Help Contents

AnvorySoft Information

Information about AnvorySoft and Registration

Object creation, resizing, merging

How to create objects

Image Effects/Enhancements

Apply various filters on image

Image Adjustments(level of intensity)

Image Adjustments

Special touch-up features

Quick and easy touch up features

Visual patching/touch-up

Visually patching a selection

File Format(saving,loading,conversion)

Supported file formats and SyImage format

Print Options

Print Options

Frequently Asked Questions

FAQs

Information about AnvorySoft and Registration

- AnvorySoft
  3632 Ruther Place Way
  San Jose, CA 95121

- Email: avrsoft@one-o.com

- WEB Site: http://www.one-o.com/~avrsoft

- To register SyImage, please click on "Registration" icon and follow instructions.
  On-line registration is available at the WEB site above.

How to create text, line,...

- Click on a desired object(TEXT,LINE,...) from the floating TOOLS window
- Move mouse over the working space, then drag an area to create the object

Resize object
- Click on an object
- Move mouse over a corner of the object, then drag the object to desired size

Merge object
- Click on an object
- Click on the MERGE button on the toolbar or
  select MERGE from the IMAGE menu

How to apply filters on image

- Click on the ENHANCEMENTS button on the toolbar or
  select ENHANCEMENTS/EFFECTS from the IMAGE menu
- Select a desired filter option
- Click the APPLY button

Test and Try Filters

- Click on the SAVE button before APPLYing filters on the image
- If not satifified with the filter, click on the RESTORE button to restore the image

Image Adjustments

Adjust by detailed intensity
- Adjust intensity of individual bits per channel(Red,Green,Blue)
  Value for each channel ranges from 1..256
- The graph shows numbers of occurences of each bit in each selected channel
- Mapping intensity:
  Intensity bits from the SOURCE will map on those of the DESTINATION.
  If there is no selection from the DESTINATION bits, the mapping will start at bit 1 of the DESTINATION channel
- To select SOURCE intensity from the bitmap, just click on the bitmap.
  The matching intensity will be highlighted accordingly.

How to use detailed adjustment
1. Click on the DESTINATION chart or on the radio button on the right of the chart
2. Click on the bitmap to select color to be changed(mapped) or just drag an area
   on the chart whose bits will be mapped by the SOURCE.
3. Click on the SOURCE chart or on the radio button on the right of the chart
4. Click on the bitmap to select color to use for changing the DESTINATION
5. Click on "Map Source To Dest" button
6. Click on "Apply" button

Adjustment by curve
- The graph shows numbers of occurences of each bit in selected channel
- The straight line connecting from lower left to upper right represents the order
  of each bit initially.

Making Adjustment

1. Click on a desired spot on the graph to change the curve.   Consequently, the bitmap will be
   changed as the curve indicated.

Adjustment by flat intensity
- The graph shows numbers of occurences of each bit in selected channel
- The slide bar shows the position of intensity bit(1..256) will be used across entire channel.
  Other words, selected channel will be used the same value as selected intensity bit.

Quick and easy touch-up features

- There are 3 kinds of special touch-up features, each of which comes with 3 different size

1   Blur/Smooth: Calculates average color for a given size
    Result will be kind of "blur"
    How: Just click on desired area

2   Copy/Paste: Quick copy and then paste a given area
    How: Select a desired size from the floating TOOLS window
    - Move mouse over an area to be copied, then click (hold the left button down)
    - Move mouse over an area to be pasted, release the left button

3   Shuffle Bits: Shuffle bits in a given area
    How: Just click on a desired area

Visually patching a selection

- This is similar to COPY and PASTE but it is done dynamically, visually
1. Select an area to be patched
   An area can be a RECTANGLE or ELLIPSE or FREE-HAND area
2. Click on the VISUAL PATCHING button on the second toolbar
3. Move the mouse to a desired area, while the mouse is moving, the area is dynamically mapped on the selected area
4. Click the mouse to accept the selection
- How to cancel: Click outside the image

Supported file formats plus SyImage Format

- Supported file formats are shown on the OPEN FILE dialog box or on the SAVE FILE dialog
- The SIF format (SyImage File Format) can be used to store image and floating objects, except pasted image objects

Saving Image
- Click on FILE, SAVE (or SAVE AS)
- Type in desired filename
- Select a format
  Note that SyImage will save the image based on selected format, not on the extenstion of filename

Print Options

- To allow position the image on certain location on the page
1   Select FILE, PRINT OPTIONS
2   Drag the VERTICAL or HORIZONTAL slider to position the image
3   Click OK to accept

Printer Resolution
- Changing printer resolution can result in losing image quality
- Other words,   changing resolution is the same as scaling the image
- This option can be used if quality is not an issue
1   Select FILE, PRINTER RESOLUTION
2   Enter new resolution for WIDTH and HEIGHT
3   Click OK to accept

Text/Line...Printing
- If text or line,...is merged onto the image then the image is printed.
  The quality of the object(TEXT,LINE,...) is bitmap quality which means the curves, lines that
  make up the object will NOT be as smooth and straight as those printed without merging
- If quality of TEXT/LINE objects is concerned, the objects should NOT be merged on the image

Frequently Asked Questions

- Why is the color of object different after merging the object onto image?

The resulting color is not the same because the DRAW MODE is not COPYPEN

1 Click the DRAW MODE on the second toolbar or click with RIGHT BUTTON on the image
2 Select DRAW MODE

- Is there a quick way to access an object's properties(color, pen style,...)?

Yes, there is a way.   Just click with RIGHT BUTTON on the image

- How to close the floating TOOLS window or other floating windows?

Click on the X button on the upper right corner of the window