

# **Menus\_PerfectPaint**

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<b>COLLABORATORS</b>
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	<i>TITLE :</i> Menus_PerfectPaint		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Georges HALVADJIAN"	August 10, 2022	

<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# Menus\_PerfectPaint

### 1.1 Menus

Picture  
Brush  
Animation  
Colors  
User

### 1.2 Picture Menu

#### .New

Creates a new image, letting you specify its width, height and depth

#### .Load

Loads IFF picture (1-24bits,Ham6/8) and JPEG picture

For other format, PfPaint use datatype.

For the moment Datatype support is not internal, it is handled by an external program found in PerfectPaint:Tools (for more information the README is included in the drawer).

HAM6/8 pictures will be converted to 24Bits.

#### .Save/Save as

Save the current picture in ILBM format (1-24bits or 8bits gray), or JPEG format in 24Bits or 8Bits gray.

#### .TurboPrint

run Graphic publisher with current picture, ready to be printing.

#### .Save Rendered (PerfectPaintPro only)

Reduce the number of colors of your current picture with or without dithering and save it.

### .Effects

#### .Picture size:

Enlarges or reduces your picture, with antialiasing if it is active.

#### .Page Size (PerfectPaintPro only)

Add a border around your picture

#### .Crop

#### .Flip X

Flips the image about the X-axis.

#### .Flip Y

Flips the image about the Y-axis.

#### .Rot 90\textdegree{} (Landscape)

Rotates the image by 90\textdegree{}.

### .Prefs/Paths

Here you can define paths for your pictures, brushes and palettes, choose a default palette, and decide if you want to save icons with your files.

### .Misc

#### Coord

Toggles the co-ordinate display.

#### Bridge

Allows fast communication with another instance of PerfectPaint so that you can send pictures, brushes and palettes.

#### Flush Memory

Frees any memory not needed by the program.

#### Make/Redo Object

Allows you to manually enter an object's dimensions (works with circle, line, ellipse, curve and box). The requester will store the details of the last constructed object.

### .Info

Gives information about the current pictures and brushes, and tells you if you have enough memory for certain operations.

### .About

Info about the program and available free memory.

### .Quit

Quits the program.

## 1.3 Brush Menu

### .Load

Loads a brush, ILBM 1-24bits, HAM6/8, Jpeg or datatype.

If the new brush has a different depth than the current picture, it will be remapped. (see Colors/dithering options)

### .Save

Saves the current brush (ILBM format), with or without Mask, or in DEEP format (with alpha-channel)

Rendered: Reduce the number of colors of your current brush with or without dithering and save it.

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.Free  
Destroys the current brush and frees its memory.

.Restore  
Returns the current brush to the way it was when it was captured.

.Mode  
.Matte: the brush has transparency (the transparent colour being the Bg colour when the brush was captured)  
.Colour: the brush has transparency but its contents are solely in the selected colour.  
.Replace: the brush has no transparency.

.Misc  
Change Transparency: changes the transparency of the current brush  
Add Transparency: adds transparency to the current brush  
Remove Transparency:  
Invert Mask: Inverts the mask of the current brush  
Smooth border:  
Invert Mask:  
Density Mapping: it will allow you to Edit,with spline, then density of your current brush  
Opacity:

.Fast rotation  
Flip X  
Flip Y  
Rotation 90\textdegree{}

.Size  
This effect can be antialiased.  
Halve:  
Quickly halves the pixel dimensions of the brush  
Halve X:  
Quickly halves the pixel dimensions of the brush (Only on X)  
Halve Y:  
Quickly halves the pixel dimensions of the brush (Only on Y)  
Double:  
Quickly doubles the pixel dimensions of the brush  
Double X:  
Quickly doubles the pixel dimensions of the brush (Only on X)  
Double Y:  
Quickly doubles the pixel dimensions of the brush (Only on Y)  
Numeric:  
Allows you to scale your brush to any arbitrary size.

.Effects Image  
Perspective  
Shear

## 1.4 Animation Menu

.Load  
Animation: loads an animation in Anim5 or Anim7 or Anim24bits format.  
(The animation is stored on disk).

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Pictures: loads a series of images to construct an animation.  
(Size and format can be different)

#### .Save

Animation: Saves the animation in Anim5 format or Anim24bits  
Pictures: saves the animation as a series of individual frames.

Rendered animation: Reduce the number of colors of each pictures  
with or without dithering and Saves  
the animation in Anim5 format.

Rendered pictures: Reduce the number of colors of each pictures  
with or without dithering and Saves  
the animation as a series of individual frames.

You can use Arexx scripts to save your animation in :  
GIFanim (Rexx/General/SaveAnimGif.rx)  
or QuickTime movie (Rexx/General/MkQT.rx)

#### .Frames

Create: create an animation  
Add frames: add frames to the animation, after the current frame  
Copy frames: copy the current frame or a series of frames  
Delete frames: delete the current frame or a series of frames from  
the animation

#### .Control

Previous: makes the previous frame the current one  
Next: makes the following frame the current one  
Go to: allows you to move to a specific frame  
Play: plays the animation. It will play until you press the space bar  
Play Once: plays the animation a single time  
Ping Pong: repeats the animation forwards and backwards until you press  
the space bar

#### .Free Anim

Destroys the current animation.

If you click the right mouse button on the 'trashcan' icon, you may  
delete the current frame or a series of frames.

The animation is stored in disk, only a preview of each frame is stored in RAM.

## 1.5 Colors Menu

#### .Load

Loads a palette.

#### .Save

Saves the current palette.

#### .Edit

Edits the current palette.

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.Effects (PerfectPaint only)  
you can modify your pictures  
with R,V,B,Contrast,Saturation,Brightness and gamma.

.Fix Palette  
Stores the current palette so that it can be restored later.

.Use Brush palette (PerfectPaint only)  
Use the palette of the current brush.

.Restore palette  
Restore the original palette, or one stored by "Fix Palette".

.Convert to grey  
Converts the current palette to greyscale.

.Antique  
Converts the current palette to sepia tones.

.Remap Brush (PerfectPaint only)  
Remaps the current brush using the current palette.

.Dithering options

.Convert to RGB  
Let you convert your current picture (1-8bits) to RGB (24bits)

.Convert to CMAP  
Let you convert your current picture to CMAP (1-8bits)

## 1.6 User Menu

This menu belongs to you, you may modify it as you wish.

Edit

Lets you edit the 'User' menu.  
You may have up to 5 entries, and up to 15 subentries for each entry.  
You may assign an Arexx script to each subentry. If you enter a 0 in a subentry's name, a separator bar will appear in the menu.

By default, one menu will be created.

## 1.7 Jpeg.library

Short: V5.1 shared library to load/save jpegs  
Uploader: paulh@mafeking.scouts.org.au (Paul Huxham)  
Author: paulh@mafeking.scouts.org.au (Paul Huxham)  
Type: util/libs

On Aminet: jpeglibrary50.lha

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For anyone who wants to use/manipulate jpeg files in their own applications, this library makes it very easy.

jpeg.library is a shared library that can be used to examine, load and save jpeg images. You can have multiple jpegs objects (load/save), supports all the standard jpeg quality and smoothing parameters and can scale loaded images (smaller). Jpeg image data can reside on disk or in memory.

Example programs included.

\* Version 5.1 fixes a problem with previous 020ffp and 040ffp versions of the library.

\*\* This software is based in part on the work of the Independent JPEG Group.

For the latest version of jpeg.library and to check out other software I have written, check my home page at:

<http://mafeking.scouts.org.au/~paulh/>

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## 1.8 Render.library

Short: image processing kernel  
Author: Timm S. Müller  
Uploader: Timm S. Müller (timm.mueller@darmstadt.netsurf.de)  
Type: dev/misc  
Version: 30.0  
Requires: Kickstart 2.04 (v37), MC68020

render.library

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render.library is an amiga shared library that serves an image processing kernel. it is an interface between truecolor and chunky graphics, and it supports all amiga-specific pixel and color schemes. render.library provides palette-management, histograms, alpha-channel processing, color reduction, scaling, rendering, dithering, texture-mapping, and many conversion and support functions.

author

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#### requirements

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- mc68020 or better
- kickstart 2.04 (v37) or better

#### features

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- histograms up to 24 bit
  - rendering
  - dithering
  - color quantization
  - heavy alphachannel support
  - HAM mode support
  - custom memory management
  - scaling
  - low-level texture-mapping
  - conversion functions
  - fully documented with autodocs, charts, tutorials
  - supplied with C, Assembler, and E includes
  - freeware
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