

# TerpPaint User Manual

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# 1 Introduction

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Our program, TerpPaint, is a graphical manipulation program very similar to Microsoft Paint version 5.0 which commonly comes packaged with Microsoft Windows 9X/NT/2000/ME/XP. However, TerpPaint version 3 hopes to add capabilities beyond those found in to Microsoft Paint version 5.0. It will be able to be run across many platforms including UNIX, Mac OS X and Windows. TerpPaint will offer a variety of services.

TerpPaint is a drawing tool that can be used to create both simple and intricate drawings in both black-and-white and in color. Later, these images can be saved as gif, animated gif, bitmap, or jpeg files, printed, or pasted it into another document. One can also open already existing files of the above types to view and/or edit them.

When the user creates an image, there are a variety of shapes that the user can utilize. These include lines, curves, squares, polygons, ellipses, and rounded rectangles. In addition to the common shapes, they will have the ability to freestyle draw with the aid of a spray paint tool, paintbrush, and pencil. Also, in case the user makes a mistake while drawing, there are both an eraser tool for touchups and an undo feature which removes the selected actions that where carried out in error.

TerpPaint also allows the capability to choose which color the user wants their drawing utensils to be. Additionally, the user can customize the current colors they have available on their palette. Furthermore, a useful tool to this product is the zoom tool. This enables the user to make small modifications to an image by viewing the image at either the 1x, 2x, 4x, or 8x view. These tools give the user maximum control over their image.

Like any other application, this paint program has a menubar so that the user can access features not visible on the toolbar in addition to the keyboard shortcuts. Our "File" menu will include options to save the current file, open an existing file, print, and to exit the program. The "Edit" menu will give the user the ability to copy a picture, paste a picture from the clipboard, cut out part of the image, gain access to the undo list, delete a selection, select the entire picture, manipulate layers in the image, and apply filters. Our "Image" menu will allow the user to flip, stretch, skew, invert the colors, adjust the attributes, or clear an image. It also permits you to draw an image as opaque.

Lastly, our program will be compatible with an entire suite of software being created by our company. The user will be able to copy text or an image from any other application of the suite and then paste it statically into our program and vice-versa. This paint program will suit the needs of any novice graphical artist or anyone looking to make a quick fix to an existing image.

## 2 Working with TerpPaint

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### 2.1 Shape

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#### 2.1.1 Free Form Select Tool

**Method:** Push Free Form Select button on left side bar. Click and hold once to drag cursor along the path to select

**Result:** Cursor should change to Lasso. The area within the path dragged over should be selected

#### 2.1.2 Rectangle Select Tool

**Method:** Push Selection Button on left side bar. Click and hold once to drag cursor to diagonally opposite corner of rectangular selection

**Result:** Cursor should change to precision cursor. A preview of the rectangle is shown while mouse button is held

#### 2.1.3 Magic Wand Selection Tool

**Method:** Push Magic Wand button on left side bar. Click once on the canvas

**Result:** Cursor should change to Magic Wand. Clicking on the canvas will select the area around the clicked area up to the edge of the canvas or a drastic change in color

#### 2.1.4 Line Tool

**Method:** Push Line Button on left side bar. Choose from 5 line thicknesses in the bottom left corner table. Click on the desired color. Click and hold once to drag cursor to diagonally opposite corner of desired line

**Result:** Cursor should change to Precision cursor. There will be a line thickness table to select a line thickness. This will change the thickness of the line to be drawn. Clicking the canvas will root the point at that spot, dragging the cursor in any direction will give you a preview of the line to be drawn, and then releasing the cursor will commit it to the canvas. It will display in the foreground color selected

### 2.1.5 Curve Tool

**Method:** Click on the curve tool on the left hand toolbar. Select a foreground color from the Color Palette. Select a curve thickness from above the Color Palette. Draw a line by clicking on the canvas to set the beginning of the line, then clicking again to set the end of the line. Click and hold to curve the line in one direction. Click and hold again to curve in the other direction

**Result:** Cursor should change to Precision cursor. There will be a line thickness table to select a line thickness. This will change the thickness of the line to be drawn. Clicking the canvas will root the point at that spot, dragging the cursor in any direction will give you a preview of the line to be drawn, and then releasing the cursor will commit it to the canvas. The next click will pull the line in the direction of the cursor, and can be held and moved to preview. The next click will do the same thing. It will display in the foreground color selected. No more pulling of the line can be performed

### 2.1.6 Rectangle Tool

**Method:** Push Rectangle Button on left side bar. Choose from 3 drawing options in bottom left corner table. Click on the colors desired. Click and hold once to drag cursor to diagonally opposite corner of desired rectangle

**Result:** Cursor should change to Precision cursor. The topmost draw option will draw a rectangle outline in the foreground color. The middle option will draw a rectangle filled with the background color, and outlined in the foreground color. The Last option will draw a rectangle filled with the foreground color. A preview of the rectangle is shown while mouse button is held

### 2.1.7 Polygon Tool

**Method:** Push Polygon button on left side bar. Choose from 3 drawing options in bottom left corner table. Click on the colors desired. The shape begins at a left mouse press and the first side is completed at the left mouse release. From that point each side is created by a left mouse press and release until a side is created with and end at the start point of the first side

**Result:** Cursor should change to Precision cursor. The topmost drawing option is to draw an outline in the foreground color. The middle option is to fill the polygon with the background color and outline in the foreground color. The last option is to draw the polygon filled with the foreground color

### 2.1.8 Ellipse Tool

**Method:** Push Ellipse Button on left side bar. Choose from 3 drawing options in bottom left corner table. Click on the colors desired. Click and hold once to drag cursor to diagonally opposite corner of desired ellipse

**Result:** Cursor should change to Precision cursor. The topmost drawing option is to draw an ellipse outline in the foreground color. The middle option is to draw the ellipse filled with the background color and outlined in the foreground color. The Last option is to draw the ellipse filled with the foreground color. A preview of the line is shown while mouse button is held

### 2.1.9 Rounded Rectangle Tool

**Method:** Push Rounded Rectangle button on left side bar. Choose from 3 drawing options in bottom left corner table. Click on the colors desired. Click and hold once to drag cursor to diagonally opposite corner of desired rectangle

**Result:** Cursor should change to Precision cursor. The topmost draw option will draw a rectangle outline in the foreground color. The middle option will draw a rectangle filled with the background color, and outlined in the foreground color. The Last option will draw a rectangle filled with the foreground color. A preview of the rectangle is shown while mouse button is held



### 2.1.10 Airbrush Tool

**Method:** Click on the airbrush tool in the left hand toolbar. Select color from the color palette. Select a stroke size from the lower left hand corner, above the color palette. Click/hold on the image

**Result:** Cursor should change to an AirBrush. A stroke size selection list will appear in the lower left above the color palette. Clicking these sizes should change the width and shape of the stroke seen on the canvas. It will display in the foreground color selected

### 2.1.11 Paintbrush Tool

**Method:** Click the PaintBrush button on the left hand toolbar. Select a color from the Color Palette. Select a brush from the brushsize selection grid. Click/hold on the image to draw with the paintbrush. Clicking with the left mouse button will paint the foreground color, clicking with the right mouse button will paint with the background color

**Result:** Cursor should change to the end of a paintbrush. A brushsize selection grid will appear in the lower left above the color palette. Clicking these sizes should change the width and shape of the brush stroke seen on the canvas. It will show up in the foreground color selected

### 2.1.12 Pencil Tool

**Method:** Click on the pencil tool in the left hand toolbar. Select a foreground color to draw with from the Color Palette. Click and hold on the part of the image you wish to draw on, move your mouse to draw what you want, and release the mouse button to stop drawing

**Result:** Cursor should change to a pencil. clicking and/or holding and dragging the mouse will create a 1 pixel width line over the area dragged, in the selected foreground color

### 2.1.13 Eraser Tool

**Method:** Click the eraser button on the left side bar. Choose a background color from the Color Palette by right-clicking one of the colors in the palette.

(When the image is erased, it is replaced by the current background color). Click on the portion of the image that you wish to erase or click and hold the mouse button while moving the mouse to erase more of the image

**Result:** Cursor should change to the size of the stroke that will be erased. Click and/or hold down the mouse button while moving over the part of the image to erase and that portion of the image should be erased (replaced with the current background color)

#### 2.1.14 Color Click Tool

**Method:** Push Pick Color button on left side bar. Click once on a color on the canvas

**Result:** Cursor should change to eyedropper. The color that is under the bottommost pixel in the cursor will be set to the foreground color

#### 2.1.15 Fill Tool

**Method:** Click the fill tool on the left side bar. Choose a Color from color Palette. Click on the canvas where you want to replace the current connected area of color

**Result:** Cursor should change to Paint Bucket icon. Clicking on the canvas should fill the contained area or the entire canvas with the color that is selected. The Pixel that is filled from should be at the tip end of the paint spilling from the can icon

#### 2.1.16 Magnify Tool

**Method:** Click on the magnify tool on the left hand toolbar. Click on the center of the area you want zoomed

**Result:** Cursor should change to a magnifying glass. Clicking the canvas will zoom in to the picture making the image appear bigger by a factor of two with each click

### 2.1.17 Text Tool

**Method:** Click the text tool button on the left hand toolbar. Select a foreground color from the Color Palette. Click on the part of the image where you want the text to be placed

**Result:** Cursor should change to text insertion cursor. Clicking on the canvas will be the place where the text will begin. A Window labeled 'Text' will open with a Text box to type in the text desired to display. There are 2 drop down boxes to select Font and Font size and buttons to select Underline, Bold, and Italics. It will display in the foreground color selected

### 2.1.18 Font Type

**Method:** After a entering the input for the Shape Text and a window labeled "Text" appears, click on the font type in the bottom of the Text window. Select the desired font from the pull-down menu

**Result:** The font typed into the text box will appear as font of the type selected

### 2.1.19 Font Size

**Method:** After a entering the input for the Shape Text and a window labeled "Text" appears, click on the font size in the bottom-right of the Text window. Select the desired font size from the pull-down menu

**Result:** The font typed into the text box will appear as font of the size selected

### 2.1.20 Text Language

**Method:** After a entering the input for the Shape Text and a window labeled "Text" appears, click on the text language in the bottom-right of the Text window. Select the desired text language from the pull-down menu

**Result:** The text will use the language's characters

## 2.2 File

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### 2.2.1 New Image

**Method:** Click on the File menu (or press ctrl+n). Click on New

**Result:** Opens a whole new canvas with a new image titled "untitled #"  
where # is a number that is incremented each time a new image is created. The  
initial canvas size depends on the settings in the preferences

### 2.2.2 Open File

**Method:** Click on the File menu (or press ctrl+o). Click Open. Select  
the file you wish to open using the File Explorer. Click Open

**Result:** Opens a File explorer to find a file to open. There is a drop down  
box to select File Type to filter by. Browsing to and selecting a file and pushing  
open will open the file on the canvas

### 2.2.3 Save File

**Method:** Click on the File menu. Click on Save (or press ctrl+s). If the  
image has not been previously saved, select it's location, name, and file type in  
the File Explorer, then click Save

**Result:** Will save the file to the location and filename if it is already known,  
otherwise it will start the Save As... action

### 2.2.4 Save As

**Method:** Click on the File menu. Click on Save As. Navigate to the  
location you wish to save the file, enter its name and select its file type. Click  
Save

**Result:** Opens a File Explorer to set a location to save the file. There is  
a drop down box to select File Type to save as and a Text box to specify the  
filename. Clicking save will commit the save

### 2.2.5 Close

**Method:** Click on the File menu. Click on Close (or press alt+F3)

**Result:** Will ask to save the image before closing. Choosing Yes will start the Save Routine. Choosing Cancel will abort the Close Routine. Choosing No will close the canvas without saving and open a New one

### 2.2.6 Print Preview

**Method:** Click on the File menu. Click on Print Preview

**Result:** Opens a new window showing what the document printed would look like. This window contains buttons to Close the Print Preview window and to Proceed to the Print Routine

### 2.2.7 Page Setup

**Method:** Click on the File menu. Click on Page Setup. Click Ok to commit changes

**Result:** Opens the Operating Systems Page setup settings containing Margins and Page Orientation etc.

### 2.2.8 Print

**Method:** Click on the File Menu. Click on Print (or press ctrl+p)

**Result:** Opens the Operating System's Print window. Choosing Print will print the image to the printer selected

### 2.2.9 Recent Files

**Method:** Click on the File menu. Click on one of the recently opened documents from above Exit

**Result:** Keeps a listing of Recently Opened Files for quick access. Clicking on this option will open the selected file after calling the Close Routine on the current canvas

### 2.2.10 Exit

**Method:** Click on the File menu. Click Exit (or press alt+F4)

**Result:** Closes all open canvases asking to save each one, and exiting the program

## 2.3 Edit

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### 2.3.1 Undo

**Method:** Edit → Undo (Ctrl-Z)

**Result:** Reverses the last action performed

### 2.3.2 Action History to Undo

**Method:** Edit → Action History to Undo. Creates a dynamic list of past actions to choose to undo

**Result:** Selecting an action will undo it and everything below it in the list

### 2.3.3 Redo

**Method:** Edit → Redo (Ctrl-Y)

**Result:** Re-applies the last 'undone' actions, multiple Redo's supported

### 2.3.4 Cut

**Method:** Edit → Cut (Ctrl-X)

**Result:** Removes the selection and places it in the “clipboard”

### 2.3.5 Copy

**Method:** Edit → Copy (Ctrl-C)

**Result:** Puts the selection in the clipboard, leaving the selection on the canvas

### 2.3.6 Paste

**Method:** Edit → Paste (Ctrl-V)

**Result:** The User selects Paste from the edit menu. Then the saved image in the clipboard shall be pasted as follows:

If the preferences are set to paste to new layer, a new layer is created automatically as the current topmost layer (when a new layer is created the first time, it is transparent and set as the current layer the user is working on automatically, see Layers) and the image in the clipboard is pasted on this new layer. If the pasted part exceeds the size of current image, that part shall be cut according to the size of current image.

If preferences are set to paste to current layer, the image in the clipboard is pasted on the current layer. Here again if the pasted part exceeds the size of current image, that part shall be cut according to the size of current image.

If preferences are set to paste to new file, the image is pasted in a new window onto a canvas the size of the image.

In either case, after this operation, the pasted part of image in the current layer shall remain the current selected object.

### 2.3.7 Clear Selection

**Method:** Edit → Clear Selection

**Result:** Removes the remove the image contained inside the selection area

### 2.3.8 Select All

**Method:** Edit → Select All (Ctrl-A)

**Result:** Entire canvas is selected

### 2.3.9 Copy To

**Method:** Edit → Copy To. Specify file from explorer

**Result:** Copies the selection to a file that is specified through the save window that opens

### 2.3.10 Import

**Method:** Edit → Import. Select File from explorer. Holding down the mouse button and drag to move image

**Result:** User selects Import Image in the Edit Menu. This opens a dialog where the User chooses an existing file to import

If the preferences are set to import to new layer, a new layer is created automatically as the current topmost layer (when a new layer is created the first time, it is transparent and set as the current layer the user is working on automatically, see Layers) and the image in the selected file is imported onto this new layer. If the imported image exceeds the size of current image, the imported image shall be cut according to the size of current image.

If preferences are set to import to current layer, the image in the selected file is imported onto the current layer. Here again if the imported image exceeds the size of current image, the imported image shall be cut according to the size of current image.

If preferences are set to import to new file, the image is imported into a new window onto a canvas the size of the image.

In either case, after this operation, the imported image in the current layer shall remain the current selected object



### 2.3.11 Preferences

**Method:** Edit → Preferences (Ctrl-J)

**Result:** The user can fill in a preference for the number of edits which are saved in the undo history in a text field called "undo level". The user can also set whether the Copy To... function simply copies to the specified file without opening it, or whether the file should be opened, as well as whether the file should be created if it does not exist, by checking the box next to their choice.

The user can specify the time interval used when creating GIF animations from layers by typing the time (in milliseconds) into a text box. The user can select the text language through a drop-down menu of supported languages.

The user can specify the default size for a new image, or whether to use the last used size, using a check box and a text box (if the user will specify the size). The user can also determine whether Paste, Import, or Paste From... operations will place the new object in the current layer, in a new layer, or in a new window when there are multiple layers in the current document, by checking the box next to the desired option.

## 2.4 View

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### 2.4.1 Tool Box

**Method:** Click on the View menu. Click on Tool Box (or press ctrl+T)

**Result:** Enable/Disable the Toolbox on the left hand side

### 2.4.2 Color Box

**Method:** Click on the View menu. Click on Color Box (or press ctrl+L)

**Result:** Enable/Disable the Color Box in the lower left corner

### 2.4.3 Status Box

**Method:** Click on the View menu. Click on Status Box

**Result:** Enable/Disable the Status Box on the lower right corner. (The Status Box shows the current cursor location)

#### 2.4.4 Layer Box

**Method:** Click on the View menu. Click on Layer Box

**Result:** Enable/Disable the Layers Box which is independent of the Main Window

#### 2.4.5 Zoom Normal

**Method:** Click on the View menu. Click on or rest cursor above Zoom. Click on Normal

**Result:** Will return the zoom to its original setting

#### 2.4.6 Zoom Large

**Method:** Click on the View menu. Click on or rest cursor above Zoom. Click on Large

**Result:** Will zoom in on the canvas

#### 2.4.7 Slideshow

**Method:** View → Slideshow (Alt-S). Select directory of images from explorer. Left Click to go to next image, right click to go back

**Result:** Opens a Full Screen canvas. Left clicking will place the next picture on the canvas alphabetically, and right clicking will remove it. This is the case until the last of the files is reached. The images are placed on top of each other

### 2.4.8 View Bitmap

**Method:** Click on the View menu. Click on View Bitmap

**Result:** Shows the Current Canvas in fullscreen mode. Clicking the mouse takes the user back to the Main Window

### 2.4.9 Animation

**Method:** Click on the View menu. Click on Animation

**Result:** Shows an animation

## 2.5 Image

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### 2.5.1 Flip/Rotate

**Method:** Select an image using Free Form Select or Rectangle Select button on left side bar. If no selection takes place, the changes will be applied to the whole image. Image→Flip/Rotate or (Ctrl - R)

**Result:** When the users click the "Flip/Rotate" button, a box shall pop up. The box includes 3 radio buttons for users to choose to flip the image horizontally, vertically or in a certain angle. Select "Flip Horizontal"→Ok, then the whole image/selected image is flipped horizontally. Select "Flip Vertical"→Ok, then the whole image/selected image flipped vertically. Select "Rotate by angle". Options "90", "180" "270" become active. Select one of these options and Click Ok, the whole image/selected image is rotated by specified angle

### 2.5.2 Stretch/Skew

**Method:** Select an image using Free Form Select or Rectangle Select button on left side bar. If no selection takes place, the changes will be applied to the whole image. Image→Stretch/Skew or (Ctrl - W)

**Result:** When the users click the "Stretch/Skew" button, a box shall pop up. The box will let the user set the percentage that the user wants to stretch or skew. To skew the image, under "Skew" specify number of degrees to skew picture horizontally/vertically. Click Ok. The whole image/selected image is skewed horizontally/vertically. To stretch the image, under "Stretch" specify percentage to stretch picture horizontally/vertically. Click Ok. The whole image/selected image is stretched horizontally/vertically

### 2.5.3 Invert Colors

**Method:** Select an image using Free Form Select or Rectangle Select button on left side bar. If no selection takes place, the changes will be applied to the whole image. Image→Invert Colors or (Ctrl - I)

**Result:** Each color is replaced by its color complement. For example, red becomes cyan, and blue becomes yellow

### 2.5.4 Attributes

**Method:** Click the "Attributes" button or (Ctrl- E).Then a box pops up

**Result:** Specify width and length of the image. Specify units in which length and width is measured (Inches/ Cm/Pixels). Click Ok, then the width and length of the picture according to specified width, length, and units. The image is scaled. Specify color of the image. Select "color", and then click Ok. Full color is used in the image instead of black and white. Select "black and white", and then click Ok. Full color in the image and in the left bottom corner is replaced by shades of black and white

### 2.5.5 Draw Opaque

**Method:** Click Image, then check/uncheck a box on left of "Draw Opaque"

**Result:** Selecting "Draw Opaque" specifies that the existing picture will be covered by the white background of the picture. Unselecting "Draw Opaque" specifies that the underlying pictures will be visible through the background of a selected area in picture

## 2.6 Filter

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### 2.6.1 Blur

**Method:** Click Filter→ Blur or (Ctrl-L) Enter the desired blur factor number in given textbox

**Result:** Image being edited is blurred to user's desire

### 2.6.2 Brightness

**Method:** Increase brightness by select and drag the brightness bar to the right. Decrease brightness by select and drag the brightness bar to the left can change the brightness effect of the image being edited

**Result:** Brightness of the image is changed according to user command

### 2.6.3 Sharpen

**Method:** Click Filter→ Sharpen or (Ctrl-H)

**Result:** Image being edited becomes more focused and pixilated

### 2.6.4 Emboss

**Method:** Click Filter → Emboss or (Ctrl-M). Select from 8 separate directional options for lighting: North, Northwest, West, Southwest, South, Southeast, East, Northeast

**Result:** Shadowing effect is given to the image being edited according to the direction specified by user

### 2.6.5 Edge

**Method:** Click Filter→ Edge or (Ctrl-D)

**Result:** Modify the current image to only display only the edges of the image

## 2.7 Colors

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### 2.7.1 Swatches

**Method:** Click Colors → Edit Colors → Swatches tab Click on a specific color, adds selected color to Recent, show it in preview Choose another color, adds selected color to Recent at the top of the list. To select any color in Recent as background color, click on it

**Result:** Select OK to apply color to background color

### 2.7.2 Color HSB

**Method:** Click Colors → Edit Colors → HSB tab. Change color values: drag a cursor to a desired color. Type desired number in a box at the right of H.

Click on Increase/decrease button.

Select S, Change lightness: Drag a cursor to a desired shadow, Type desired number in a box at the right of S, Click on Increase/decrease button

Select B, Reverse colors: Type desired number in a box at the right of H, Click on Increase/decrease button

**Result:** Color in preview is changed based on selected options. Select OK to change background color to match preview color

### 2.7.3 Color RGB

**Method:** Click Colors → Edit Colors → RGB tab

Change R : Drag color cursor on the right of Red, Increase/Decrease Red click on Increase/Decrease button, Type desired number in a box , Preview changes

Change G : Drag color cursor on the right of Green, Increase/Decrease Red click on Increase/Decrease button, Type desired number in a box, Preview changes

Change B : Drag color cursor on the right of Blue, Increase/Decrease Red click on Increase/Decrease button, Type desired number in a box, Preview changes

**Result:** Select OK to set the background color to match preview color. Select Cancel to cancel operation. Select Reset to return to previously selected background color

## 2.8 Help

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### 2.8.1 Help Topics

**Method:** Click Help → Help Topics. After clicking on Help Topics, a new window appears TerpPaint Help. Click "Content". Then there is a list of various topics appears. Choose a specific topic. Select to display information on a specific feature of the program

**Result:** Help information is located in TerpPaint Help

### 2.8.2 About TerpPaint

**Method:** Click on Help→About TerpPaint

**Result:** A new window About TerpPaint contains information about TerpPaint

## 2.9 Layers

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### 2.9.1 Current

**Method:** To select a new layer put a mark in a circle below "Current" on left of the layer's name

**Result:** Makes selected layer an active layer. All the images on the layer are brought up. Previous layer is moved under the active layer. Default name of the layer is "Layer #"

### 2.9.2 Add

**Method:** Click on Add or Edit→Layer→Add Layer

**Result:** A new layer appears at the bottom of list of Layers with a label saying which layer it is. The created layer is transparent and set as the current layer the user is working on automatically. A new layer is selected as a "Current" layer

### 2.9.3 Change Name

**Method:** Click on "Change Name" button on left of layer's name that is to be changed. New window "New Layer Name" is brought up. Enter the name in a box below. Click Ok

**Result:** The name of the layer is changed to a new one. The option allows multiple layers with the same name

### 2.9.4 Remove Layer by Name

**Method:** Click on Remove Layers by Name. Or Edit → Layer→Remove Layer by Name New Window Remove Layer by Name is brought up. Enter name of the layer to be removed in a box below. Click Ok

**Result:** If the layer with such name exists, it will be removed. No changes if such layer doesn't exist. No changes if there is only one layer. The top layer becomes a current layer

### 2.9.5 Move Up

**Method:** Click on Move Up. Select a layer to be moved



**Result:** Choosing the option move a layer up will reorder the layers by swapping the current layer with the one above it. The current layer remains the active layer after this operation. No changes if the current layer is at the top

#### 2.9.6 Move Down

**Method:** Click on Move Down. Select a layer to be moved

**Result:** Choosing the option move a layer down will reorder the layers by swapping the current layer with the one below it. The current layer remains the active layer after this operation. No changes if the current layer is at the bottom of list

#### 2.9.7 Move to Front

**Method:** Click on Move to Front. Select a layer to be moved

**Result:** Choosing the option Bring Layer to Front will reorder the layers by removing the current layer from the ordering and adding it as the topmost layer. The current layer remains the active layer after this operation. No changes if the current layer is at the top of list

#### 2.9.8 Move to Back

**Method:** Click on Move to Back. Select a layer to be moved

**Result:** Choosing the option Send Layer to Back will reorder the layers by removing the current layer from the ordering and adding it as the bottommost layer. The current layer remains the active layer after this operation. No changes if the current layer is at the bottom of list

#### 2.9.9 Remove Current Layer

**Method:** Click on Remove Current Layer. The current layer should not be the background layer. The current layer will be deleted as well as anything drawn on that layer

**Result:** The current layer is removed. A layer that was underneath the removed layer is brought to the top. No changes if there is only one layer

#### **2.9.10 Flatten**

**Method:** Click on Flatten. A layer must be selected for this option, or Edit →Layer→Flatten Layer

**Result:** Everything that is drawn on this layer will be copied onto the background layer and the layer will be deleted. No changes if there is only one layer

## **3 Troubleshooting**

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### **3.1 I cannot start TerpPaint.**

Check to make sure that your system is using Sun Microsystems Java version 1.4.2 or a compatible implementation. Also, make sure you have the latest build downloadable from <http://terppaint.terpoffice.com> and double click .compile before clicking TerpPaint.vbs

### **3.2 My computer suddenly goes off when I am working and I havent saved. Will I lose everything?**

No. TerpPaint saves 4 backup files periodically. You can retrieve the most current backup file from the bin sub folder of the folder where you were running TerpPaint with filename bk.bmp.

### **3.3 Can I copy something from TerpOffice and paste on TerpPaint?**

Yes. TerpPaint fully supports all TerpOffice applications.

### **3.4 My tool bar on the left side has disappeared.**

Make sure use have checked the Tool Box option under View.

### **3.5 The canvas is too small for drawing.**

The canvas can be enlarged by clicking and dragging the sides or corners of it.