Paint   Version 1.0

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Table of Contents

INTRODUCTION & REQUIREMENTS

Paint is a simple to use BITMAP graphics editor for use under OS-9(68000) KWindows. Paint allow importing GIF format graphics as well as creating animation frames.

Paint is totally mouse and menu driven which makes it very easy to learn and use.

KWindows is required in order to run Paint. If you do not have KWindows installed on your system, this program will not run. The 'windio' module MUST be in your bootfile in order to perform the high-level windowing this program uses.

If no mouse is available for use, the "keyboard mouse" may be used instead. On an MM/1, hold down the <CNTL> key as you press the arrows to move the mouse cursor and <CNTL><ENTER> will act a your mouse button.

MM/1 Version:

      Required: OS-9(68000) Operating System
                    KWindows
                    IMS MM/1
                    One Disk Drive
                    RGB Monitor

      Recommended: Mouse
                    Additional Disk or Hard Drive(s)
                    Dot matrix printer

TERMINOLOGY - Used in the manual

Mouse Terms

    Mouse   -   A mouse, joystick or the "keyboard mouse".

    Click   -   Pressing the mouse button. For two button mice this
                      refers to the left button.

    Drag   -   Holding down the mouse button and moving the mouse.

    Select   -   To move the mouse cursor over something and click.

    Tool   -   An icon that has been selected that represents a
                      drawing/edition function.

File terms

    Extension - Part of a filename that follows the "." in the filename.
                 For instance: in "collosal.fnt", ".fnt" is the extension.

MASTER DISK

    Before using Paint, make a backup of the original disk that came
with the package. (See "Starting OS-9" chapter 2 in the Using
Professional OS-9 manual for how to do this.) NEVER use the Paint disk
except to make backup copies. Put a write protect tab on the master
disk before you make a copy. This way you will always have the original
disk in good condition. After making a backup copy, use this as you
working disk, and store the original disk in a safe place.

    The Paint disk has several directories on it. They will be used as
reference in the documentation. The directories are as follows:

    CMDS - executable modules (programs)

    CMDS/ICONS - icon.paint (Sub-directory in CMDS)

    SYS - contains all the standard bitmaps used by KWindows

    SYS/VFONTS - contains 3 Vector fonts used by KWindows

    AIF - Aif for use with KWindows and DeskTop

INSTALLATION INFORMATION

File Locations

    Paint must be in the execution directory, usually /DD/CMDS. If you
want to boot from DeskTop copy the icon icon.paint to /DD/CMDS/ICONS and
the AIF.paint to the desired picture directory.

FILES MENU

About...

    Program version and copyright information.

New

    Selecting 'New' will prompt 'Are you sure?' if you answer yes the
screen will be cleared. You will have to save the icon by selecting
'Save as ...' from the files menu and then naming it.

Open...

    Open... will display all files from the current data directory, in a
window. To select a file to open just 'point and click' on the file you
want. You may scroll thru the filenames by clicking on the UP/DOWN
arrow located on the right side of the display. Changing to a different
data is done be either: A)selecting a directory or B)Clicking on the
<Parent> entry. This allow walking the directory structure of an entire
disk.

Save

    This option will save the current icon with the filename that it was
opened in with.   A dialog box will ask if an overwrite of the icon on
disk is ok. If 'Open...' wasn't used to open the icon use 'Save As...'
to save it.

Save as...

    Will prompt for you to enter a filename, then save the picture. If
the file already exists on disk, a dialog box will pop up giving the
option to overwrite the existing file.

Save GIF

    Will prompt for you to enter a filename, then save the picture with
the extention .gif in GIF format. If the file already exists on disk, a
dialog box will pop up giving the option to overwrite the existing
file.

Print

    Will call the print dump for the printer. Version 1.0 does not, at
the time of writing, have any print drivers

Quit

    Exit Paint.

EDIT MENU

Undo

    Undo will 'undo' the last action taken on the picture.

Cut

    Cut a piece of the picture from the screen to the clip buffer.

Copy

    Copy a piece of the picture from the screen to the clip buffer

Paste

    Copy the clip from the clip buffer to the screen.

Clear

    Clear the clip buffer.

Show

    Show any clip currently in the clip buffer.

Cut2Disk

    This allow you to clip part of the picture to disk.

Open Clip

    Load a clip from disk to the clip buffer.

GOODIES MENU

Grid Size: #

     This selects the size of the grid.   Each time this option is
selected the grid size is incremented by a power of 2. If the grid size
is 8, and this menu item is selected, it will 'wrap' back to a size of
1.

Logic Mode:

     Set the logic used for all drawing commands. This will also affect
Paste and Fatbits operations.

H Grade

     One of the most fascinating options in Paint. H Grade means
horizontal gradient.   Both H and V grade allow drawing with more than 1
color at a time. This is referred to as 'color ramping'. For example,
if you have colors 0 thru 32 selected in the ramp, and draw a bar from
left to right, Paint will use the lowest numbered color in the ramp and
draw the left edge of the bar. As it draws from left to right Paint
will step thru to colors until the highest number color is finally used
at the right edge of the bar.

/ Grade

     Same as H Grade above but ramps the colors vertically.

Remap Color

     Allows you to change all the pixels of one color to another.
Selecting Remap will open a dialog box showing the color number of the
current drawing color and asking "Remap color #xxx to?". Enter the
color number that the pixels are to be changed to and press <ENTER>.
This option cannot be undone. If no color number is entered and <ENTER>
is pressed, no action will be taken on the screen.

Find Open Palette

     Reports the lowest unused color number and set the current drawing
color to that color. An unused color is a color in the palette but no
pixels have been drawn in that color.

Squeeze Palette

     This options is not implemented at this time.   It will allow
squeezing out all the unused colors from the palette. This is helpful
when more palette slots are needed, but the open palettes are scattered
throughout the palette.

Select Pattern

     Open the pattern menu. 16 different patterns may be used. To turn
patterning off, select the top 'blank' pattern. This menu is movable.

Select Brush

Open the brush menu. Select brushes in the same manner as selecting a tool from the tools menu. This menu is moveable.

Special Tool

Special tool is not implemented at this time.

TOOLS MENU

Lasso

Not implemented.

Select

Not implemented.

Eraser

Allows erasing part of the screen to the current background color.

PaintCan - Gallon of Paint

This icon is the Fill tool. It allows filling a screen region with the current drawing color.

FatBits - Magnifying Glass

Fatbits allows editing of individual pixels. See the FATBITS SCREEN section for more details on fatbits.

Brush

This tool allows freehand drawing much like a paint brush. It will draw in the current drawing color, or color ramp if H/V Grade is turned on, with the current brush. Brushes may be changed by selecting them from the brush menu.

Pencil

Freehand drawing in the current drawing color.

Line

This tool allows you to draw straight lines.

Curves

Not implemented.

Box

This tool is for drawing rectangles.

Cube

This tool is like the the box tool but allows connecting two boxes together to form a cube.

Rounded Box

Allow drawing a rectangle with curved corners.

Circles

Position the cursor where the conter of the circle will be and press the mouse button. Adjust the circle by moving the mouse left/right. When the circle has been sized as desired, release the mouse button.

Ellipse

Position the cursor where the conter of the ellipse is desired and press the mouse button. Adjust the horizontal radius by moving the mouse left/right. Adjust the vertical radius by moving the mouse up/down. When the ellipse has been sized as desired, release the mouse button.

FreeHand Polytool

This tool allows freehand drawing, just as the pencil. The main difference between this tool and the pencil is this polytool remembers where the mouse was pressed and when the mouse button is released draws a connecting line to the original screen coordinate.

Rays

After selecting rays, press the mouse button at the point where the befinning of the line is desired. Lines will be drawn to anywhere the mouse is dragged to, untill the mouse button is released.

Text

Allows adding text to the screen. Click the mouse where text is to be placed and a square cursor will appear. At this point, type the desired text and press <ENTER>.

Polygon tool

Allow drawing polygons with straight lines. After selecting this tool, click the mouse where the beginning of the first line is to be draw. A rubber band line will follow the cursor from that point and anywhere the mouse is clicked a line connecting to the end of the last line is drawn. Clicking on the menubar will exit this tool.

SprayCan

The spraycan is just like the name. It's a brush that gives a sprayed effect.

Fill button

If the fill button is pressed in, most of the tools above will be drawn as solids instead of just an outline.

FONT MENU
_____

Plain

Turns off all the below options.

Bold

Draws text in a heavier font.

Transparent

This controls the background used for the text. If Transparent is turned on, only the character itself will be draw, if it is off, the character will be draw with the current draw color and the background will be drawn in the background color.

Underline

Allows typing with underlined text.

Reverse

Makes the text show in the background color, and the box around the text will be in the forground color.

Vector Fonts:

Selecting a vector font will use the large font in text mode. Following are the supplied vector fonts, they must be merged into the system before these can be used.

Gothic
Cursive
Fancy

PALETTE MENU

The palette menu is the menu you see when Paint starts up. It's located on the bottom part of the screen. This menu disappears when the <SPACE-BAR> is pressed or a tool is used on the main screen. To display the menu again, press the <SPACE-BAR> or 'C' for colors.

Palette Box

The palette box is the area on the left side of the palette menu that has 256 little boxes. To select a new drawing color, click on the desired color, it will be surrounded in a red box, the color will also be displayed in the Foreground Box. If the current draw color doesn't change, make sure that the V/H Grade options are turned off in the Special menu.

This area also allows selecting a color ramp. To do this, the program must have V/H grade turned on in the Special menu. If a check mark appears by one of the grade options in the files menu it is turn on. Selecting a color ramp is done by pressing the mouse button on a color, then dragging the mouse to the end of the range of colors to be included in the ramp then releasing the mouse button. As the mouse is dragged, the colors included in the ramp are highlighted with a white box.

ForeGround Box

This is where the current drawing color is displayed. This area is in the top middel of the palette menu in between the sliders and the palette box.

Background Box

The background box is at the bottom center of the palette menu, under the forground box. To select a new background color, select the color as the foreground color, then click on the background box. This copies the color from the foreground color to the background box.

RGB Sliders

To the right of the fore/background boxes are 3 sliders. These are used to mix colors in the palette. The top slider is for red, the middle one for green, and the bottom one is for blue. The sliders adjust the current drawing color. To change the value of the slider, you can click on the arrows or drag the slider thumb to the desired level.

THE FATBITS SCREEN

Edit Box

This is the large box at the left that allows editing of the bitmap. Use the 'Tools' in this area.

Edit Display Area

The area that the current bitmap is displayed in.

Palette Area

To select a color click on the one desired. All drawing operations are done in the currently selected color. A red box will highlight the current drawing color.

Undo Button

Undo the last action taken on the bitmap.

Fatbit Tools

Fill

Selecting the paintcan will allow filling the bitmap with the current color. Click on the bitmap edit area and all the adjacent pixels of the color clicked on will become the current drawing color.

Pencil

Allows freehand drawing on the bitmap.

Lines

Draw lines.

Box/Bar

Draw a box or bar on the bitmap.

Circle/Filled Circle

Draw circles.

HOT KEYS

Many of the options and features in paint may be accessed thru the
use of the keyboard. And some of the features may only be accessed from
the keyboard. Following is a list of the keys Paint understands and
their definitions:

```
KEY(S)          FUNCTION          MENU

<ALT>+A         About...          Files
<ALT>+N         New               Files
<ALT>+O         Open...           Files
<ALT>+Q         Quit              Files
<ALT>+S         Opens a shell in an overlay window
<ALT>+W         Save              Files
<ALT>+X         Cut               Edit
<ALT>+C         Copy              Edit
<ALT>+V         Paste             Edit
<ALT>+Z         Undo              Edit
<ALT>+F         Increase line width for drawing
<ALT>+T         Decrease line width for drawing
<SPACE-BAR>     Open/Close the palette menu
'C'             Open/Close the palette menu
'B'             Open the brush menu
'P'             Open the pattern menu
'T'             Open the tools menu
'F'             Fix the palettes (reset the menu bar colors)
'G'             Get color under the cursor, this allows easy color
                selection.  Works in fatbits too.
<Page-Up>       Opens the next frame in an animation sequence
<Page-Down>     Opens the previous frame in an animation sequence
'+'             Save current animation frame and load the next one
'-'             Save current animation frame and load the previous
```

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