New_in_2.0

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Contents

Chapter 1

New_in_2.0

1.1   Changes and additions of version 2.0

                  Dear Users,

this AmigaGuide-file contains all changes and additions made to ArtEffect since
version 1.1.

Before you proceed, please read this
                  note
                  .

Most likely you will not notice the biggest change – the entire program that was
originally developed with SAS/C and made use of the bgui.library has now been
completely converted to our own StormC-Compiler and relies on StormWizard for
its GUI:

However, you as a user will be more interested in the "real" additions and
changes made:

If you'd like a little more information on each topic without having to read
each section, go
                  here
                   for a short description of all new and changed features.

ARexx   through the addition of ARexx, ArtEffect
                                 has become even more flexible and powerful.

                  Layers
                    Working on several planes

                  Eraser
                    Erasing made easy

                  PopUp-Menu
                    more comfort in the project window

                  virtual Memory
                    1.745.604 Chip RAM, 320.435.769 other RAM...

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                multiple Undo/Redo-steps
                  Should I?  Wasn't it better before?

                new plugins
                  Well, yes, plugins...

                Emergency Exit
                  The life-vests are under your seat


                Program-Settings
                  important changes

                Smudge/Fingepaint
                  are now functions in their own right
Toolbox                    How it looks now

                Menu-Items
                  Gone with the wind!

                Lighten/Darken
                  Now works slightly different

Moved!                    "Blur" now resides in the Blur-submenu

Transparent Background    When you generate a new project, the
                          background may now be transparent, too

Arithmetic Operations     "1+1", "3*5", etc. are now valid entries
                          in integer-gadgets

Copy/Paste                The Copy and Paste items from the
                          Edit-Menu now affect the current brush.
```

1.2 Overview

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                Additions:

With the introduction of
                layers
                 we place in your hands a very powerful tool to
work on several parts of a picture without risking to loose vital parts of it.

ArtEffect now features a dedicated
                Eraser
                .

Every project-window now has its own
                PopUp-Menu
                .

Furthermore we have equipped ArtEffect with a complete
                virtual memory-manager
                thus eliminating the need for VMem or other 3rd party virtual  ←
                  memory handlers.
```

As a direct result ArtEffect now also offers
                multiple undo/redo
                 – there is no
longer the danger of completely destroying a project by making more than
one accidental change to it.

Last but not least we also generated a couple of
                new plugins
                 for ArtEffect.

Changes:

The space in the Toolbox that was formerly occupied by the trashcan is now taken
by the REDO-icon. Also, we added two new icons to the toolbox.

Due to the increased number of prefs-options we have changed the
                preferences
                 a
little bit.

For all those of you who have always enjoyed fingerpainting we have made the
airbrush-modes
                Smudge/Fingerpaint
                 a tool in its own right an gave it an icon in
the toolbox.

In the process of converting the program to StormC, a few
                menu items
                 have become
temporarily unavailable.

The Lighten and Darken modes now work slightly
                different
                 .

You can use arithmetic operations into integer-gadgets: 1+1, 2*3+4, etc.
are all valid entries.

When generating a new project you can now choose a transparent background.

The menu-items Copy and Paste in the Edit-menu no longer affect the current
project but the current brush.

Finally, the Blur-plugin has been moved from the Pixelate-submenu into the
Blur-submenu.

1.3 Layers

                What are layers?

Layers are several "planes" you can split your project into – just imagine
painting on several transparent films that are then placed on top of each other.

You could, for example, paint the background of a picture on one layer, the sky
on the second, and the foreground on the third one. No changes made to a
particular layer will affect any of the others.

How do I work with layers?

By default, every document consists of one layer called "Background". If you
open the Layers-Requester you can add layers to your project, delete them,
rename them, set their opacity, and decide whether you want them displayed at
all. You can access the Layers-Requester by choosing Layers from the
Windows-Menu or by pressing F6.
The maximum amount of layers available is three.

In this requester you can see a list of all layers currently available in your
project with the active layer being highlighted in a different color. Each
entry in the list has three parts:

 · The area to the left (with the lightbulb in it) allows you to switch the
   layer on and off - just toggle-switch the bulb by clicking on it.

 · to the right of that there is a small preview of the layer

 · and to the far right you can see a big area that contains the name of the
   layer

The order of the layers in the list equals their order in your project - this
means the topmost layer will be completely visible with only its transparent
areas letting the layers below show through.

Arranging layers
By simply dragging and dropping the layers up and down in the list you can put
them in any order you want. While using Drag&Drop a white-and-black dashed
line shows you where the layer will end up. In case you don't know what
Drag&Drop means - just click left on the layer to move and keep the left button
pressed, move the mouse to the desired position and then let go of the button.
(Note: if you chose a non-transparent background for your project, the
background-layer will completely cover all layers below it. You could then use
the
                eraser
                  to punch holes into this layer in order to let the other ones ←
                      show
through.)

Combining Layers
If your project contains two layers that you don't need to edit separately
anymore, you can combine those two layers into one. First of all, make sure
these layers are next to each other in the list - then drag&drop either one of
them on top of the other - they will be combined into one layer.

Setting layer opacity
At the very top of the layers-requester there is a slider that controls the
current layers's opacity. The higher the value set by this slider, the less
transparent the layer will be.

Naming layers
Directly below the slider you'll find a string-gadget which allows you to change
the name of the current layer.

Creating/deleting layers
Finally, at the very bottom of the Requester, you'll find buttons to create and
delete layers. If your project has only one layer, this layer can not be deleted.
If this last layer still contains transparency information, this information will
be deleted if you apply the Delete button.

Saving Layers
Please note that pictures containing more than one layer can only be saved in IFF
(ArtEffect will generate a separate chunk for each layer).
The Save-Requester also gives you the options flatten Layers which will combine
all layers into one (not recommended unless you don't need to edit the
separately anymore) and include alpha channels which will preserve all
transparency information.

Important Note
When used with anything else than the cloner, the impressionist-mode only "sees"
one layer – this leads to very strange effects if applied to layers that contain
transparent areas.

Examples:

 1. Here you can take a look at the layers-requester.
    The corresponding project-window would then look like this.

 2. In this case, the layers "Foreground" and "Middle" were exchanged.
    See how the planet is now in front (or on top) of the logo.

 3. Here you see a picture of the requester with the "Background" layer turned off ←
    .
    And here the corresponding project-window.

 4. And here, to top things off, an example for an opacity of 84 set for the
    topmost layer.

1.4 Radierer

                  The eraser

The eraser is located in the toolbox, directly below the airbrush.

The function of the eraser varies: if you only use one
                  layer
                  , the eraser will
always paint with the current background color while it will completely remove
all color if you use several layers, thus allowing lower layers to shine
through. Erasing on the lowest layer will cause the chessboard-pattern of the
window-background to appear.

In the prefs-window for the eraser you will find the usual slider for the
strength and the "pressure" switch. Aditionally, there is an "Erase Image"
gadget which takes the function the trashcan-icon in the toolbox used to have.
You can also achieve this by clicking on the eraser-icon with the shift-key held
down. Either way, if you have more than one layer in your project, only the

current layer will be erased.

1.5 Window-PopUp

The popup-menu in the project window

If you have already taken a look at ArtEffect 2.0 before reading this manual,
you will probably have noticed the new gadget in the top left-hand corner of
every project-window.

Using this gadget opens a popup-menu.

This menu has five items:

> · mark as Source - has the same effect as clicking on the top left
>   corner of the window with the left ALT-key pressed.

> · mark as Destination - has the same effect as clicking on the top
>   right corner of the window with the right ALT-key pressed.

> · Pixel

> · cm

> · Inch

The last three items allow you to select the unit of measurement used for the
project's ruler. Please note that this replaces the menu-item Settings/Ruler.

1.6 Virtual Memory

                   Virtual Memory

You probably know already: Working with computer-based graphics takes lots and
lots of memory and you can never have enough of it...

Granted, the prices for RAM have been quite low for a considerable amount of
time, but not everybody is willing or able to get another 32 MByte-SIMM for his
computer. Therefore some smart person came up with the idea to use the
computer's harddrive as a (slow, but big and cheap) RAM-expansion.

Programs for providing and managing virtual mem have been around on the Amiga
for a good while now, but those are often difficult to set up and/or use.

For this reason, the current version of ArtEffect features its own built-in
virtual memory handler - some of the new functions even require the use of
virtual memory: without VMem you cannot make use of
                   layers
                    and there is no

                   unlimited undo/redo
                    .

As long as you are not extremely low on harddisk-space, we suggest you give
ArtEffect a generous amount of virtual memory to use - about 32 MB (or more) are
ideal for most tasks.

In the VMem-area of the
                 program-settings
                  you can set the size and location of
the swapfile that serves as your virtual memory.

1.7   Unbegrenztes Undo/Redo

                 Multiple Undo/Redo-steps

One disadvantage of many graphicsprograms is the lack of undo-buffers. Most of
the programs (including older versions of ArtEffect) would only allow you one
step of undo, making it virtually impossible to revert more than one false step
without loosing hours of work.

ArtEffect 2.0 allows you to save as many undo-steps as your (virtual) memory
permits - this means you can actually click yourself "backwards in time" by
repeatedly applying undo until you reach a stage when everything still was to
your liking.

If you have gone back one or more steps too far, you can redo any number of
steps to finally end up where you want to.

If for example you have undone 10 steps and then come to the conclusion that you
liked the situation better before undoing those, you can simply use redo 10
times to get back where you came from.

If you are low on RAM and/or HD-space, you can set a maximum number of
undo-steps to save in the Other-area of the
                 program-settings
                  .

Furthermore, UNDO can now take back all operations, including
Imagesize/Canvassize/Crop.

1.8   New plugins

Description of new plugins

The following blur-filters have been added:.

Radial Blur

Generates a circular blur-effect around the middle of the picture. You can
control the strenght of the effect with the slider or the integer-gadget.

Zoom Blur

Generates a blur-effect very similar to the distortions generated towards the
rim of a strong magnifying-lens. Again, the strength can be controlled through
the slider or the integer-gadget.

Motion Blur

This filter generates the popular effect of an object that moves very quickly
past a camera. The sliders control the speed and angle of the simulated
movement while the two radio-buttons determine whether the movement occurs at
constant speed or is accelerated.

Note: the Blur-Plugin has been moved from the Pixelate-submenu to the
blur-submenu.

These plugins have been added to the Other-submenu:

Make Tile

This plugin generates a tile out of a picture by generating a smooth transition
between the left and right as well as the top and bottom edge. Tiles generated
in this way can be seamlessy placed next to each other using the Tile-plugin.
aneinandergereiht werden.

The strenght-slider determines how many pixels of each edge are taken into
account for making the transition – the higher the value, the better the result.

Tiles that are generated this way are ideal for use as textures in raytracing
programs or as background-pictures for WWW-pages

Tile

This plugin completey fills the active project with the current brush. It is
ideally used with a brush that was generated by the Make Tile-plugin – to do
this, use Make Tile on a picture then use "Pic->" from the brush-manager and
finally use Tile in the desired destination-project.

1.9 Emergency Exit

The "Emergency Exit"

To keep crashes from happening, ArtEffect now monitors the condition of several
parts of this program, automatically terminating itself if everything is not
well, but allowing the user to save all his work before doing so.

If this case ever occurs, ArtEffect will mostly output the number of an
"internal error" – please note down the number and send it to Haage&Partner
along with a detailed description of the steps leading to it, we will then try
and remedy this in future releases of the program.

1.10   Changes made to the preferences

Changes made to the preferences

The four tabs in the prefs-window now have the following names and functions:

Screen
This section has remained unchanged

VMem
Here you can set everything concerning
               virtual memory
                  .

In the upper area you can select how much RAM ArtEffect is supposed to leave
free for use by other programs and how much RAM it is allowed to use.

In the lower area you can specify a pathname and the size for the swapfile.

Priorities
With the upper slider you can specify a task-priority for ArtEffect and its
plugins when you are actively using it.
The lower slider allows you to set a priority for the occasions when ArtEffect
has do do time-intensive calculations in the background (such as the
twirl-effect). The Plugins will always have a priority that is one lower than
ArtEffect's thus keeping your machine usable even if ArtEffect has to some heavy
calculations.

Other
In the upper area you can control how ArtEffect frees undo-memory if your
(virtual) memory starts to run low:

 · oldest   : the oldest undo-step of the active project is freed

 · all oldest: the oldest undo-step of all projects is freed

 · other   : only undo-steps of non-active projects are freed

Please be aware, that this only controls the desired behaviour – even if you
chose other, ArtEffect will delete Undo-Buffers from the current project as soon
as there aren't any left in other projects.

The slider below controls the maximum number of undo-steps to save – if you move
this slider all the way to the right this means "unlimited undo/redo".

In the lower half you will find a slider to control the number of available
colors (formerly located in the "Other 1" section of the prefs).

Below the slider there is a checkmark to toggle the One picture path option
that used to reside in Other 2.

In addition to the program settings-requester there also is a settings-requester.

In this requester you will find the options for Brush display, Anti-Alias,
Snap windows, auto Preview, Auto. activation, and Stencil color, all of

which used to be in the Other 1 and Other 2 sections of the program settings.

1.11   Smudge/Fingerpaint

Smudge/Fingerpaint

The Smudge/Fingerpaint-tool provides these two paint-modes that were part of the airbrush in earlier version as separate tools in their own right.

The behaviour of the tool is toggled with the Fingerpaint-checkmark in the tool-settings:

No checkmark – the tool acts as "Smudge"

    checkmark - the tool acts as "Fingerpaint"

The actual function of the tools is still identical to the description provided in the printed manual.

1.12   Removed menu-items

            These menu itmes are not available anymore:

– Window/Create Workspace
– Window/write back Workspace

– Settings/Crosshair

The item Settings/Ruler has been rendered obsolete through the introduction of the
                window-popup
                .

1.13   Lighten/Darken

Lighten/Darken

The function of these paint-modes has been slightly changed:

Lighten only lightens up to the current pencolor, while Darken only darkens down to the currecnt background-color.

Using a white foreground and a black background reproduces the behaviour you are used to from earlier versions.

1.14 Note

To make this manual even better we have included links to graphics in several
places – these graphics are there to help you understand certain functions of
the program better and are displayed through the "Multiview" program.

For this reason, Multiview should be located in your SYS:Utilities/ drawer,
wehre it is very likely to be unless you run a very customized workbench.

Because these graphics are displayed in a separate window, the manual should
be opened on the workbench screen, so that the text and images can be viewed
at the same time.

If this manual does open on its own screen, just de-select the Use separate screen
item from the Window-menu.