

Paint Shop Help Index

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Menu Commands

Select the menu option that you would like more information about.

Alter

Edit

File

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View

File Formats Supported

The following is a list of the picture file formats supported by Paint Shop.

Select a file format to obtain more information on that format.

BMP

GIF

IMG

MAC

PCX

RLE

Definitions

Select a subject to obtain more information on.

Dither
Interlacing
Marking

Registering

You can register this copy of Paint Shop by sending \$25.00 (\$26.50 for Minnesota residents) to:

Robert Voit
17743 Evener Way
Eden Prairie, MN 55346

Please include your CIS number if you have one.

Menu Command - Alter

Flip

Flips the picture vertically.

Mirror

Flips the picture horizontally.

Rotate Right

Rotates the picture to the right.

Rotate Left

Rotates the picture to the left.

Stretch/Shrink

Allows you to change the size of the picture.

Trim

Allows you to make the marked area the current picture.

Dither-Mono

Dithers the picture to black and white.

Dither-Color

Dithers the picture to 16 colors.

Grey Scale

Converts the picture to a grey scaled picture.

Prep for MAC

Prepares the picture so that it can be saved as a MAC file.

Prep for MAC

Since a MAC picture must have specific width, height and number of colors, this command will prepare the current picture by altering the picture to meet those requirements.

This is a three step process.

1. Reduce the picture so that neither the width or height exceed the maximum allowed by MAC pictures. If Paint Shop reduces the size of your picture, the aspect ratio will be maintained.
2. Dither the picture, in necessary, to black and white. This step will use a weighted palette, grey color and Floyd-Steinberg dithering. If you wish different options for the dithering, then dither the picture with Alter-Dither-mono before using Prep for MAC. See Dither-mono for more information on the dithering options.
3. Pad any area outside of the picture with a white background.

Menu Command - Edit

Copy

Copies the marked area of the picture to the clipboard.
If no area is marked off, then Paint Shop will copy the entire picture to the clipboard.

Paste

Copies a picture from the clipboard into Paint Shop.

Menu Command - File

New

Deletes the current picture from the screen and memory. This will free up some memory for other applications without having to shutdown Paint Shop.

Open

Allows you to select the file format and filename of the file to open.

Save As

Allows you to select the file format and filename that the picture is to be saved as. Refer to the specific file format for more information about the ways that a file may be saved.

Print

Prints the current picture.

Printer Setup

Allows you to setup your printer for printing pictures. If more than printer is available, you will be able to select which printer to use.

Exit

Shuts down Paint Shop.

Menu Command - Help

Index

Brings up the Help system for Paint Shop.

Using Help

Runs the Help system on how to use Help.

About

Displays general information about Paint Shop.

Menu Command - View

Full Screen

Displays the current picture using the entire screen. Press any mouse button or keyboard key to return to windowed operations.

BMP File Format

BMP files come in 2 formats; OS2 and Windows.

Paint Shop supports both formats.

Windows BMP files use a compression format.
These compression formats are known as RGB, RLE8 and RLE4.

Paint Shop will read any of the compression formats.
Paint Shop will only write RGB and RLE8.

Note: Paintbrush does not support BMP files that use either
RLE8 or RLE4 compression.

GIF File Format

There are 2 GIF file versions; 87a and 89a.
In addition, GIF files may be interlaced.

Paint Shop supports both versions and interlacing.

Although Paint Shop will allow you to save a GIF file as a version 89a, I suggest that you save all of your GIF files as 87a. There is no advantage to saving as an 89a.

IMG File Format

IMG files are black and white pictures.

If your picture is colored, you will have to dither it to black and white before saving the picture as an IMG file.

MAC File Format

MAC files come from the Macintosh program MacPaint.

Mac pictures are very specific. They must have a width of 576 and a height of 720 and they are only black and white.

In order to save a picture as a MAC picture, the above requirements must be met. This can be accomplished by using the Alter Menu command Prep for MAC.

You have an option to save the MAC picture with or with out (W/O) a header. The MAC header is the information that is necessary for the picture to move back and forth (via BBS(s)) between the Macintosh and PC. Therefore, all pictures should be saved with the header.

The option to save with out the header is only there because some PC applications want the MAC picture without the header. Please remember that the Macintosh wants this header when it is being downloaded from a BBS, so please do not upload headerless MACs to any BBS(s).

PCX File Format

PCX files come in 4 different versions.

Paint Shop supports version 5. This is the version that is read and written by the Paintbrush program that came with Windows.

RLE File Format

RLE files are BMP files that use one of the BMP compression routines.

See BMP File Format for more information on the compression routines.

Paint Shop will read RLE files that use the compression formats of RLE4 and RLE8.

Paint Shop will write RLE files with a compression format of RLE8.

Interlacing

Interlacing is a process used by GIF pictures.

Interlacing is a process of storing picture data in non-sequential order.

The reason for this is that GIF pictures can be viewed while On-Line. With an interlaced picture, you can get an idea of what the picture will be before you even see half of the picture. At any time you can abort the process and thus save you time and possibly money.

Marking

A marked area is an area that has been marked off for a Copy or Trim operation.

To mark off an area:

Move the cursor inside of the picture area.

Press and hold the left mouse button.

Move the cursor to the opposite corner to be marked off.

Release the mouse button.

The area should now be marked.

Notice that the size of the marked off area is displayed in the center of the marked area.

Dithering

Dithering is the process of reducing a colored picture to a lesser number of colors.

Paint Shop supports dithering to mono or dithering to 16 colors.

You can dither a picture by selecting one of the dithering options from the Alter Menu.

Dithering to mono

When you elect to dither a colored picture to black and white, a dialog box will appear allowing you to determine the way that the picture should be dithered.

I have found that no single method for dithering will do a good job on all pictures. I have also found that what I consider to be a nice dithered picture is not what you may consider to be good. For these reasons Paint Shop will allow for 24 different outcomes of a dithered picture.

These different possibilities are setup by the selections you make using the Dither-Mono dialog box. A description of these choices follows:

Your choices fall into 3 categories.

You must select one choice from each of the 3 categories.

These categories are: Palette weight, Palette color and Dither type.

Palette weight - You may select weighted or non-weighted. A weighted palette will set more of the original colors to black and white, instead of dithering out the color. You will find that edges are usually sharper using a weighted palette.

Palette color - You may select Grey, Red, Green or Blue. When a picture is dithered, it is done so according to the original colors of the picture. This then means that the colors should be reduced to their grey values and those values used as the palette colors to dither against. I have found that MUCH better pictures may be obtained if the picture is dithered relative to only one component of the original palette. In otherwords, only using one of the components from Red, Blue or Green.

For example, a picture with alot of flesh tones comes out better if you only use Red. A picture that is mainly Green will look better if you only use the Green, ect.

Dither type - Paint Shop uses a technique called error diffusion to do the dithering. Within error diffusion, there are 3 algorithms that are most popular. They are Floyd-Steinberg, Burkes and Stucki. They each give different results.

What the best choice to each of the 3 categories are is completely subjective. The best choices can usually be narrowed down by selecting-a Weighted palette and Floyd-Steinberg as the Dither type. Then dither against Grey, Red, Blue and Green.This will tell you the best Palette Color to dither with.

After finding the best palette color then try a non-weighted palette. Since all the dither types will have about the same outcome for weighted and non-weighted palettes, you will now know the answer to Palette weight and Palette color.

Next use your Palette weight and Palette color that you've found to be best and dither using the other 2 dither types.

The more you use the dithering option, the better you get at knowing what will be the best selections.

Dither to 16 colors

Dithering to color will reduce your 256 color picture down to the 16 basic colors used by the VGA display system.

