appears where you release the mouse pointer.

The cursor changes to an "F" stamp. The image or selection is filled with the image object, starting from the upper left corner.

Every group you create has a three digit identification number, starting from 00, the Default group created by the Object Pool when you first use the Object Pool.

Object Type menu

You can store selections as images or as masks. Selections are called objects and appear as thumbnails in the Object Pool window.

The third option, Store Image as Mask, is only available for Grayscale images, and allows you to store images as masks.

You can also access those commands by pressing the arrow button next to the Object Pool icon, below the Color Palette.

Object Type menu

You can store selections as images or as masks.

The third option, Store Image as Mask, is only available for Grayscale image, and allows you to store images as masks.

When you store a selection as an image, the Object Pool saves two files: an image file, and a mask file.

In the Object Pool working directory (specified in the Create Group dialog box), the image file appears under the name oi01-001.tif, and the mask file under the name ok01-001, 01 being the ID number of the group, and 001 the ID number of the object.

When you store a selection as a mask, the Object Pool saves it under the name om01-001.tif in the Object Pool working directory (specified in the Create Group dialog box). 01 is the ID number of the group, 001 the ID number of the object.

Group Menu

▶▶   **Create Group** allows you to create a new group

▶▶   **Delete Group** allows you to delete the current group

▶▶   **Import Group** allows you to import a group previously saved on disk

▶▶   **Delete object** deletes the currently selected image(s) or mask(s) (use Ctrl or Shift to select multiple objects)

▶▶   **Information** displays information about the Object Pool

This feature is useful if you want to share groups on a network.

▶▶ when you are using a group, nobody can access it. If you press the Lock button, the group becomes available to other users, but only as read-only

▶▶ the Lock button cannot be released if more than one user accesses the group

▶▶ if you try to open the Object Pool and all the groups are locked, a warning message appears

Using Image Editor

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Image Editor basics

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Working with images

Working with selection areas

Selections are shown by an animated dotted line around the edge of the selected area. This dotted line is called the selection marquee. The marquee may be selecting part of an image, or floating and containing part of any image.

Creating selection areas
Deselecting a selection
Moving selection areas
Merging a selection area
Resizing selection areas
Slanting selection areas
Distorting selection areas
Working with masks

Getting information

When working with images, you can get information about:

- **Images,** choose "Image Information" from the View menu.
- **Your system,** choose "System Information" from the View menu.

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Calibrating your display

Calibrate your display before you start working with images for the first time. Recalibrate whenever you change your monitor, display adapter, or the environment in which you work.

The lighting of your work area and the brightness and contrast settings of your monitor all affect the way images are displayed. Try to keep these variables as constant as possible to ensure that images display consistently and accurately. To calibrate your display:

1. Choose "Preferences: Display" from the File menu. The Display dialog box appears.
2. Make sure the Monitor gamma check box is unchecked.
3. Click OK and the dialog box closes.
4. Choose "Open" from the File menu to display the Open dialog box.
5. Open the file IPGAMMA.TIF. You should be able to find this file in your Pals2 directory or on the installation disks. The IPGAMMA.TIF image appears.
6. Look at this image and identify the gray square that best matches the vertical, gray background band. Make a note of the number displayed next to this square. If for example, the square at the bottom of the middle row looks most like the background, take a note of the number 1.7.
   This number can be any value from 0.01 to 7.99. If none of the squares exactly match, you should estimate the best match.
7. Choose "Preferences: Display" from the File menu. The Display dialog box appears.
8. Click on the Monitor gamma check box and, in the text box, type the number you noted in step 6. Click OK. The Preferences dialog box closes.

Related topic

▶▶   Display dialog box

Using the Batch Manager

Use the Batch Manager command from the File menu to apply a command to multiple images in a single operation. The commands available through the Batch Manager are: Close, Close Quickly, Minimize, Print, Resolution, Restore Window, Save and Save to Album.

Simply select an operation, select some images, and then press OK. Image Editor does the rest for you.

Related topic

▶▶   Batch Manager dialog box

Inputting images

Image Editor allows you to input images from a variety of sources. Until recently only photographs, illustrations, and other image or graphic components could be brought into the desktop. These were most commonly obtained via image scanners. Now, once you have the required hardware and software drivers, a much wider range of sources are available.

The images which are not yet on your disk may be accessed using the following commands:

▸▸ **Select Source Submenu**
▸▸ **Import Submenu**

Related topic
▸▸ TWAIN commands

TWAIN commands

TWAIN is an industry standard that allows applications to use image input devices without any complex installation. It has been described as "providing seamless connection between applications and devices".

If you have a TWAIN-compatible device you should follow the installation procedure provided to you. Once installed, you will be able to use it from Image Editor or any other application that supports TWAIN without worrying about compatibility problems. The TWAIN commands can be found in the File menu.

Select Source displays the Select Source dialog box

Acquire accesses the software driver for the device selected in the Select Source dialog box

Import Submenu

The Import submenu in the File menu gives you access to external software modules which expand Image Editor's ability to acquire image files in special formats or from new devices. The commands that appear in this submenu depend on your currently installed modules. These modules are normally associated with some hardware: if you do not have the hardware, you will be unable to use the module.

When you first install ImagePals you have the choice of installing several modules. If you do not have the appropriate hardware and choose not to install them, then your Import submenu will be empty. To install the modules later, run the ImagePals Setup program and select to install Import/Export modules. If the module you require is not listed, select "Others" from the list of available modules. Installation is automatic after inserting the driver disk containing the module file and an OEM.INF file.

Related topic
        Export submenu

Export submenu

Accesses export software modules to print to special printers or export images in specialist formats. These modules are supplied by hardware or software manufacturers to enhance the compatibility of Image Editor with their product.

To install a new module, run the ImagePals Setup program and select to install Import/Export modules.

Related topic

▶▶   Import submenu

Creating a new image

Use the New command from the File menu to create an image filled with the current background color in a new window. You can create an "empty" image into which you can paste elements from other images to form a new, composite image.

1. Choose "New" to display the New dialog box.
2. In the Data Type drop-down list box, choose the data type of the new image.
3. Select an image size.
4. Enter a value for the resolution.
5. Click OK. The dialog box closes and creates a new untitled image filled with the current background color.

Note: When you choose an image size in centimeters or inches, the resolution determines how many pixels are used to create the image: higher resolutions require more memory.

When you define the size in pixels, the resolution determines how large your image will be when printed. The higher the resolution, the smaller your image will print (the memory required to store the image remains the same).

Related topics

New dialog box

Supported Image Data Types

Opening an image

Use the Open command from the File Menu to open files from your hard disk, floppy disk, or network drive.

1. Choose "Open" to display the Open dialog box.
2. Select the appropriate file extension from the List Files of Type list box.
3. Locate the directory or drive containing the file using the Directories and Drives list boxes.
4. Click on the appropriate filename in the File Name list box.
5. Click on the Preview button to preview the image before opening.
6. Click OK. The dialog box closes and the image appears in your workspace.

Related topics

▶▶   Open dialog box
▶▶   Supported File Formats

Finding files

There is a Browse button in all dialog boxes which involve opening or accessing files on disk. Use this button as follows:

1. Click on the Browse button to display the Browse dialog box.
2. Use the Directories and Drives list boxes to access the drive and directory you want to browse.
3. Click on the Scan button. This searches the path you have specified for files with a name matching that in the File Name text box. Matching files are then listed in the files found list box.
4. Select the file you want to open from the files found list box by clicking on it.
5. Click OK to return to the original dialog box. The file name and path you found appear in the File Name text box.

Related topic

▶▶   Browse dialog box

Saving an image

Use the Save As command from the File menu to save a file for the first time. When saving you can choose the file format to save your image in and, if a compression option is available, whether or not to compress it.

1. Choose "Save As" to display the Save As dialog box.
2. From the Directories and Drives list boxes, choose the drive and directory to which you want to save the active image.
3. Select a format from the List Files of Type list box.
4. In the File Name text box, type the name of your file (up to eight characters). You do not need to enter the file extension.
5. Click OK to return to the window containing your saved image.

Related topics

▶▶   Save As dialog box
▶▶   Supported File Formats

Printing an image

Use the Print command from the File menu to print images to any Windows-compatible output device. Select your printer with the Printer Setup command.

1. Choose "Print" to display the Print Image dialog box.
2. Decide how many copies you want to print and type it in the Copies text box.
3. Decide where you want the image to print on the page by making the necessary entries or clicking on the available options.
4. Click OK to print the image.

Related topic

▶▶   Print dialog box

Closing an image

You can close the active image window by:

▶▶ double-clicking on the window's control menu box.
▶▶ clicking on the window's control menu box and choosing "Close".
▶▶ choosing the Close command in the File menu.
▶▶ if the image is minimized, clicking once on the icon and selecting the Close command from the menu which appears.
▶▶ displaying the Batch Manager dialog box, selecting the name of the images to close and choosing the Close or Close Quickly operation.

When you close modified or unsaved images, a message appears containing the file name of the image and inquires if you want to save it to a disk file. Click on Yes to save the changes, No to disregard them.

Related topic
▶▶ Batch Manager dialog box

Exiting Image Editor

Use the Exit command from the File menu to exit Image Editor. You can also exit by:

▶▶   double-clicking on the application control menu box.

▶▶   clicking on the application control menu box and choosing "Close".

▶▶   if Image Editor is minimized, clicking once on the icon and selecting the Close command from the menu which appears.

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Changing the resolution of an image

Use the Resolution command from the Image menu to determine the physical size of an image. You may want to change the resolution of an image before you print it. You can resize an image without actually changing the number of pixels in the image.

1. Choose "Resolution" to display the Resolution dialog box.
2. Choose the resolution you want to use: Display, Printer, or User defined. If you choose User defined, enter a new resolution in the text box.
3. Click OK to change the resolution of the active image. There is no change in the appearance of the image in Image Editor.

Related topic

▶▶   Resolution dialog box

Cropping the edges of an image

Use the Crop command from the Edit menu to trim the edges of an image. The edges cropped from your image cannot be retrieved again unless you immediately undo the Crop command.

1. Use one of the selection tools to select the area of the image you wish to retain.
2. Choose "Crop" to discard the areas outside the selection marquee. Only the area you have selected is retained.

Note: If you select a non-rectangular area, the image is cropped to the smallest rectangle that can contain the selected area. Areas outside the selected area, within the new image, are filled with the current background color.

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Resampling an image

Use the Resample command from the Image menu to change the size and proportion of an image; images can be almost any size.

1. Choose "Resample" to display the Resample dialog box which contains information about the current width and height of the image.
2. Enter the new width and height for the image.
3. Click on the Keep Aspect Ratio check box to maintain the proportions of the active image. If you enter the width, the height is automatically generated; if you enter the height, the width is generated.
4. Click OK. A new image appears with the new width and height you specified.

Note: If you enter a new width and height of 100%, the active image is duplicated.

Related topic

▶▶   Resample dialog box

Adjusting image values

Use the Tone Adjustment, Brightness & Contrast, Hue & Saturation, and Level Adjustment commands from the Image menu to adjust image values.

These commands operate in a similar manner and can be applied to selected areas or, if there is no current selection, to the whole image. However, some of the commands are not applicable to some data types, or they cannot be applied to a selected area in certain data types.

1. Select the area for which you want to make corrections or adjustments. If no area is selected, the changes are applied to the entire image.
2. Choose "Tone Adjustment", "Brightness & Contrast", "Hue & Saturation", or "Level Adjustment" to display the appropriate dialog box.
3. Adjust the options by dragging the slider indicators along the slider bar. If necessary, preview your changes by pressing the Preview button.
4. After enhancing the image, click OK to apply your changes.

Related topics

▶▶   Tone Adjustment dialog box
▶▶   Brightness & Contrast dialog box
▶▶   Hue & Saturation dialog box
▶▶   Level Adjustment dialog box
▶▶   The Preview button

The Preview button

The Tone Mapper, Tone Adjustment, Brightness & Contrast, Hue & Saturation, and Level Adjustment dialog boxes all provide a preview button. This button allows you to preview the effects without affecting the image. You can continue adjusting if the effect doesn't satisfy you.

If your display adapter has a color lookup table, Image Editor can simulate the adjustments you make by using a color palette animation technique. However, the whole image will reflect the enhancements as they occur even if you are only enhancing a selected area. To preview an effect on a selected area, leaving the rest of the image unchanged, use the Preview button.

Using the Preview button disables color animation. To re-enable the animation, hold down the Shift key and click on Preview.

Converting images

Converting an image creates a new window containing a version of the original image in a new data type. The title bar of the new window contains the name of the original file without the file extension.

Not all image types can be converted directly to every other image type. When a conversion is not available for a particular image, that data type is disabled in the Convert submenu. The available conversion paths are listed in the table below.

Image Type   Can convert to :

Image Type	Can convert to :
Black & White	Grayscale
Grayscale	Black & White
	Indexed 16-Color
	Indexed 256-Color
	RGB True Color
Indexed 16-Color	Grayscale
	RGB True Color
Indexed 256-Color	Grayscale
	RGB True Color
RGB True Color	Grayscale
	Indexed 16-Color
	Indexed 256-Color

Related topics

Supported Image Data Types
Convert Submenu

Painting images

Image Editor's painting tools enable you to apply colors to images. The painting tools include Paintbrush, Clone, Airbrush, Eraser, and the Line tool. The effects painting tools have on the current image depend on the current brush shape, size, the current foreground and background colors, and the individual tool options.

You can manipulate the effects of the painting tools by:

▶▶   Double-clicking on the painting tool icon in the toolbar and defining its options.

▶▶   Setting the brush size and shape by clicking on the Brush Shape button above the Color Palette.

▶▶   Selecting the colors to apply to the image.

Related topics

▶▶   Painting Tools dialog box

▶▶   Clone dialog box

▶▶   Eraser dialog box

Creating selection areas

Selection areas can be created and manipulated by the use of the selection tools and the selection commands from the Edit menu.

▶▶   **Magic Wand**
▶▶   **Freehand Selection**
▶▶   **Rectangular Selection**
▶▶   **Elliptical Selection**
▶▶   **Move Selection**

▶▶   **The Select Submenu commands**

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Deselecting a selection

Image selections, whether floating or not, remain selected until you deselect them. Once you deselect a selection, the marquee disappears and its contents are left where they are as part of the image. To deselect a selection you can:

▶▶   click on the Rectangular or Elliptical Selection tools, then click once anywhere on the image outside the selection marquee

▶▶   click on a selection tool, then press the right mouse button anywhere in the active image and choose None from the pop-up menu

▶▶   choose "Select: None" from the Edit menu

▶▶   double-click on the Freehand selection tool

▶▶   press Ctrl + N

Merging a selection area

Normally, when you deselect a floating selection, the floating selection completely replaces the portion of the underlying image below it. In many cases this may be desirable, but there will be times when you require greater control over the process. The Merge Control command gives you that control. It allows you to set the transparency of the floating area, how colors combine and the degree to which the edges of the selection area are blended with the underlying image.

1. Choose "Select: Merge Control" from the Edit menu to display the Merge Control dialog box.
2. Select a level of transparency and, if you wish, the amount of edge blending. For RGB True Color images, you can also select a factor to control color combination.
3. Click on the Preview button to view the effect of the current settings.
4. Click OK when you are satisfied with the result. The dialog box closes and the effect is applied to the floating selection. You can then move it to the right position before deselecting it.

Note: The Merge Control command works only on Grayscale and RGB True Color images. Its effect cannot be undone but you may redefine the settings or discard the floating selection without affecting the underlying image.

If you drag-and -drop a selection to another image, or save it as a mask, only the edge blending value is kept during copying.

Related topic

▶▶   Merge Control dialog box

Working with masks

Use the Select: Load and Save Mask commands from the Edit menu to load and save a selected area as a mask. Masks can be used to produce special effects and create composite images where joints and seams are invisible. Once you have saved a mask, you can reopen it and edit it as a Grayscale image, ready for the next time you want to load it back into an image.

1. Select the area you want to save as mask.
2. Choose "Save Mask" to display the Save Mask dialog box.
3. From the Directories and Drives list boxes, choose the drive and directory to which you want to save the mask.
4. Select a format from the List Files of Type list box (must accept Grayscale images).
5. In the File Name text box, type the name of your mask (up to eight characters). You do not need to enter the file extension.

To load a mask, choose "Select: Load Mask". The Load Mask dialog box is similar to the Open dialog box: once you open a mask, the selection marquee appears on the active image.

Note: When loading a mask, Image Editor places the mask in the top left corner of the visible area, or the current selection area, if there is a selection. If you move your selection area to the border of the image and its top left corner is not visible, it is possible that the whole loaded mask falls outside the image. In this case, the message "There's no selection or selection falls outside the image" appears. (This message appears also if all the gray values in the mask are lower than 127.)

Related topics

▶▶   Load Mask dialog box
▶▶   Save Mask dialog box

Resizing selection areas

Use the Free Resize command from the Effect menu to make a selected area bigger or smaller.

1. Select the portion of the image you want to resize.
2. Choose "Free Resize". A box, with handles at each corner and on each side, appears around the selection.
3. Drag a handle to size the selected area. To resize two sides of the selection at the same time, drag a corner handle. The contents of the selected area are resized as you drag the handle. When you reach the desired size, release the mouse button.
4. To merge the resized portion with the image, select None in the Select submenu, or click once outside the selected area.

Note: Resizing a selected area with the Shift key held down maintains the original proportion of the area.

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Rotating images

The Rotate commands in the Effect menu contains options to rotate a selected area or a whole image. You can use them to rotate an image by a small amount or straighten images which have been scanned at an angle.

Below is a procedure showing how you can rotate images using the rotate by line options. If your image has strong horizontal elements, use "By Horizontal Line", if it has strong vertical elements, use "By Vertical Line". Both commands allow you to define a line which will then be rotated horizontally or vertically.

1. Make the image you want to straighten active.
2. Choose "By Horizontal line" or "By Vertical line" from the Rotate submenu in the Effect menu. A line, with a handle at each end, appears on the image.
3. Identify a horizontal or vertical element in the image and drag the closest handle to one end of this element.
4. Drag the other handle to the other end of the element so that the joining line aligns with the element.
5. Double-click on one of the handles. The image is rotated so that the chosen line becomes horizontal or vertical.

Related topic

▶▶   Rotate Submenu

Distorting selection areas

Use the Distort command from the Effect menu to stretch an image to any desired shape.

1. Select the portion of the image you want to distort.
2. Choose "Distort". A box with four handles, one at each corner, appears around the selected area.
3. Click and drag one of the handles in the direction you want to distort.
4. When you reach the desired degree of distortion, release the mouse button.
5. To merge the slanted portion with the image, select None in the Select submenu, or click once outside the selected area.

Note: Hold down the Shift key to drag handles without applying distortion every time. Then click on one of the handle.

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Slanting selection areas

Use the Slant command from the Effect menu to horizontally or vertically slant a selected portion of an image.

1. Select the portion of the image you want to slant.
2. Choose "Slant". A box with four handles, one at each corner, appears around the selected area.
3. Click and drag one of the handles in the direction you want to slant.
4. When you reach the desired degree of slant, release the mouse button.
5. To merge the slanted portion with the image, select None in the Select submenu, or click once outside the selected area.

Note: Slanting a selected area with the Shift key held down, moves a single handle of the area. To create a perspective effect, slant two adjacent corners of an area in opposite directions.

Selecting colors

The color palette, on the right of the Image Editor workspace, contains all the colors you can apply to an image. The range of colors displayed is dependent on the type of the image you are currently working on.

Before you can apply a specific color, select it as the current foreground or background color. These colors are displayed in the current colors indicator. Use the left mouse button to select the foreground color, and the right mouse button to select the background color. You can change colors by:

▶▶   double-clicking on the Eyedropper tool, or the background or foreground color square to display the Select Color dialog box.

▶▶   clicking on any color in the color palette with the left or right mouse button.

▶▶   clicking on and dragging the color value slider indicator. The active color is surrounded by a gray border.

▶▶   using the Eyedropper tool to choose a color from either the color palette or the active image.

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Related topic

▶▶   Select Color dialog box

Joining images using the Tile Two Images command

Use the Tile Two Images command from the Edit menu to create special effects or join two images when the joint is not critical. Special effects can include repeating an image by joining it to itself many times, or joining a flipped version of an image to the original to create a mirror effect.

1. Make one of the images you wish to join the active image by clicking on its title bar.
2. Choose "Tile Two Images" to display the Tile Two Images dialog box.
3. In the Floating image drop-down list box, choose the image you want to join to the active image.
4. Click on the direction arrows to choose the position of the floating image in relation to the active image (the floating image is shown with a shadow).
5. In the Distance text box, enter a negative value.
    You may enter a positive value but then there will be a gap between the images. This gap is filled with the current background color.
6. In the Transparency text box, enter a value from 0 to 100% for the transparency of the floating image in the overlap area.
7. Click on OK and the dialog box closes. A new window containing the joined images appears. In the overlap area the images will have been blended.

Related topic

▶▶   Tile Two Images dialog box

Joining images using the Stitch command

Use the Stitch command from the Edit menu to join two parts of the same image as seamlessly as possible.

1. Make one of the images you wish to join the active image.
2. Choose "Stitch" to display the Stitch dialog box.
3. In the Floating image list box, choose the image you want to join to the active image. The chosen image becomes the floating image in the Stitch operation.
4. Click on the direction arrows to choose the position of the floating image in relation to the active image (the floating image is shown with a shadow).
5. Click on the Place button. Image Editor goes into Stitch mode. A new menu bar appears containing stitch commands and the two images are displayed in the workspace.
6. Drag the floating image until you are satisfied with its position. Choose Auto Fine Tune from the Option menu for precise adjustment.
7. Double-click on the image or select the Done command from the Action menu. A new window appears containing the stitched images.

Related topics

▶▶ Stitch mode
▶▶ Stitch options
▶▶ Stitch dialog box
▶▶ Auto Stitch Control dialog box

Stitch mode

Image Editor enters the Stitch mode when you press the Place button in the Stitch dialog box. If you try to close this mode with the Close command in the control menu, you are actually trying to close Image Editor and a message, "Please complete the Image Editor operation first", appears. Press OK and, if you don't want to continue with the Stitch operation, choose Quit from the Action menu.

Action menu

Auto Stitch... opens the Auto Stitch Control dialog box where you can reposition the floating image to match the active image

Done joins the two images in their current positions and exits Stitch mode

Quit cancels the stitching operation, and restores the Image Editor window

View menu

Actual View displays the images at their normal (1x) view

Zoom In zooms in on the image

Zoom Out zooms out on an image

Transparency... defines the transparency of the floating image in the area of overlap

Option menu

Auto Fine Tune automatically fine tunes the position of the floating image after you have dragged it or defined the matching points

Help! provides you direct access to this help

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Related topic

Stitch options

Joining image strips

If your scanner cannot scan a whole picture in one pass, you need to scan it more than once and then join the resulting images to form a complete picture. Most hand-held scanners can only scan areas up to about four inches wide. For these scanners, the ability to join images accurately is essential. Image Editor provides this function with the Tile Two Images and Stitch commands in the Edit menu.

With Image Editor you can only join images that are both Grayscale or RGB True Color. To join images of other data types, you must first convert them to Grayscale or RGB True Color. Following are two procedures which you can follow when joining image strips:

Using the Tile Two Images command
Using the Stitch command

Related topic

Tips for using a hand-held scanner

Tips for using a hand-held scanner

If you are using a hand-held scanner, you should follow the following guidelines:

▶▶ scan as slowly and as smoothly as possible.

▶▶ if possible, run your scanner against a straight edge placed on your image. Mark the beginning and end of your image on the ruler and start scanning a little before the beginning. This ensures you scan the right portion of an image as straight as possible.

▶▶ when scanning loose sheets or pages of books, make sure they are firmly secured and as flat as possible.

▶▶ try to give yourself a bit of space above and below the image and mount the image flush with the surrounding surface. It is important that the hand-held scanner's runners are always in contact with the surface and they don't have to climb thick edges.

▶▶ don't have excessively bright lights shinning directly on the image to be scanned.

▶▶ keep the hand-held scanner clean, in particular, the runners and scanning window.

Stitch options

The Place button in the Stitch dialog box allows you to enter the "Stitch" mode. In this mode, the Image Editor workspace is cleared to leave only the two images to be stitched and the menu bar is replaced by special Stitch menus. You then have the following stitch options:

▶▶   drag the floating image until it is in the correct place, partially overlapping the active image.

▶▶   define a point in each image, by holding the Shift key down and clicking first in one image and then in the other. Image Editor then aligns the images on these points.

▶▶   choose "**Auto Fine Tune**" in the Option menu to aid the above two methods of manual stitching.

▶▶   set auto-stitching parameters and let Image Editor automatically match and align the floating image on the active image.

▶▶   set the transparency of the floating image to aid manual stitching and to define how images are combined in the overlap area.

Object Linking & Embedding

Linking and embedding objects can vary from program to program. Before you do this, we suggest that you read your client program's documentation.

Basically there are two routes to embedding (one of which can also be used for linking). One starts from the client program, the other from the server. To embed objects starting from the:

▶▶   **Client**

▶▶   **Server**

_____

Embedding from the Client

To embed an object starting from the client:

1. Open or create a document in the client program and select the client's Insert Object command (or similar). The Insert Object dialog box appears.
2. In the Object type list box, select "Ulead Image Editor Image".
3. Click OK. The dialog box closes and Image Editor appears.
4. Open the image you want to embed.
5. From Image Editor's File menu, choose "Update client" (client is the name of the client program).
6. Either Exit Image Editor or switch to the client program. The object you selected appears in the active document in the client program's workspace.

_____

Embedding or linking from the server

To embed an object starting from the server:

1. Starting from Image Editor, open the image file you want to embed.
2. From the Edit menu, select "Copy".
3. Exit Image Editor and open the client program containing the document into which you want to place the object.
4. Select the client program's Paste Special command. The Paste Special dialog box appears.
5. In the Data Type list box, select "ImagePals Image Editor Image".
6. Click on Paste. The dialog box closes and the object is embedded in the client program's active document. (If you copied an image or selected part of an image that is saved on disk, the Paste Link button is available. Press this button to link the object rather than embed it.

Note: In some client programs, you can use their normal Paste command to embed an object.

Dragging a selection into the Object Pool

When you drag a selection area to the Object Pool, you can decide to store it as a mask or an image in a group.

1. Use one of the selection tools to select an area in an image. Choose Select All in the Select submenu if you want to select the whole image.
2. Choose to store the selection as an image or a mask in the menu that appears when you click on the arrow button on the left of the Object Pool icon or in the Object Pool window.
3. Drag the selection into the Object Pool. You can drag it to the Object Pool window or to the Object Pool icon below the Color palette (in this case, the status bar lets you know which group is selected).
4. The selection appears as an object in the group.

Note: Hold down the "M" key to drag the selection as a mask (even when "Store Image" is selected)

Related topics

▶▶   The Object Pool window
▶▶   Working with selection areas

Dragging an object from the Object Pool

With the objects stored in the Object Pool, you can:

Create new documents by simply dragging an object onto the workspace

Load an image object into an image by dragging it into an image on the workspace; it appears as a floating selection

Import a mask object into an image by dragging a mask into an image on the workspace; it appears as a static selection (the Move tool is automatically selected)

Create a pattern fill by pressing the "F" key and dragging an object to an image, or a previously selected area

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Related topics

The Object Pool window

Working with selection areas

Drag-and-drop operations

In Image Editor, you can use drag-and-drop to perform several tasks: create new images, copy and save images or selections, and create pattern fillings and masks.

You can drag images or selections directly from one document to another, or to the Object Pool, where you can store them for future use.

Drag-and-drop with no key held down:
- Drag a selection area from one image to another, it appears as a floating selection
- Drag a selection area to the workspace, it appears in a new untitled window
- Drag a selection area to the Object Pool, it is stored as an image object

Drag-and-drop with "M" key held down
- Drag a selection area from one image to another, it appears as a static mask (the Move tool is automatically selected)
- Drag a selection area to the workspace, it appears in grayscale in a new untitled window
- Drag a selection area to the Object Pool, it is stored as a mask object (overrides setting in Object Type menu)

Drag-and-drop holding down the "F" key
- Drag a selection area to another image to fill it with a pattern (also available from the Object Pool)

Related topics
- Working with selection areas
- Object Pool

Creating customized filters

Use the Custom Filter command from the Effect menu to create your own enhancing filters, e.g. Blur, Sharpen or special filters like Motion Blur. When you apply this filter to an image or selected area, each pixel's value is regenerated from its original value and the value of its surrounding pixels.

1. Choose Custom Filter to display the Custom Filter dialog box.
2. Choose one of the four options in the Symmetry list box.
3. Enter a value for each cell in the matrix (the value must be between -999 and 999).

▶▶ The center of the matrix is placed on each pixel in an image (or selected area) and the values in the cells are applied to the pixels under the matrix to generate a new value for the pixel at the center.

4. Enter values into the Divided by and Offset text box. All the pixel values are divided by the first value, with the Offset value added on after.

5. Check the Invert option if you want to invert the gray/color values of the image or selected area after the value of the target pixel has been generated.

Related topic

▶▶ Custom Filter dialog box

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Image Editor tips & techniques

▶▶   **Working with selections**
▶▶   **Using the object pool**
▶▶   **Controlling the view of images**
▶▶   **Working with files**
▶▶   **Applying color to images**

Working with selections

▶▶   You can move the pointer with the direction keys. If you are creating a selection area, using the direction keys adjust the size of the selection marquee. To move a selection marquee once it has been created, first click on it with your mouse and then use the appropriate direction key.

▶▶   Press the F3 key to remove a floating selection or pasted image.

▶▶   Double-clicking on the freehand or move tools deselects a selection area.

▶▶   If you make a mistake while drawing a selection area with the freehand selection tool, or wish to start again, press the Esc key.

▶▶   Pressing F5 toggles the Preserve Image Under Selection option.

▶▶   To copy one area of the image to another, make sure the Preserve Image Under Selection option in the Image Editor preferences dialog box is checked, then select the area you want to copy and then move it to its new location.

▶▶   Save system resources by selecting and dragging only the area you are working on to the workspace to create a new image and to the object pool as a mask. When you finish editing the image, drag the mask back to the original image and copy the edited image to the clipboard. Then paste the clipboard contents into the same position as the original image.

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Using the object pool

▶▶   Holding down the M key as you drop a selection into the object pool automatically saves it as a mask.

▶▶   If you want to place a selection into the same position in other images, make sure the target images are the same size as the image the selection was originally created in.

▶▶   Did you know that whenever you create an object, it is saved as a TIF file in the PATTERNS subdirectory? This allows you to perform file maintenance such as backing them up to another storage device.

▶▶   Object files are easily identified with an O prefix followed by the letter I (image), K (image as mask), or M (mask), with a creation number at the end.You can compress these files by checking Compress Objects in the Object Pool Information dialog box.

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Controlling the view of images

▶▶   You can use the + and - keys to zoom in and out on images.

▶▶   Dragging over an area of an image with the zoom tool selected automatically zooms in on that portion.

▶▶   When scroll bars appear in the image window, you can use the these combinations to change the view of the image:

Ctrl + Home = move to the left edge
Ctrl + End = move to the right edge
Shift + Home = move to the top
Shift + Home = move to the bottom

▶▶   Double-clicking on the zoom tool returns an image to actual view (1x).

▶▶   The global viewer can be quickly accessed by clicking on the box at the intersection of any scroll bars.

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Working with files

▶▶   Check out a file before opening it by clicking on the Preview button at the bottom of the Open dialog box.

▶▶   You can open several files consecutively by using the Shift key with your mouse to select a range of files. To select, or deselect individual files, use the Ctrl key. (You can also drag your mouse over the filenames to select them.)

▶▶   If you want to save a large number of files quickly, use the Save command in the batch manager.

▶▶   Use the Close Quickly command in the Batch Manager to quit Image Editor when many files are open and you don't want to save any of them.

▶▶   Pressing the F6 key or double-clicking on the status bar opens the Image Editor preferences dialog box.

▶▶   Use the Resolution command to change the size of an image without affecting the number of pixels and quality.

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Applying color to images

▶▶   If you have the eyedropper tool selected, clicking on an image with the left mouse button selects that color as the foreground color, clicking the right mouse button selects it as the background color.

▶▶   When using a painting tool, the left mouse button applies the current foreground color, the right mouse button, background.

▶▶   A great way to remove unwanted colors from an image is to smudge them out using the smudge tool (see magic lamp). This blends the colors with those of the surrounding pixels.

▶▶   If you want to change the color of a feature, such as an eye, but don't want to blot it out, select the Hue and Saturation option in the painting tool's options dialog box.

▶▶   Use the clone tool to remove certain areas of an image and replace them with surrounding features or those from another image .

▶▶   To remove a specific color from an image without affecting neighboring pixels select the color to be removed as the foreground color. Then using the eraser tool, select the Erase Foreground to Background Color option in the Options dialog box and drag over the area you want to erase.

Ulead ADK

- **What is the ADK?**
- **What can you do with the ADK?**
- **What does the ADK contain?**
- **Ordering Information**
- **Technical Support**

What is the ADK?

The Ulead ADK is a set of sample programs with accompanying documentation. The documentation shows the application programming interface (API) calls supplied by Album and other Ulead programs. Other applications can call these APIs for access to Ulead program features such as reading and writing image data file.

The ADK also shows sample programs for writing File Input/Output (FIO) and Media Input/Output (MIO) filters so Ulead products can access or catalog foreign file formats.

Related topics

▶▶ **What can you do with the ADK?**
▶▶ **What does the ADK contain?**
▶▶ **Ordering Information**
▶▶ **Technical Support**

What can you do with the ADK?

With ADK you can do the following:

▶▶ Find existing IAC (Inter Application Compatible protocol) compatible programs to take advantage of existing MIO or FIO filters

▶▶ Allow users to drag and drop files from your application into Album as thumbnails, and vice versa

▶▶ Register your application as an IAC compatible program: you can insert thumbnails into albums when saving files and your application will be shown along with other Ulead products in the Switch menu.

▶▶ Create albums or insert thumbnails to albums for cataloging and browsing purposes.

▶▶ Access a file format using existing FIO filters

▶▶ Do file conversion using existing FIO filters.

▶▶ Create new FIO filters for reading and writing specific multimedia file formats

▶▶ Create new MIO filters for generating thumbnails and for cataloging specific multimedia file formats

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Related topics

▶▶ **What is the ADK?**

▶▶ **What does the ADK contain?**

▶▶ **Ordering Information**

▶▶ **Technical Support**

What does the ADK contain?

The ADK consists of the following items:
- Ulead ADK introduction
- Ulead ADK document
- Sample program diskette
- License Notice and Distribution Agreement
- Development Support Option
- Suggestion Form
- Order Form

Related topics
- **What is the ADK?**
- **What can you do with the ADK?**
- **Ordering Information**
- **Technical Support**

Ordering Information

This list shows the ADK packages and their per unit prices. All prices are in US dollars and subject to change without notice.

- **Base Product:** $ 600
- **Base Product with Development support:** $ 2,100
- **Development Support:** $ 1,500
- Shipping and Handling (Asia): $ 35
- Shipping and Handling (Worldwide): $ 50
- **North and South American orders**
- **International orders**

Related topics

- **What is the ADK?**
- **What can you do with the ADK?**
- **What does the ADK contain?**
- **Technical Support**

Technical Support

If you have any questions or comments about this or any other Ulead products, we want to hear from you. Ulead has three offices to help you:

Before you call, please prepare the following information so we can offer you the best possible support:

▶▶ The program name and serial number
▶▶ Nature of the problem
▶▶ Any error messages or dialog boxes that appear when the problem occurs
▶▶ System information including the type CPU, your operating system, and any other programs running at the time the problem occurs.

If you decide to write or fax us, add printouts of the following:

▶▶ AUTOEXEC.BAT
▶▶ CONFIG.SYS
▶▶ WIN.INI
▶▶ ULEAD.INI

Note: *You can obtain copies of these files quickly by running SYSEDIT.EXE in your Windows program directory.*

▶▶ **In North and South America**
▶▶ **Europe**
▶▶ **International**

In North and South America

Our California offices are open Monday through Friday from 9:00 AM to 5:00 PM Pacific Standard Time.

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        MBX: Support @ ultc
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        101400,221
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        ulead@c2.hinet.net
      -or-
        idpt871@tpts1.seed.net.tw

International

Our international headquarters in Taiwan, R.O.C. has personnel fluent in English, French, German, and Chinese available to help. Office hours are Monday through Friday from 9:00 AM to 6:30 PM Taiwan time.

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The base product contains the ADK and access to public bulletins and messages on the Ulead BBS.

The base product with development support contains the ADK an complete technical support via fax, EMail, or BBS for sixty (60) days or twenty (20) hours, whichever comes first.

Development support offers extended technical support to those who already own the ADK via fax, E-Mail, or BBS. Each contract covers sixty (60) days or twenty (20) hours, whichever comes first.