Menus_PerfectPaint

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COLLABORATORS

	TITLE : Menus_PerfectPaint		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Georges HALVADJIAN"	August 13, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Menus_PerfectPaint

1.1 Menus

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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),PPM, JPEG picture, RAW, Sculpt Grey and  ←
     Sculpt RGB.
  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), RAW, Sculpt,  ←
     PPM, Gif or JPEG format
  in 24Bits or 8Bits gray, PNG, Save Rendered (Reduce the number of colors of your ←
      current picture
  with or without dithering and save it).

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

. Show History

.Save Rendered (PerfectPaintPro only)
  Reduce the number of colors of your current picture
  with or without dithering and save it.

.Effects
  .Clone Picture
  .Convert to Brush
  .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{}.
  .Scroll
  . Polar Coordinates

.Prefs/Paths
  Here you can define paths for your pictures, brushes and palettes, choose
  a default palette, Define Undo size, Choose Backgrounds and decide if you want ↩
     to
  save icons with your files.

  Pointer can be changed to Precise pointer (F6)
  Precise pointer never show current brush or pen.

.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 ou without Mask, or in
  DEEP format (with alpha-channel) (Internal PfPaint format)
  Rendered:  Reduce the number of colors of your current brush
  with or without dithering and save it.
  Gif format.

.Free
  Brush Destroys the current brush and frees its memory.
  All Brushes Destroys All Brushes.

.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, the density
     of your current brush
  Opacity:
  Reset Transparency: Will reset all transparency of the current brush.
  Convert to Picture: Convert current brush to Picture in a
                                new Buffer.

.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).
   Pictures: loads a series of images to construct an animation.
      (Size and format can be differents)
   TransferAnim for Aweb, Ibrowse or Voyager.

.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.
   Gif Animation
   QuickTime movie
   TransferAnim (For Aweb, Ibrowse and Voyager)

.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

.Effects
```

```
    Clone Anim
    Join Anim
    Inv Anim
    Make Ping-Pong
    Fade to
    Slim Anim
    Movie Factory: Lets you make transitions between two frames in the current  ←
        animation.
            Available Operators are:Displace,Fade,Mosaic,Perspective,Spray, Tunnel,
            Twirl and Wave.
    Dissolve: Same function than Movie factory, but transitions are made with a  ←
        mask.
            16 Operators are available.
    Motion Blur
    Ghost Frame
    Shaker

.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.

.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

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:

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http://mafeking.scouts.org.au/~paulh/
```

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
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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.

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author
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```

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requirements
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```

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

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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