

PMask

Selecting PMask from the menu bar will process the current bitmap only and save out the final 3D element array to a *.MSK file for use with the Global Mask feature.

OBJ objects loaded into the Particle Object section and the Dimensional Depth Control have no effect on the PMask, only the settings for that bitmap and any 3D Mask, Gravity, or Matrix setting.

The *.MSK file can then be loaded into the project from the Global menu item and, along with a Boolean operation, applied to all bitmaps in the project during the final output.

The Boolean settings are:	3D element	Global Mask	Result
SUB	0	0	0
	0	1	0
	1	0	1
	1	1	0
AND	0	0	0
	0	1	0
	1	0	0
	1	1	1
EQV	0	0	1
	0	1	0
	1	0	0
	1	1	1
IMP	0	0	1
	0	1	1
	1	0	0
	1	1	1
OR	0	0	0
	0	1	1
	1	0	1
	1	1	1
XOR	0	0	0
	0	1	1
	1	0	1
	1	1	0