ForwardTitling
Graphic editor

User's Guide

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ForwardT Software 3.7.0

SoftLab-NSK, Ltd.

products determined by us to be defective in form or function will be repaired or replaced at our option, at no charge. This warranty does not apply if the product has been damaged by accident, abuse, misuse, or as a result of service or modification other than by us.

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1   Introduction

Forward Titling is a tool for fast and quality design of images with titles. The text can be combined with simple graphical objects: rectangles, circles, lines and imported vector objects. Text symbols and graphics can be decorated with more than 20 applied effects: contours, shadows, color gradients, textures, 3D-looking bevels etc. As a result you have an opportunity to work with many unique decorating styles and to make your own style collections (libraries). As a result of instant reaction to changes in object position and decoration, by using your own style libraries you may create titles in almost "real time" mode. Originally developed as a TV titles generator, Forward Titling soon found its way to WEB page and presentation design. To install Forward Titling, run the Setup.exe program and follow its instructions. After installation, you can run Forward Titling from its folder in the Windows Start menu.

Forward Titling allows the following formats: project's own format (*.rgn) (read and record), TARGA (*.tga) (read and record), Windows Bitmap (*.bmp). Other options include images with 2, 16, 256 colors and True Color (read, record, export through a standard Windows exchange buffer), JPEG (*.jpg) (read and record), vector contours Adobe Illustrator format (*.ai) (read only).

A text can be imported and exported using standard text files (*.txt), files in RTF format (*.rtf) or through standard Windows Clipboard.

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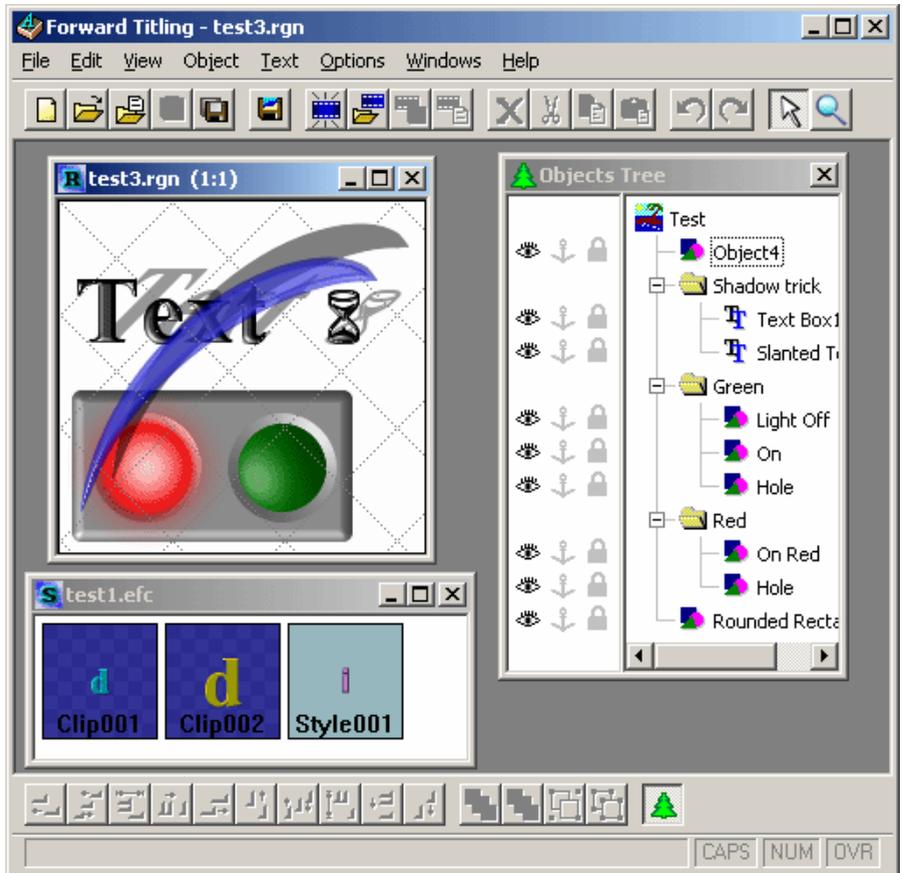
2   Main window

The *Main Window* includes the *Region* and *Styles Collection* windows. You can work with several regions (styles collections) at once. The *Objects Tree* window shows the hierarchical structure of objects and object groups in the active region (a region window with focus). The region that is chosen the latest is active, its selected objects change with switching to a new style collection.

The *Status bar* at the window bottom displays new information as the cursor moves around the screen.

The *Main toolbar*, *Objects toolbar*, accelerator keys, and menu provide access to the following commands and options:

File, Edit, View, Object, Text, Options, Windows, Help.

The dialog box *Welcome to Forward Titling* prompts you to select from a list of options by clicking the OK button. By clicking the Cancel button you can close the

2. Main window

dialog box. By using the File menu and *Main Toolbar* you can perform a larger number of actions with a region.
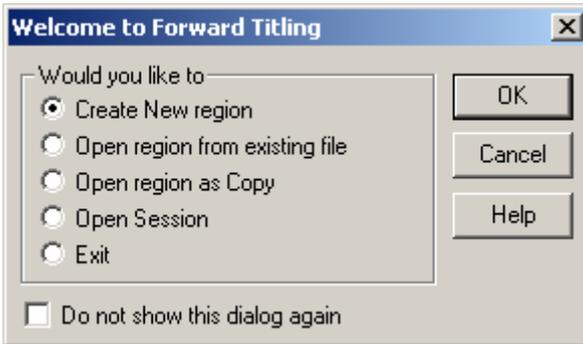
By using the Create New region, and New region commands from the File menu, you can call the *New region* window. The *New region* dialog box appears first and prompts you to set the image size and region name.

By using the Open region from existing file, and Open region commands from the File menu, you can call the standard file selection dialog box with the *Open Region* title. In this dialog box, you can specify the name of a file with the RGN extension, where the previously designed region data were saved. You can also select files with the RGN extension in the standard Explorer window and drag them to and drop them in the *Main Window*.

The Open region as Copy, command and the analogous command from the File menu are used to call the standard dialog box with an *Open Template* title to select a file with the RGN extension. After you select a file, a *New region* window with a default name appears and the data from the just selected region file are copied to it. The default region name can be changed by saving the region with the Save region As command from the File menu.

The Open Session command and the analogous command from the File menu are used to call the standard dialog box with an *Open Session* title to select a file with existing session with *.DDT extension.

The Exit command is used to close the dialog box and terminate application.

Check Do not show this dialog box again to skip the appearance of this dialog box at the application start. If the Show Welcome dialog box is checked in the General *Settings*, this dialog box appears at the application start.

2.1   Menu

The File, Options, Windows, Help menu contain commands for region and styles collection.

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2.1.1   File menu

New region	create a new (empty) *Region*;
Open region...	load the existing region from a specified file;
Open as Copy...	create a new region with all parameters, objects and other data copied from a specified file;
Save region	save current region data to the file;
Save region As..	save region data to a file with a new name;

Save region Image...

to File...	export the region's image to a specified file, including alpha channel (opacity), if the given graphical format supports it. Note that the Formats... command from the Options menu allows modifying the default export parameters, such as JPEG quality etc;
to Clipboard...	copy the region's image to the system *Clipboard* (BMP format) for further use in other applications;
Alpha to file	export only alpha channel data (opacity);
Close region	close the *Region* window. The window is closed after your confirmation for saving changes;

Styles collection...

New Collection...	create a new empty *Styles Collection*;
Open Collection...	load an existing collection from a specified file;
Save collection	save the current state to file;
Save collection As...	save the collection to a file under a new name;
Close collection	close the collection window. The window is closed after your confirmation for saving changes;
Open session	load the regions and styles collections from the list in a specified session file;
Save session	save current changes of all opened regions and styles collections and then write the list of all region's and styles collection's files to the session file;
Close session	close all opened *Region* and *Styles Collection* windows. The windows are closed after your confirmation for saving changes;
Exit	close all *Region* and *Styles Collection* windows and terminate application.

The most recently used region files can be listed above Exit.

The *Region* window data are stored in proprietary format files with the RGN extension. Region images can be exported to a file with one of the supported image file formats. *Styles Collection* files have the EFC extension. The Save command applies to the active window.

2.1.2   Options menu

Settings...	call the *Settings* dialog box for tuning the application features;

Format...   call the *Export Image Properties* dialog box for setting the default parameters for exported graphical files.

2.1.3 Windows menu

Arrange Icons   align minimized *Region* windows along the bottom of the *Main Window*;

Toolbars   open the submenu with the *Main toolbar* and *Objects* commands to display/hide the corresponding toolbar;

Objects tree   display the *Objects Tree* window.

The following commands are used to display/hide the tool dialog boxes:

Color   for editing *Color* parameters;

Lighting   for editing *Lighting* parameters of the background;

4-Point gradient   for setting *4-Point Gradient*;

Linear Gradient   for setting *Linear Gradient*;

Texture   for setting *Texture* type.

The names of all currently open *Region* and *Styles Collection* windows are listed at the bottom of the menu. Clicking the window name brings focus to the corresponding window and puts it atop of other *Region* and *Styles Collection* windows.

2.1.4 Help menu

Contents   open the Help application and the table of contents;

Using help   open the standard and customized *Windows Help* guide;

About   display the program version number, legal and copyright notices, registration and other information.

2.2 Toolbars

The program contains the main and additional (objects) toolbars. The toolbar panel may be displayed at the top, at the bottom or at the right or left side of the *Region* window, or as a separate window. By pressing the left mouse button (avoid doing this on a panel's button) you can drag the panel to place it where you want. If the panel is displayed as a separate window, you can close it by pressing the dagger in its upper-right corner. To reopen the panel, you must choose the Windows/Toolbars/Main toolbar or Windows/Toolbars/Objects commands for the main and additional panels, respectively.

The *Main toolbar* contains the following commands:

(File/New region)   create a new (empty) region;

(File/Open region...)   load the existing region from a specified file;

(File/Open region as copy...)

                copy all objects from a specified file to the new region;

(File/Save region)   save the current state of the region to a file;

(File/Save region As...) write down current state of the region to a file under a new name;

(File/Save region Image.../to File...)

                call the *Export Image* dialog box and save the image of *Region* to a specified file;

(File/Styles Collection.../New collection)

                create a new (empty) *Styles Collection*;

(File/Styles Collection.../Open collection)

                load an existing *Styles Collection* from a specified file;

(File/Styles Collection.../Save collection)

                save the current state of *Styles Collection* to a file;

(File/Styles Collection.../Save collection as)

                write down the current state of the *Styles Collection* to a file under a new name;

(Edit/Delete)   delete the selected objects;

2. Main window

✂ (Edit/Cut)		copy the selected objects to the Clipboard and delete them from the region;
🗎 (Edit/Copy)		copy the selected objects to the Clipboard;
📋 (Edit/Paste)		insert the objects from the Clipboard to the region and select them. The objects will be inserted just into the place where they located before the copying to the Clipboard;
↩ (Edit/Undo)		cancel the latest operation;
↪ (Edit/Redo)		execute the latest operation cancelled;
⬉ (View/Edit mode)		enable/disable the editing mode;
🔍 (View/Zoom mode)		enable/disable the zoom mode.

Objects toolbar contains the following commands:

⊣⊢ ⥮ ⊑ ⫫ ⊢⊣ ⫪ ⊣⊢ ⊦⊦ ⊣⊟ ⊦⊦ ▢▢ ▢▢ ▣ ▣ 🌲

⊣⊢ Align Left	align the selected objects by the left edge;
⥮ Align Horizontal Center	
	align the centers of the selected objects horizontally;
⊑ Align Horizontal Center in Window	
	shift the centers of the selected objects horizontally to the region's center;
⫫ Align Horizontal Edge Space Equal	
	arrange the selected objects horizontally at equal spaces between them;
⊢⊣ Align Right	align the selected objects by the right edge;
⫪ Align Top	align the selected objects by the top edge;
⊦⊦ Align Vertical Center	align the centers of selected objects vertically;
⊦⊦ Align Vertical Center in Window	
	shift the centers of the selected objects vertically to the region's center;
⊣⊟ Align Vertical Edge Space Equal	
	arrange the selected objects vertically at equal spaces between them;
⊦⊦ Align Bottom	align the selected objects by the bottom edge;

(Object/Order/Top)   move the selected objects to the top of the *Objects tree*;

(Object/Order/Bottom) move the selected objects to the bottom of the *Objects tree*;

(Object/Group/Group)   create a new group and insert the selected objects in it;

(Object/Group/Ungroup)

delete a group and instead insert all its objects in place of the deleted object on the objects tree;

(Windows/Objects tree)

view/hide the *Objects Tree* window.

2.3   Status Line

The *Status Line* is located at the bottom of the application. It displays the information of the currently selected menu command or a detailed description of the tools each time the cursor is placed into a toolbar icon or a command that will be performed by pressing the mouse left button.

2.4   Undo/redo

The application has a powerful system of cancel/redo actions, which makes the work with the objects much easier. All actions aimed at changing the final image trigger the saving of the region's (and all its objects) current state prior to the performance of such an actions:

- any change in background color, background image and region sizes;
- any change in the number of objects (addition, removal), their sizes and location;
- any change in the list of effects, fonts, paragraph properties, text, attributes of an object or a group of objects;
- any change in the *Objects tree* (the order of objects, the opening and closing of groups etc.).

A change in the selection does not trigger the saving of the current state.

To cancel the last operation, you can use the Undo command on the Edit menu or on the *Main toolbar*. If you want to cancel several operations at once, you can use the Multi-undo command on the Edit menu. To execute this command, you have to select all the operations you want to cancel from an automatically displayed list of the latest operations and press the OK button.

To revert the last cancelled operation, you can use the Redo command on the Edit menu or on the *Main toolbar*. If you want to retain several cancelled operations at once, you can use the Multi-redo command on the Edit menu. To execute this command, you have to select all the operations you want to retain from an automatically displayed list of the last cancelled operations and press the OK button.

3 Region

The *Region* window is a working area for image creation. The window's title bar contains the region's file name and zoom scale. The application allows several regions to be opened simultaneously. As soon as one of these windows is selected, the region's specific editing commands appear on the Edit, View, Object and Text menu of the *Main* window.

If the size of a region's scaled view exceeds the region's displayed area, an appropriate scroll bar appears. If the window's displayed area exceeds a region's scaled view, the viewed picture is centered in the window.

While moving around in the *Region's* window the mouse point is changing its shape depending on which editing operation can be performed by clicking the left mouse button. By clicking the right mouse button you call the region's local menu. All operations in the *Region* window can be performed with the selected objects (objects in thin or thick frameworks).

A region can be created by using the File/New region... command or by pressing button on the *Main toolbar*. The *New Region* dialog box appears with the default parameters of the region that was created the latest.
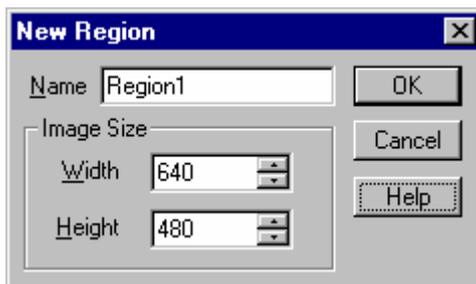
Name overwrites the region's name displayed on the window title bar.

Width and Height set the sizes of the region.

The Region size... command from the Edit menu or the region local menu opens the *Resize Region* dialog box.

By clicking OK button you verify the setup size of a new region.

You can also set the new Width and/or Height for a particular group of regions or you can set them such that the window encloses all the objects.

Current	show the actual size of the region in pixels.
New	set a new value in pixels.
Scale	the New to Current value ratio in percent.

Note that if a group's Width or Height values are changed, the objects retain their locations with respect to the top left corner of the *Region* window.

In the Objects Extents group, the Left (Right) and Top (Bottom) edges show the coordinates of the left (right) and upper (bottom) angle of the region in the *Main window*. Negative values and coordinates greater than the current region sizes indicate that objects' rectangles are partially outside the region. This can be of no importance if you want to view just the visible part of the object.

The fit button to the right of Left and Right can be used to reset the region's width so that horizontally all the objects are enclosed in the *Main window*. The fit button to the right of Top and Bottom can be used for adjusting the sizes in the vertical direction.

All objects of a region are displayed against a background. The background image is displayed atop of the color background but beneath the objects.

By using the Background Color command on the Edit and region local menu you can set background color in the *Color* dialog box. The Background Image command from the Edit and region local menu can be used to select (or cancel the selection of) a background image in the *Region Background Image* dialog box.

3. Region

Region Background Image

Name [   ] Browse...

Image placement
- ○ No background
- ○ Fit region to background
- ⊙ Place background at...

  - ⊙ Horizontal Left   ⊙ Vertical Top
  - ○ Horizontal Center   ○ Vertical Center
  - ○ Horizontal Right   ○ Vertical Bottom
  - ○ Horizontal Tile   ○ Vertical Tile
  - ○ Horizontal Scale   ○ Vertical Scale

OK
Cancel
Help
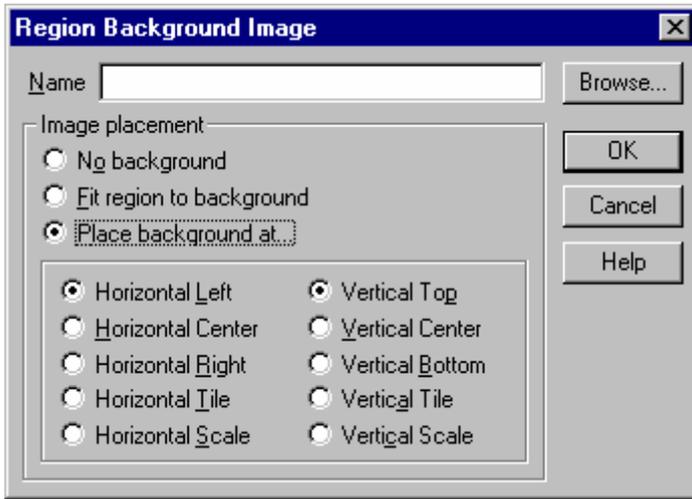
Name shows a path to the background image file. The Browse button calls a standard system dialog box to select the image file.

No background switches off the display of the background image.

Fit region to background adjusts the region's sizes so that they fit the image extents.

Place background at... allows you to place an image in the region. The region sizes remain the same. If the sizes of the image and the region differ, the following options can by used to simultaneously change the image's horizontal and vertical sizes:

Horizontal Left	align the image by the left side of the region;
Horizontal Center	center the image in the region horizontally;
Horizontal Right	align the image by the right side of the region;
Horizontal Tile	tile the image from the left to the right edges;
Horizontal Scale	fit (stretch/shrink) the image to the region's width;
Vertical Top	align the image by the top of the region;
Vertical Center	center the image in the region vertically;
Vertical Bottom	align the image by the bottom of the region;
Vertical Tile	tile the image from the top to bottom;
Vertical Scale	fit (stretch/shrink) the image to the region's height.

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3.1   Zoom mode

Zoom mode and Edit mode on the *View* menu and corresponding buttons 🔍 ↖ on the *Main Toolbar* enable/disable the zoom mode. When Zoom mode is on, the cursor in the *Region* window can have the following shapes:

🔍 – by clicking the mouse left button in the region window you can increase (for more details) and by clicking the mouse right button you can decrease (for fewer details) the view scale. By pressing and holding the mouse left button you can select and drag the selected rectangle by its corner while the application automatically chooses the scale so that the selected region area gets into display in the window;

🔍 – appears when the Control (Ctrl) key is pressed. The mouse left button is used to decrease the view scale (for fewer details) and the right button is used to increase the scale (for more details).

You can also change the view scale by using commands from the View menu or the region local menu. Note that if the scaled view of an image exceeds the size of the *Region* window in the horizontal or vertical directions, there appears either a horizontal or a vertical scrollbar. If the contrary is true and the window size exceeds the scaled view extents, the viewed picture is centered in the window.

3.2 **Image export**

- The image of a region can be saved to a graphical file by using the File/Save region Image…/to File… command. This command is used to call the dialog box that prompts you to select the file. Possible graphical formats are TARGA, Windows bitmap or JPEG.
- You can also save the transparency of the region's image by using the File/Save region Image…/Alpha to file… command.

Besides, the region's image (disregarding transparency) can be saved to the *Clipboard* for further use in other applications. To save the region's image to the *Clipboard*, you can use the File/Save region Image…/to Clipboard command or the region local menu.

Before saving of the file with graphical filename extension you can control (change) settings of this format by *Export Image Properties* dialog box By using the Options/Formats… commands you can open this dialog box, where you can select the options for all graphical formats supported by Forward Titling.

Forward Titling can save images to the files of the following formats:

Targa (*.tga), Bitmap (*.bmp), JPEG (*.jpg), PNG (*.png).

3.2.1 Export Image Properties. Targa
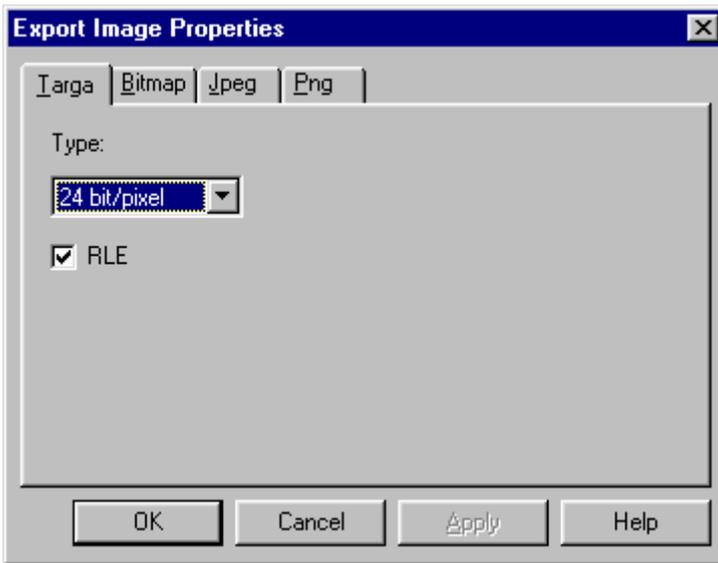
This page contains settings for the True Vision Targa (files with 'TGA' filename extension) image format. The following settings can be used to save region images created in Forward Titling to the TGA files:

In the Type of this dialog box, set the color depth in bits per pixel for the output .tga file:

- 16-bit (high-color quality) files are by 1.5 times smaller than 24-bit files. In some cases (for example, images with gradients), the output images could be of poor quality;
- 24-bit (true-color quality) files are the best option, combining good quality and moderate file size;
- 32-bit (true-color with transparency) – quality as that of 24-bit files and the possibility to save transparency (if you have region images with transparent or semi-transparent background). Please note that many graphical programs do not support image files with transparency and you risk to get the black or white background instead of the transparent one if you open Forward Titling-created images by other programs.

RLE – by selecting this option you save the images in TGA format and at the same time apply the RLE (running-length encoding) algorithm to compress them. For simple regions without sophisticated effects such as textures, glow, and gradient, the level of compression may be significant. Please, note that some graphical programs do not support compressed TGA files. If you have problems with opening TGA files created with Forward Titling by other programs, try to turn off the RLE compression button and save the image again, and then reopen it.

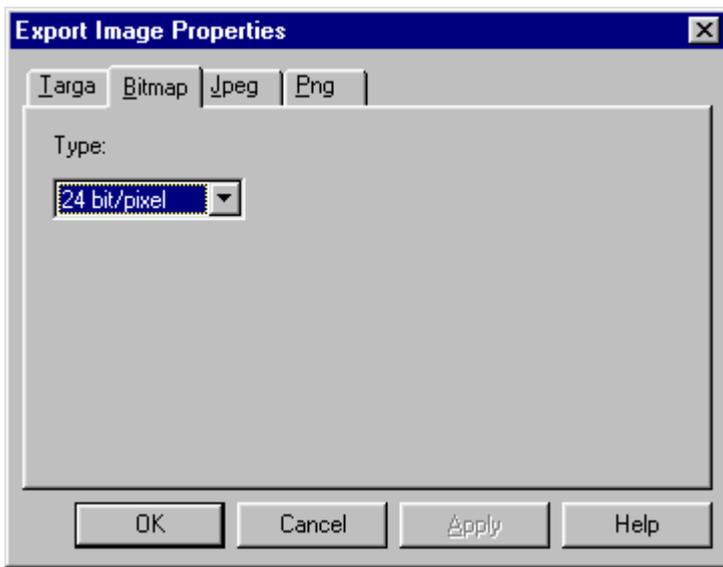## 3.2.2 Export Image Properties. Bitmap

3. Region

This page contains settings for the standard Windows Bitmap (files with 'BMP' filename extension) image format. The following settings can be used to save region images created in Forward Titling to the files in BMP format.

In the Type of this dialog box, set the color depth in bits per pixel for the output .bmp file:

- 16-bit (high-color quality) files are by 1.5 times smaller than 24-bit files. In some cases (for example, images with gradients), the output images could be of poor quality;
- 24-bit (true-color quality) files are the best option, combining good quality and moderate file size;
- 32-bit (true-color with transparency) – quality as that of 24-bit files and the possibility to save transparency (if you have region images with transparent or semi-transparent background). Please note that many graphical programs do not support image files with transparency and you risk to get the black or white background instead of the transparent one if you open Forward Titling-created images by other programs.

3.2.3 Export Image Properties. Jpeg
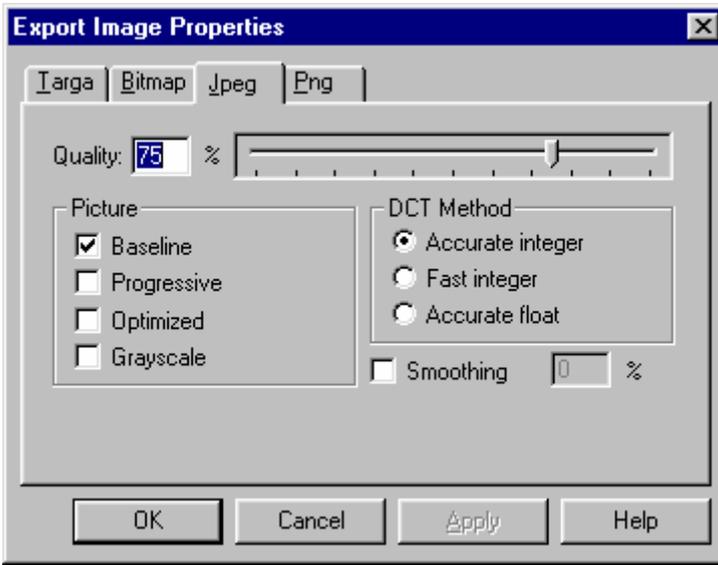
This page contains the settings for JPEG (files with 'JPG' or 'JPEG' filename extension) image format (image compression with a loss of quality). This format is widely used for creating images for Web (WWW) pages. The following settings are used to save region images created in Forward Titling to *.jpeg files.

Quality – in this box specify the level of quality of the output image file (100% - no loss of quality). The lower the quality, the smaller the file size and vice versa. After

saving, open the *.jpeg image by another image editor or WEB-browser and check its quality.

Using the options from the Picture group you can set the advanced methods of image compression:

- Baseline, Optimized – when selected this option provides for optimized compression (smaller size of the saved image file);
- Progressive – when selected this option provides for interlaced image of *.jpeg image files.

Please, note that not all graphical programs and not all WEB browsers support *.jpeg files compressed by an advanced method. After saving, open the files by other programs and check their quality.

- Grayscale – when selected this option provides for a grayscale (black-and-white) image instead of the color one.
- DCT Method - when selected this option sets up a DCT (discrete cosine transform) method of image compression.
- Accurate integer – the most widely–used method (by default).
- Fast integer – provides the fastest method of image compression but with a greater loss of quality. Do not use this option for high-quality images.
- Accurate float – the most accurate (still, the slowest) method of image compression. Top-quality images can be obtained by choosing this option.
- Smoothing – in this box you can specify the level of smoothness for compressed images (the greater the value, the greater the smoothness). This option is not necessary for most cases when a file is created in Forward Titling. Forward Titling creates high-quality filtered images.

3. Region

3.2.4 Export Image Properties. Png
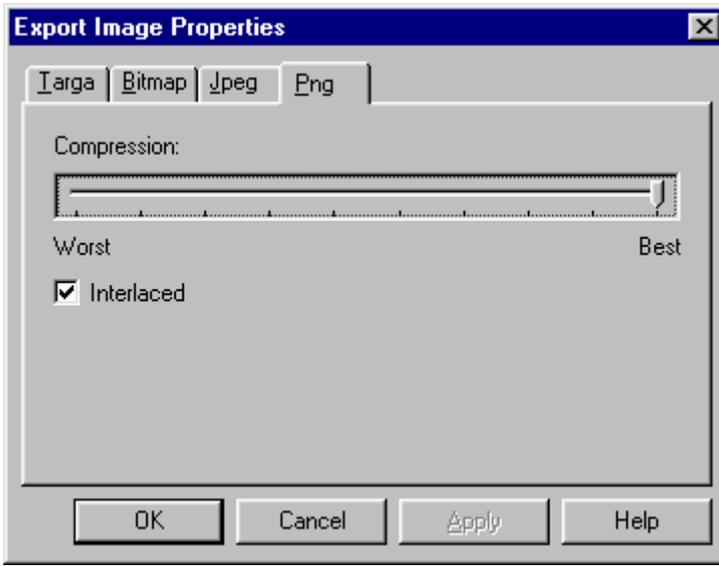
This page contains settings for Portable Network Graphics (files with 'PNG' filename extension) image format (image compression with a loss of quality). The following settings are used to save region images created in Forward Titling to *.png files.

Compression – in this box specify the level of compression. The higher the level, the greater the loss of quality and vice versa.

Interlaced – when selected this option provides for interlaced *.png images with scans.

3.2.5 Import Vector images in Adobe Illustrator format (*.AI files)

Forward Titling can import vector images from the program CorelDraw in the Adobe Illustrator 3.0 format (*.AI). You must curve all objects with a zero thickness, the contours are not crossed. Really program proofreads an information from the file (*.ai) in the following format:

- an each new contour is opened by string «X Y m» or «X Y M» (the X,Y coordinates indicate a source of a contour);
- the vectors, or Bezier Curves, follows further. The vector is described by string «X Y l» or «X Y L» (X,Y coordinates indicate the end of a contour). Bezier Curve is described by string «X1 Y1 X2 Y2 X3 Y3 c» or «X1 Y1 X2 Y2 X3 Y3 C» (X1,Y1 and X2,Y2 coordinates indicates two control points of a curve, X3,Y3 coordinates indicate the end of a curve);

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- any inappropriate to above-named string is closed a contour.
- To create its vector image you can write a file in any text editor where your object is described by series of the curves and lengths. For example, the crow may be described in the following way:

```
0 100      m
40 75      l
10 75      l
75 40      l
15 40      l
100 0      l
10 0       l
10 –10     l
-10 –10    l
-10 0      l
-100 0     l
-15 40     l
-75 40     l
-10 75     l
-40 75     l
s
```

3.3   Region menu

3.3.1   Region local menu

By clicking the mouse right button in image-free *Region* areas or on an unselected object you can call the region local menu.

New object...   add a new object to the region.
Objects   a submenu identical to the object local menu.

The following 4 commands are used to change the view scale in *Region* window or the size of *Region* window. They are identical to the following commands on the *View* menu: Actual size, Zoom In, Zoom Out, Fit window to region.

Background image...   call the *Region Background Image* dialog box with background bitmap placement options;
Background color...   set the color of the region background. Color background is visible outside the area occupied by a background image;
Region size...   call the *Resize Region* dialog box;
Repaint   redraw the scaled region view in the *Region* window;
Image to clipboard   copy a region image to the system *Clipboard* for further use in other applications.

3.3.2   Edit menu

Undo   cancel the last action;
Multi-undo...   choose several recent actions to cancel them at once;
Redo   redo the last canceled action;
Multi-redo...   choose from the list several actions that you do not want to undo;
Delete   delete the selected objects;
Cut   copy the selected objects to the *Clipboard* and delete them from the region;
Copy   copy the selected objects to the *Clipboard*;
Paste   insert the objects from the *Clipboard* into the region and select them; the objects will be inserted exactly where they located before they were copied to the *Clipboard*;
Duplicate   insert into the region a copy of selected objects and select them;
Select All   select all objects in the region;
Select None   cansel selection of all objects in the region;
Background Image...   add a graphical image from a specified file as the region background image;
Background Color...   change the region background color;
Region size...   change the region size.

3.3.3   View menu

Actual size   set the scale of imaging as 1:1;

Zoom in	increment zoom factor (more details);
Zoom out	decrease zoom factor (fewer details);
Fit window to region	resize the *Region* window to adjust it to the current size of a region image, if possible;
Edit mode	enable/disable the editing mode, see also button on the *Main toolbar*.
Zoom mode	enable/disable the zoom mode; see also button on the *Main toolbar*.
Repaint	repaint the image in the *Region* window.

3.3.4 Object menu

The New object... submenu is described in chapter Objects.

You can use the following commands:

Effects List...	view/edit the list of effects attached to the selected object(s) in the *Effects List* dialog box;
Size...	change the size of the selected object(s) in the *Resize Object* dialog box;
Align...	change the relative positions of selected object(s).

The Order and Group submenus are described in chapter Objects.

Properties...	call the dialog box for changing objects parameters.

3. Region

3.4 Handling region

Working with the *Region* window, you can perform the following operations:

- Create a new region
- Load the existing region
- Load a region from the template
- Save the region
- Save the region under a new name
- Change the region size
- Change the background color
- Change the background image

Create region

- choose the File/New region command or button on the *Main toolbar*;
- choose the name and sizes of the new region in the *New Region* dialog box and click OK.

Load existing region

- choose the File/Open region... command or button on the *Main toolbar*;
- specify the file name in the standard dialog box and click OK.

Load region from template

- choose the File/Open region as copy command or button on the *Main toolbar*;
- specify the file name in the standard dialog box and click OK.

Save region

- choose the File/Save region command or button on the *Main toolbar*;
- specify the file name for saving the region in the standard dialog box and press the OK button.

Save region under a new name

- choose the File/Save region As... command or button on *Main toolbar*;
- specify a new name for saving the file in the standard dialog box and press the OK button.

Change region size

- choose the Region size... command from the Edit menu or the region local menu;

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3. Region

- specify the region size in the *Resize Region* dialog box and press the OK button.

Change background color

- choose the Background Color... command from the Edit menu or the region local menu;
- select the color in the *Color* dialog box and press the OK button.

Change background image

- choose the Background Image... command from the Edit menu or the region local menu;
- specify the background image and its position in the region in the *Region Background Image* dialog box and press the OK button.

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3. Region

- specify the region size in the *Resize Region* dialog box and press the OK button.

Change background color

- choose the Background Color... command from the Edit menu or the region local menu;
- select the color in the *Color* dialog box and press the OK button.

Change background image

- choose the Background Image... command from the Edit menu or the region local menu;
- specify the background image and its position in the region in the *Region Background Image* dialog box and press the OK button.

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4   Objects

Text box objects and **graphical objects** can be added to the region to be manipulated in the *Region* window. For each selected object, a rectangle frame is drawn to render the object's position and size. Note that this rectangle contains no results of applied effects rendering (no font modifications such as tilting).

Objects can overlap each other. The top object is rendered last. A new object is placed on the top. Objects can be united in a logical group. The united (closed) group behaves like a single object; objects in an opened group can be treated as independent objects. The *Objects Tree* window presents the group structure and the order of objects in the visual stack.

In the *Region* window, the cursor shape indicates the type of the object on the top of a visual stack at a current point: – for a graphical object, – for an unselected text box and – for a closed group.

By applying and combining effects and by modifying their parameters you can change the appearance of an object. The *Object Properties* dialog box is used to change the object's name and other attributes.
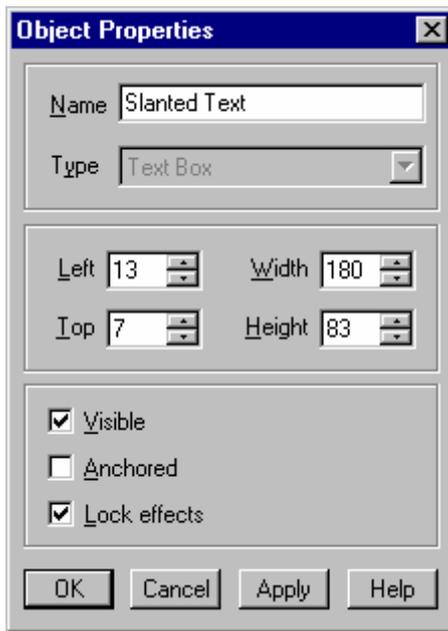
The *Object Properties* dialog box can be called for a closed group of objects. It contains no attributes except for Name, Visible, Anchored and Lock effects.

Name – view/edit the name of the object. Different objects in a region may have the same name. The default name is generated from the object type name and relevant number (a counter of new objects of the same type in the current session).

Type – show the type of an object.

The Left, Top, Width and Height boxes are used to set the size of an object and its position in the *Region* window. A frame rectangle determined by these values is drawn up for every selected object. Note that results of applied effects rendering (or font modifications such as tilting) are NOT specified by these values.

- Visible – control the insertion of an object into the image rendering. By checking this box, you order the object to be displayed with all applied effects in the region window. These effects will be consequently contributed to the final exported image.
- Anchored – prohibit the change of the object size and position in the region.
- Lock effects – prohibit any changes in the *Effects List*.

Note that the Visible, Anchored and Lock effects attributes are easily accessible through the *Objects Tree* window.

There is a *Resize Object* dialog box for changing the size of a selected object.
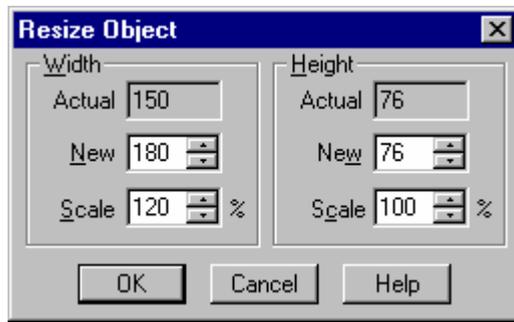
This dialog box is used to change the Width and Height of the object. The actual size that is changed is that of the frame rectangle. The new size values do NOT include applied effects rendering (or font modifications such as tilting).

- There is only a slight difference between the Actual and New fields for the text and graphical objects.
- The Scale is always set as the New to Actual ratio in percent.

For graphical objects, Actual and New are just the current and new dimensions of a 'basic' object.

For a *Text Box* object, in the New box you can set the width and height of the frame rectangle. Note that by changing the width you can distort the text symbol 'wrapping'. In this case, the text lines can be hidden due to insufficient height etc. In the Actual box, you can set the extents of the text lines to be formatted within the frame limits. By setting Scale to be 100%, you can resize the frame rectangle to those extents.
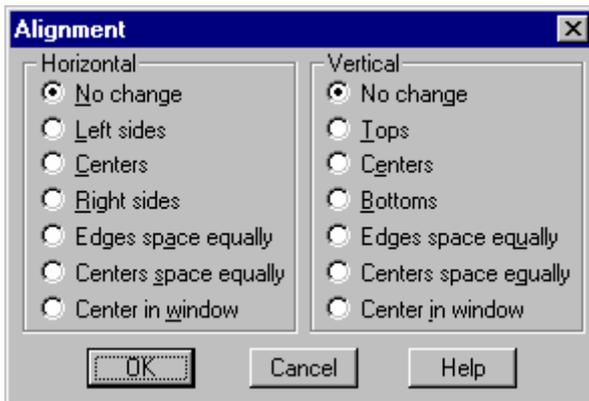
4. Objects

The Size... command from the object local menu (or the Objects submenu of the *Text Box* and Object menu) can also be used to call this dialog box provided there is a single selected object. Otherwise, the *Multiple Objects Resize* dialog box is called.

In this dialog box, you can change the size of all selected objects in the horizontal (Width group) and vertical (Height group) directions independently:

No change	preserve the width or height of the objects, respectively;
Shrink to smallest	find the smallest width or height and set the respective dimension of each selected object at that value;
Grow to largest	find the largest width or height value and set the respective dimension of each selected object at that value;
Width or Height	set the corresponding size at a particular value.

The Align... command from the object local menu (or the Objects submenu of the *Text Box* and Object menu) is used to call the *Alignment* dialog box.

In this dialog box, you can change the relative positions of all selected objects in Horizontal and/or Vertical directions. Two or more selected objects can be aligned by the left, right, top or bottom edges of their frame rectangles rendering the

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object's base position and size. Note that these rectangles do not include the results of applied effects rendering (or font modifications such as tilting).

The Horizontal group settings are used to rearrange the selected objects while moving them horizontally:

No change	preserve the objects' horizontal positions;
Left sides	place the left sides of the frame rectangles at the leftmost position;
Centers	align the centers of the selected objects horizontally;
Right sides	place the right sides of the objects at the rightmost position;
Edges spaced equally	set equal spaces between the objects across the region;
Centers spaced equally	set equal spaces between the objects' centers across the region;
Center in window	shift the center of the rectangle that embraces all selected objects across to the center of the *Region* window.

By using the Vertical group settings you can rearrange the selected objects while moving them up and down:

|	
No change	preserve the objects' vertical positions;
Tops	place the sides of the frame rectangle at the highest position;
Centers	align the centers of the objects vertically;
Bottoms	place the bottom sides at the lowest position;
Edges spaced equally	place the objects at equal vertical spaces;
Centers spaced equally	place the objects' centers at equal vertical spaces;
Center in window	place the center of rectangle that embraces all selected objects in the center of the *Region* window.

By using the Align... command from the object local menu (or the Objects submenu of the *Text Box* and Object menu) you can call the Alignment dialog box.

You can also align the objects using the buttons on the *Objects toolbar*.

When arranged in **groups**, multiple objects can be manipulated at once. A closed group behaves like a single object. Its frame rectangle comprises the rectangles of all objects in the group. Objects inside a closed group retain their relative positions while the group is being moved or aligned with other objects. As long as a group is opening (expanded), its objects can be manipulated independently of each other.

The group structure and objects' visual stack have a hierarchical arrangement, as represented in the *Objects Tree* window. To create a new group in this window, call the local menu by right-clicking on the tree 'root' at the top or on any open group. In the local menu, point to New and click Group. In the appeared *Group Properties* dialog box, you are prompted to change the default group name and other attributes. After choosing necessary options press the OK button.

Group Properties ☒

Name Shadow trick

☑ Visible

☐ Anchored

☑ Lock effects

OK   Cancel   Help
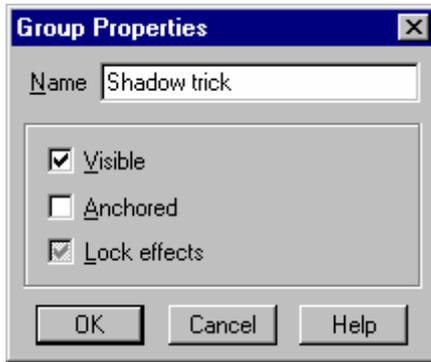
For manipulating with groups you can use the commands from the Group submenu of the Object menu and object local menu. The Group and Ungroup commands on this submenu can also be executed by using ⊞ and ⊞ buttons on the *Objects toolbar*.

To call the local menu, right-click on the selected closed group.

Graphical objects include rectangles and circles of various sizes and modifications. The contours of graphical objects can be specified. Nonintersecting closed contours of any arbitrary shape can be imported from files in vector graphical formats. For more detail, see the description of the New Object submenu.

4.1 Menu

4.1.1 Object Local Menu (Object submenu)

By right-clicking on a selected object (or a closed group of objects) you activate the object (bring it to focus) and call its local menu. The following menu commands can be executing by right-clicking in the *Text Box* frame or inside the graphical object frame rectangle. Note that if you right-click inside the *Text Box* object rectangle, you activate the *Text Box* local menu containing the following commands, which can be found on the Object submenu too.

Effects List...   view/edit the list of effects attached to the selected object(s); unavailable on the Objects submenu.

Delete, Cut, Copy, Paste, Duplicate, Select all, Select None perform standard editing and *Clipboard* operations.

Size...   if a single object is selected, this option is used to call the *Resize* dialog box; otherwise it is used to call the dialog box for changing the width and/or height of all selected objects.

Align...   call the *Alignment* dialog box to change the relative positions of the selected objects or their placement in the region.

Order	call the submenu for moving the object(s) in the visual stack.
Group	call the submenu containing group related commands.
Properties...	call the *Object Properties* dialog box to change the name, position, visibility and other attributes of the object.

4.1.2 New Object submenu

The commands on the New object submenu are used to add a new object to the region:

Text box	add a *Text Box* object.

Elementary graphical objects can be added by executing the following commands:

Rectangle	add a rectangle;
Rounded rectangle	add a modified rectangle - a rectangle with edges that become rounded near the corners from outside the rectangle frame as you zoom in.
Oval	add two semicircles connected by a "rubber band" rectangle or a circle if the width and height are equal;
Horizontal line	add a modified rectangle – a rendered rectangle image clipped vertically in a band between the vertical positions of the left and right sides;
Vertical line	add a modified rectangle – a rendered rectangle image clipped horizontally in a band between the horizontal positions of the top and bottom sides;
Import vectors...	import a graphical object generated from vectors imported from a specified file in a supported vector graphical format. Closed contours form the object "body". The area outside is transparent for the background. The contour lines have "zero" thickness. The contours should not intersect or touch each other.

This submenu is also available in the Object menu and the region local menu. Note that after choosing the desired object type on the menu, you have to specify the object's initial position and size - click in the *Region* window then drag the pointer diagonally until you get the size you want. The new object is placed on the top of the visual stack.

You can also add a new object to the region using the *Objects Tree* window.

4.1.3 Order submenu. Objects visual stack

When a new object is added to the *Region* window, it is placed by default on the top of the object's stack. If objects overlap, the top object covers a part of the objects below. The *Objects Tree* window displays the objects stack order and group structure. To change the hierarchy of the objects in this window, select an object(s) and drag it (them).

4. Objects

The Order submenu is available from the Object menu or object local menu. By using the commands from the **Order** menu you can move the stacks of selected object(s):

Top	bring the object(s) to the front, i.e. place on the top of the stack; the same command is executed by clicking ![btn] button on *Objects toolbar*;
Bottom	send the object(s) to the back, i.e. place to the very bottom of the stack. These objects are rendered first and may get out of sight if overlapped by other objects. The same command can be executed by clicking ![btn] button on *Objects toolbar*;
Up	move the object a level up, closer to the front;
Down	move the object a level down, toward the back.

To rearrange the objects within a group use the following commands: Top in group, Bottom in group, Up in group, Down in group.

4.1.4 Group Submenu

This submenu from the Object menu or object local menu contains the following group related commands:

Group	create a new group and move all selected objects to this group. In the objects hierarchy group, this group appears on the top of the topmost selected object. The same command can be executed by clicking ![btn] button on *Objects toolbar*;
Ungroup	or click ![btn] button to disband the selected group and insert the objects in place of the group in their hierarchical order;
Close group	go to the parent group for an active object and make this group appear as a single object, hide the descending objects group structure. The same command is executed by clicking [–] in the *Objects Tree* window;
Expand group	make objects inside an active group available for individual manipulations; for this purpose you can click [+] in the *Objects Tree* window. This command opens the group and shows the descending objects structure. Note that if a group is selected, the objects inside the group are selected too.

4.2   Text Box Object

A *Text box* object contains a formatted text and has many additional features as compared to graphical objects and closed groups of objects. The *Text box* content is easy to change by using common text editing operations such as text import/export from a file or the clipboard. The text cursor (a blinking vertical line) can be positioned with a mouse click.

By selecting a text you can change the effects list and font settings for the selected text only. In this case an appropriate dialog box can be called where the displayed parameters are those of the first symbol of the selection. In case of unselected text, the displayed parameters are those of a symbol to the right of the text cursor. When changed, the parameters refer to all selected objects.

By right-clicking inside a selected text box rectangle you call the *Text box* local menu. The generic *Object* local menu is available in the Objects submenu or can be called by right-clicking inside a text box frame.
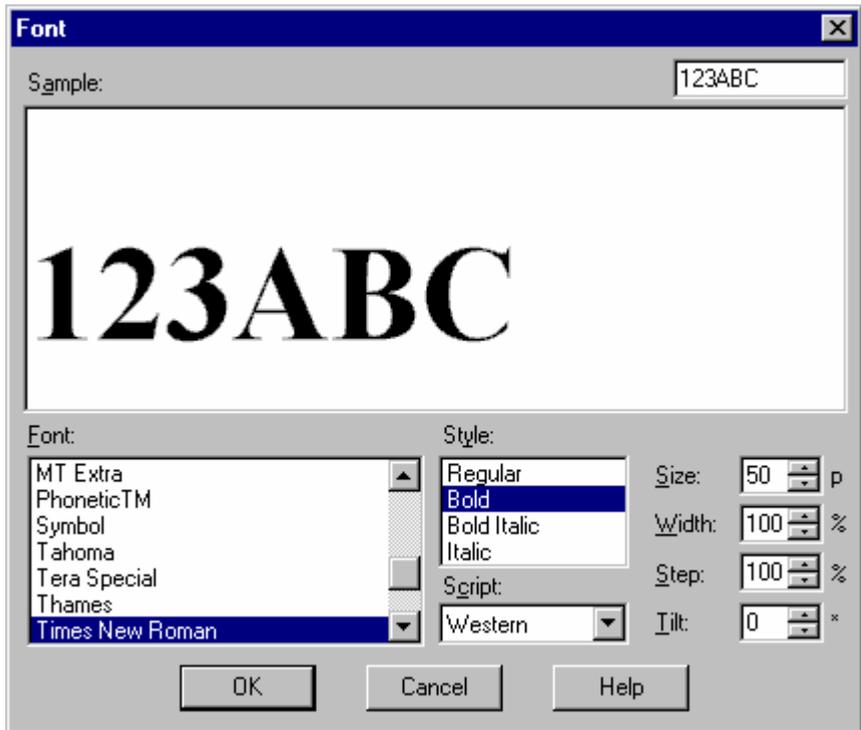
The Font command from the Text menu or local text box menu is used to call the *Font* dialog box, which prompts you to change the font of the selected text

paragraph. In *Text Box* object, change the font parameters for selected symbols or for all symbols of an unselected text.

Symbols of a sample text in the upper right corner are drawn below in the currently set font. The sample string editing does not affect the text box contents despite the fact that the string is initialized by the text box symbols.

Font – available TrueType fonts.

Style – styles for a specified font.

Script – language scripts for a specified font.

Size – font size in points.

Width – symbols width scaling coefficient (in percent).

Step – space occupied by each symbol in proportion to its current width. Do not scale symbols outline, alter only the spacing between symbols.

Tilt – additional tilt for font symbols in degrees.

The *Paragraph* dialog box is used to specify the alignment, indenting, line spacing and other formatting rules.
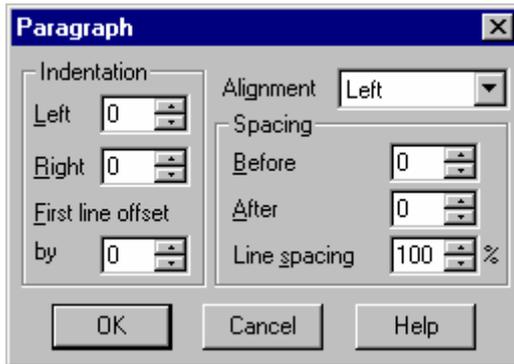
This dialog box prompts you to set the formatting rules for the paragraph with the text cursor in the *Text Box* object. If a text selection includes text from more than one paragraph, the changes apply to all of them.

- Indentation group sets the rules for placing the text lines in a paragraph.
- Left and Right are indents (in pixels) from the edges.
- First line offset sets the additional paragraph first line indent.
- Alignment determines the text lines placement relative to the Left, Right or Center indents.
- Spacing group parameters control vertical spacing (in pixels) Before and After paragraph, Line spacing sets the space between the lines of a text as percentage to the text line height.

To call the dialog box, click Paragraph... from the Text menu or text object local menu.

The Enter key breaks the current line and starts a new paragraph. For more detail see the text editing summary.

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4.2.1   Text menu

This menu contains the following commands:

Font...	call the *Font* dialog box to change the font and character spacing;
Paragraph...	change the text alignment, indentation and spacing (*Paragraph* dialog);
Delete	delete the selected symbols;
Cut	copy the selected symbols to the *Clipboard* and delete them;
Copy	copy the selected symbols to the *Clipboard*;
Paste	insert the text from the *Clipboard* at a current text cursor position;
Select all	select all the text in the *Text box* object;
Select paragraph	select the text in a current paragraph;
Import...	insert the text from a file at the text cursor position;
Export...	write the selected text to a *.TXT or *.RTF file.
Export as roll image...	minimize height of the text object and *Region* window to the last text string, call the standard *Export Image* dialog box and write current state of region as roll image to a specified file.
Export as crawl image...	minimize width of the text object and *Region* window to the last text symbol, call the standard *Export Image* dialog box and write current state of region as crawl image to a specified file.

4.2.2   Text Box Local menu

By right-clicking inside a selected *Text Box* rectangle you call the menu with the text objects specific commands and activate the object (bring it to focus). Most commands have their equivalents in the Text menu. Note that by right-clicking in the *Text Box* frame you can call the generic object local menu, which is also available as the Object submenu.

Font...	call the *Font* dialog box to change the font and character spacing;
Paragraph...	change the text alignment, indentation and spacing (*Paragraph* dialog);
Effects List...	view/edit the *Effects List* dialog box attached to selected object(s);
Object	generic object local menu available as a submenu;
Delete Text	delete the selected symbols;
Cut Text	copy the selected symbols to the *Clipboard* and delete them;
Copy Text	copy the selected symbols to the *Clipboard*;
Paste Text	insert the text from the *Clipboard* at a current text cursor position;

4. Objects

Select all	select all the text in the *Text box* object;
Select paragraph	select the text in a current paragraph;
Import...	insert the text from a file at the text cursor position;
Export...	write the selected text to a .TXT or .RTF file.
Export as roll image...	minimize height of the text object and *Region* window to the last text string, call the standard *Export Image* dialog box and write current state of region as roll image to a specified file.
Export as crawl image...	minimize width of the text object and *Region* window to the last text symbol, call the standard *Export Image* dialog box and write current state of region as crawl image to a specified file.

4.3   Objects handling

Working with objects, you can perform the following operations:
- Select object
- Create object
- Delete object
- Change object size
- Change object attribute
- Change Effects List
- Change Effects List of text object
- Change font of text object
- Change paragraph properties of text object
- Import text
- Export text
- Change object's order
- Move object
- Align objects
- Work with the C*lipboard*
- Group objects
- Ungroup objects
- Change objects group properties

Object selection

Prior to performing any editing operations with objects such as changing their appearance or position in *Region* window, the objects should be selected.

Objects can be selected in the *Region* window and/or in the *Objects Tree* window. By opening (expanding) a selected closed group of objects, you make all the objects in this group appear selected. By closing a group with selected objects, you get a selected closed group. In the region window, the frame rectangles are drawn for selected objects. An active object frame is usually customized to differ from the frames of other selected objects.

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By clicking on an object you select it and make it active. By right-clicking (to call a local menu) on a selected object you also make it active. To select objects inside or intersected by a rectangle: point to the area not occupied by objects, hold down the mouse button and drag the rectangle.

By pressing the Shift key during selection you can add each newly selected object to the selection. By pressing the Control (Ctrl) key during selection you can add the unselected object to the selection and remove the selected object from the selection or inverse the selection.

Object creation

- choose the New object... command from the Object or region local menu;
- select object type from the menu;
- specify the rectangle (size and position) of the new object.

Object deletion

- choose the Edit/Delete or Objects/Delete commands from the region local menu or

    press button on *Main toolbar*.

Object(s) resize

A frame rectangle is drawn for each selected object to visually represent the object base position and size. Note that this rectangle does not include the results of applied effects rendering (and font modifications such as tilting).

To resize a selected object in the *Region* window, place the cursor over one of the solid squares in the frame rectangle. The Cursor changes its shape to a bi-directional arrow – , , .
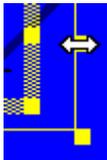
For example:

Press and hold the mouse button, then drag the frame side or corner. Release the button to stop the resizing. If you press the Control (Ctrl) key while dragging, frame rectangle is turned to a square and will retain this shape (i.e. the width and height remain equal) until you release key.

An Anchored object (closed group) cannot be resized. If you set this attribute, in the *Objects Tree* window it is shown as for an object or for a group of objects. In this case the cursor does not change its shape in the region window as described above.

The Size... command from the object local menu (or Object submenu for the *Text Box* and Object menu) is also used to resize object(s). If a single object is selected, the *Resize Object* dialog box is called. For multiple selected objects the *Multiple Objects Resize* dialog box is called.

4. Objects

To change object attributes

- open the *Object Properties* dialog box with the Properties... command from the Object menu or object local menu.

To change Effects List

- select an object(s) in the *Region* window;
- choose the Effects List... command from the Object menu or object local menu;
- change the list of effects in the *Effects List* dialog box and press the OK button.

You can also use the *Styles Collection*:

- select object(s) in the *Region* window;
- select a *Styles Collection* and copy the effects list and font (for a text object) to the selected object(s) by double-clicking the style icon.

To change Effects List of text object

- select a text fragment, without the selection the effects list will be applied to the whole text;
- choose the Effects List... command from the Object menu or text object local menu;
- change the list of effects in the *Effects List* dialog box and press the OK button.

Similar steps are taken to change the *Styles Collection*.

To change font

- select a text fragment, without selection the effects list will be applied to the whole text;
- choose the Font... command from the Text menu or text object local menu;
- select the font in the *Font* dialog box and press the OK button.

To change paragraph properties of a text object

- select a paragraph or its part; without selection the formatting will be applied to the cursor place;
- choose the Paragraph... command from the Text menu or text object local menu;
- choose the format in the *Paragraph* dialog box and press the OK button.

Import text

You can import a partially formatted text from a *.RTF file or in other usual format:

- choose the Import... command from the Text menu or text object local menu;
- select the file in the standard dialog box and press the OK button.

The text from the specified file will be inserted to the text object at cursor position.

Export text

- choose the Export... command from the Text menu or text object local menu;

- select the file format (RTF or usual text file), specify the file name in the standard dialog box and press the OK button.

To move objects

- select one or several objects and move the mouse cursor to a shaded part of the

  object framework. The cursor should turn into ⊕;
- clip the mouse left button and move the selected object to where necessary;
- release the mouse button;
- press the mouse right button to stop the movement.

You can move objects either vertically or horizontally if you clip the Control key prior to movement start.

Anchored objects cannot be moved.

To align objects

- select one or several objects;
- choose the Object/Align... command from the *Main* menu or the Objects/Align... command from the region local menu;
- set the desired mode in the *Alignment* dialog box and press the OK button.

You can align objects by using commands from *Objects toolbar.*

Working with Clipboard

Working with the *Clipboard,* you can easily exchange text with other applications such as text editors.

You can use standard commands Cut, Copy, Paste from the Edit menu, region local menu or *Objects tree* window.

To insert symbols from the *Clipboard,* click Paste Text in the text object local menu or Paste in the Text menu. The selected text can be copied to the *Clipboard* with Copy Text on the text object local menu or with Copy on the Text menu. Cut Text and Cut also remove the selected symbols.

To change objects order

You can change the order of objects in the *Objects Tree* window, which will change the visual order of objects in the *Region* window. Besides, you can choose the Top and Bottom commands from the Object menu or on *Objects toolbar*.

To group objects

- select several objects;
- choose the Group command from the Object menu or button ⊡ on *Objects toolbar*.

You can also use the *Objects Tree* window to group objects.

To ungroup objects

4. Objects

- select a group of objects

- choose the Group/Ungroup command from the Object menu or button on *Objects toolbar*.

To change the properties of objects in a group

In an open group, object's attributes can easily be changed using a standard procedure. In a closed group, you cannot change object's attributes except for Visible, Anchored, Lock effects. In the closed group all the objects will have the same chosen attributes. However, you can copy the font and the list of effects from the *Styles collection* and apply them to objects in a closed group.

5   Effects

Effect is a means of constructing an image object. The program contains the following "basic" effects:

- **Fill Color**
- **Outline**
- **Shadow**
- **Fuzzy Shadow**
- **Glow**
- **Outline Glow**
- **Bevel**
- **Rounded Bevel**
- **Fill 3D-color**
- **Outline 3D-color**
- **4-point Gradient**
- **Outline 4-point Gradient**
- **Texture**
- **Outline Texture**
- **Glow Texture**
- **Horizontal Gradient**
- **Outline Horizontal Gradient**
- **Vertical Gradient**
- **Outline Vertical Gradient**
- **Radial Gradient**

Each object has an individual list of effects, which can be manipulated in the *Effects List* dialog box. All available basic effects are presented in the *Select Effect* dialog box. In this dialog box, which can be called from the *Effects List* dialog box, you can add a new effect to the list.

The effects list changes refer to ALL selected object(s) in the current window.

- Part of an object or the whole active object is drawn in the area below the Sample label. If the *Text box* object is active, its text content initializes a sample string in the editing dialog boxes, which appear in the upper right corner. Sample string changes do not affect the *Text Box* content.

The ordered list of effects for the active object is displayed in the center of the lower part of the dialog box. On the same line with an effect name there is a box specifying the priority of each effect. You can select the desired effects from the list by a mouse click or with the help of the keyboard arrow keys when the list window is in focus.

- Name - the editing box displays a string, which helps you identify the selected effect in the list. By default the string is initialized with a generic effect type name. There can be effects of the same type in the list and sometimes it is convenient to give them unique names.

5. Effects

- **Priority** - refers to the *Text box* objects. The program treats each symbol as a separate object. For example, the shadow from one symbol may "fall" on the "foreground" of adjacent symbols. This may happen even in cases when shadow effect is placed at the list bottom. Images for the effects with priority **A** will always is on top of the effects with priority **B**, **B** on top of **C**, **C** on top of **D**, etc. Assigning priority **A** to the "foreground" effects and priority **B** to the shadow helps solve the problem.
- **move Up** and **move Down** - move the selected effects up and down in the list. The upper effect image is placed atop the images produced by the effects beneath it. It can obscure the area below or make it partially visible in case of a transparent effect image.
- Clicking the **Edit** button you call the dialog box of the tuning effect. A double-click in the effect line does the same. Note that it is possible to edit several effects at once.
- **add Above** or **add Below** - call the *Select Effect* dialog box and add in the list a new effect above or below the currently selected effect. To add the first effect to the empty list, click on either button.
- **Remove** - delete the selected effect from the list.

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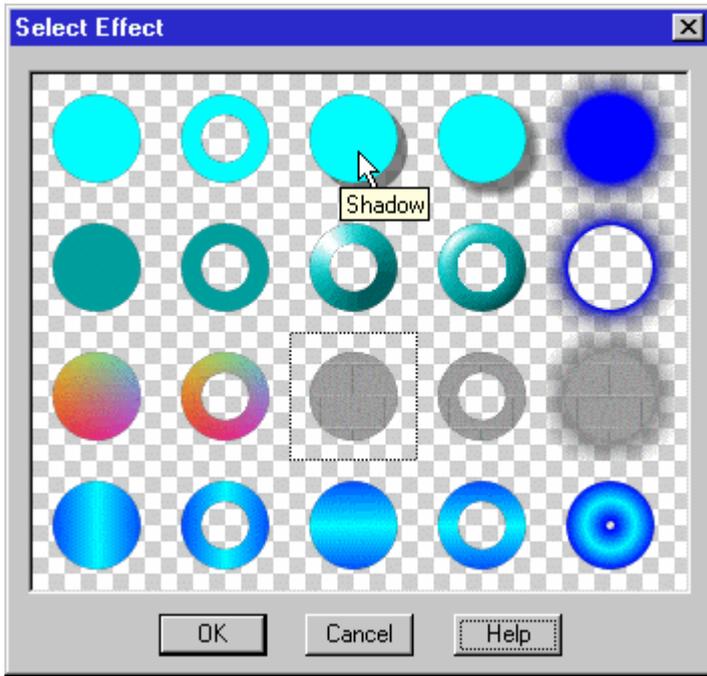
Click on add Above or Add below button in *Effects List* calls this dialog.

Each effect is represented by an icon. After the cursor is moved and placed on an icon, wait for a few seconds until a tooltip with the effect name pops up.

Click on the icon selects effect. A dot-line square is drawn around the icon of the currently selected effect.

When the dialog box is closed, there appears the *Effects List* dialog box. By pressing the OK button you just select the effect with default parameters and insert it in the Effects List.

Each basic effect has its dialog box for effect parameters tuning. Most effects have contour offset parameters. At the left side of some *Effect* dialog boxes there are square button(s) for tuning such parameters as color, gradient definition, texture properties. Click on the button for an appropriate tool dialog box. Set the effect parameters as necessary and release the button with another click. At the left of all windows, there is one or two buttons for color and lighting. For both buttons the procedure is identical – with a mouse left click on the button you call a tool for color or lighting parameters editing. When the button is pressed, any change is reflected in effect. The OK, Cancel, Help, Apply, Set as default buttons at the window bottom close the *Effect* dialog box, provide help, redefine the default settings, etc.

The following parameters can be set for most effects to control the effect image offsets from the original object contour:
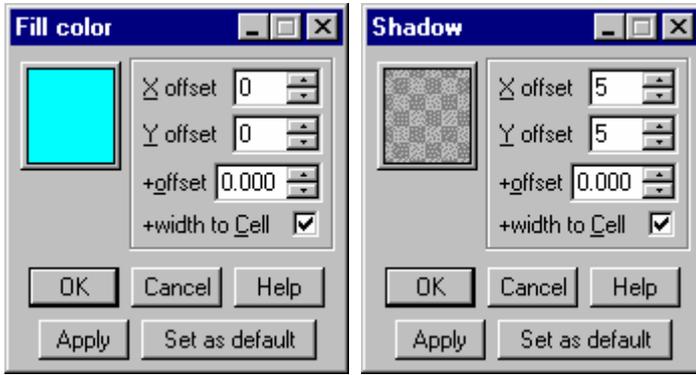
5. Effects

X offset	horizontal shift (in pixels) from the position of an original object contour. For example, shadow effects usually have horizontal and vertical offsets;
Y offset	vertical shift (in pixels) from the position of an original object contour;
+offset	distance in the transverse direction from the effect contour to the original object contour. The effect area may be expanded or shrunk (when negative). This value is usually nonzero for the outline and bevel effects;
+width to Cell	this option provides for an effective width of a symbol image with an applied effect;
Set as default	use the current parameters set as default values.

In some *Effect* dialog boxes such as *Texture, Linear Gradient or 4-Point Gradient* dialogs boxes there are settings to be used together with the Width and/or Height parameters:

|	
Region	set a scale of the effect for the current *Region* window;
Object	set a scale of the effect for the current object;
String	set a scale of the effect for each string of *Text box* objects. Note that the string width coincides with the object width;
Symbol	set a scale for each symbol of *Text box* objects.

5.1 Fill Color and Shadow effects

The **Fill Color** effect fills the object with selected color.

By using the button in left top corner you can call the *Color* dialog box (see chapter **Tools**).

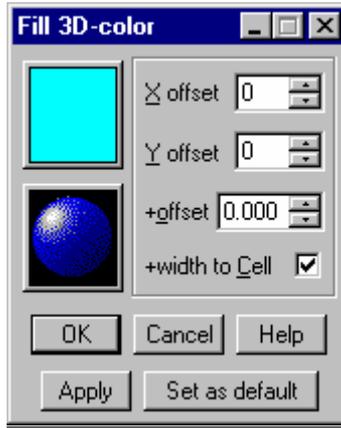The **Shadow** effect is an analog of **Fill Color** with different default settings.

5.2 Outline effect
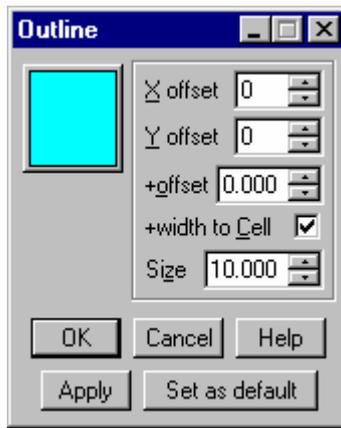
The **Outline** effect fills the band at the inner side of a contour with selected color.

Size - the color band's width in pixels.

By using the button in left top corner you can call the *Color* dialog box (see chapter **Tools**).

5.3   Fill 3D-color effect

The **Fill 3D-color** effect fills the object contour with selected color at the presence by white light source. This effect is frequently used as a complement to the **Bevel** or **Rounded Bevel** effects.

By using the button in left top corner you can call the *Color* dialog box (see chapter **Tools**).

The lower left button is used for tuning lighting in the *Lighting* dialog box (see chapter **Tools**).

5.4   Outline 3D-color effect
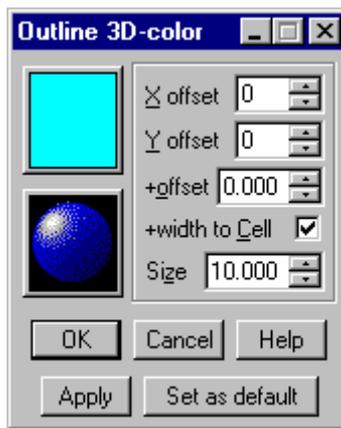
The **Outline 3D-color** effect fills the band at the inner side of the contour with selected color at the presence of white light source. This effect is frequently used as a complement to the **Bevel** or **Rounded Bevel** effects.

Size - a color band's width in pixels.

By using the button in left top corner you can call the *Color* dialog (see chapter **Tools**).

The lower left button is used for tuning lighting in the *Lighting* dialog box (see chapter **Tools**).

5.5   Bevel effect
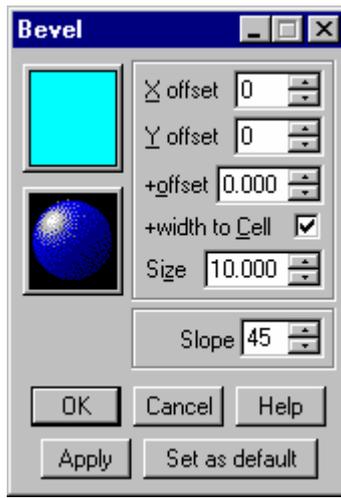
Using the **Bevel** effect you can construct a pseudo-3D bevel edge inside the contour at the presence of white light source. This effect is frequently used in combination with the **Fill 3D-color** effect, in which the +offset parameter is negative.
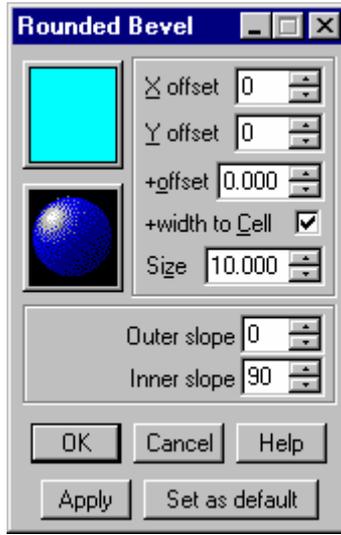
Size - a width in pixels.

Slope - the elevation angle (in degrees) from the screen plane.

By using the button in the left top corner you can call the *Color* dialog box (see chapter **Tools**).

The lower left button is used for tuning lighting in the *Lighting* dialog box (see chapter **Tools**).

5.6   Rounded Bevel effect

Using the **Rounded Bevel** effect you can construct a pseudo-3D rounded edge inside the contour at the presence of white light source. The contour is defined by the original object contour and offset parameters. The effect is frequently used in combination with the **Fill 3D-color** effect, in which the +offset parameter is.
Size - the width in pixels.
Outer slope and Inner slope are angles (in degrees) to the screen plane.
By using the button in left top corner you can call the *Color* dialog (see chapter **Tools**).
The lower left button is used for tuning lighting in the *Lighting* dialog box (see chapter **Tools**).

5.7   Glow, Outline Glow and Fuzzy Shadow effects
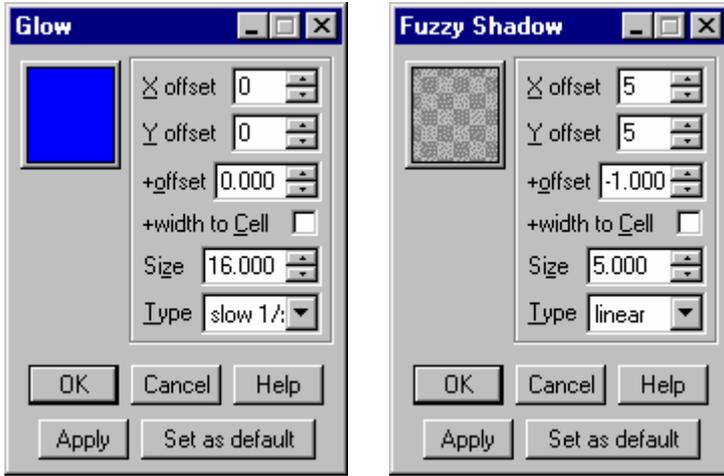
The **Glow** effect is used to fill an object with a selected color and to fill with the same color a band outside the object contour so that with distance from the contour the band's transparency gradually increases to 100%.

You can use the button in the left top corner to call the *Color* dialog box (see chapter **Tools**).
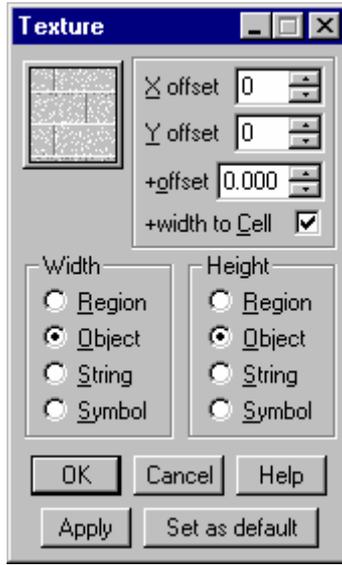
Size - a bandwidth in pixel.

Type - choose between Linear, Slow (smooth) or Fast (sharp) increase in transparency in the direction transversal to the contour.

The **Outline Glow** effect fills the area outside the contour only.

The **Fuzzy Shadow** effect is an analog of the **Glow** effect having different default settings.
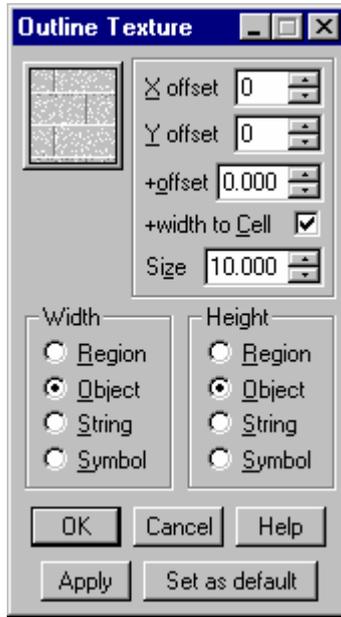
5.8   Texture effect

The **Texture** effect is used to fill the object with an arbitrary (selected) scaled image.

The scale is set in the Width or Height groups:

Region	set the width or height of the current *Region* window;
Object	set the corresponding object dimensions;
String	set a scale for each string of *Text box* objects. Note that the string width coincides with the object width;
Symbol	set a scale for each symbol of *Text box* objects.

The button in the left top corner is used to call the *Texture* dialog box (see chapter **Tools**).

5.9   Outline Texture effect

The **Outline Texture** effect is used to fill the band outside the contour of an object with an arbitrary (selected) scaled image.

Size - a bandwidth in pixels.

The scale is set in the Width or Height groups:

Region	set the width or height of the current *Region* window;
Object	set the corresponding object dimensions;
String	set a scale for each string of *Text box* objects. Note that the string width coincides with the object width;
Symbol	set a scale for each symbol of *Text box* objects.

The button in the left top corner is used to call the *Texture* dialog box (see chapter **Tools**).

5.10 Glow Texture effect
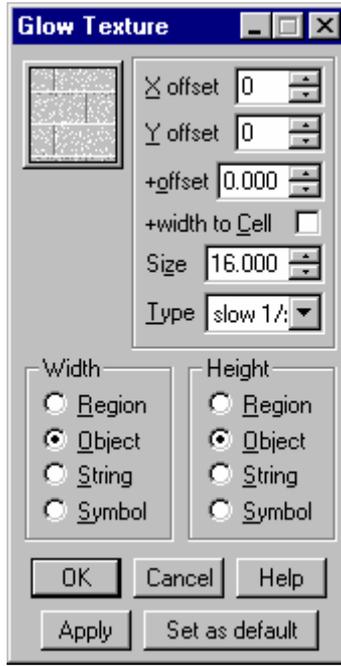
The **Glow Texture** effect is used to fill the object with an arbitrary (selected) scaled image and to fill with the same color a band outside the contour so that with distance from the contour the transparency gradually increases to 100%.

Size - a bandwidth in pixels.

Type - choose between Linear, Slow (smooth) or Fast (sharp) increase in transparency in the direction transversal to the object contour.

The scale is set in the Width or Height groups:

Region	set the width or height of the current *Region* window;
Object	set the corresponding object dimensions;
String	set a scale for each string of *Text box* objects. Note that the string width coincides with the object width;
Symbol	set a scale for each symbol of *Text box* objects.

The button in the left top corner is used to call the *Texture* dialog box (see chapter **Tools**).

5.11 4-point Gradient and Outline 4-point Gradient effects
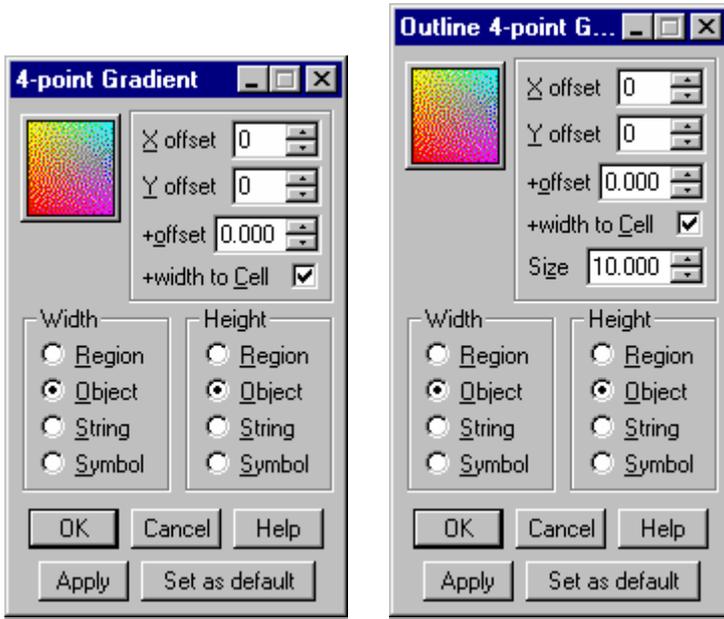
The **4-point Gradient** effect is used to show the underlying scaled gradient image inside the area defined by original object contour and offset parameters.

The **Outline 4-point Gradient** effect is used to show the underlying image in the band at the inner side of the contour.

Size - a bandwidth in pixels.

The button in the left top corner is used to call the *4-point Gradient* dialog box (see chapter **Tools**).

The gradient image is scaled to fit the rectangle area according to the settings in the Width and Height groups:

Region	set the width or height of the current *Region* window;
Object	set the corresponding object dimensions;
String	set a scale for each string of *Text box* objects. Note that the string width coincides with the object width;
Symbol	set a scale for each symbol of *Text box* objects.

5.12 Effects with Linear Gradient
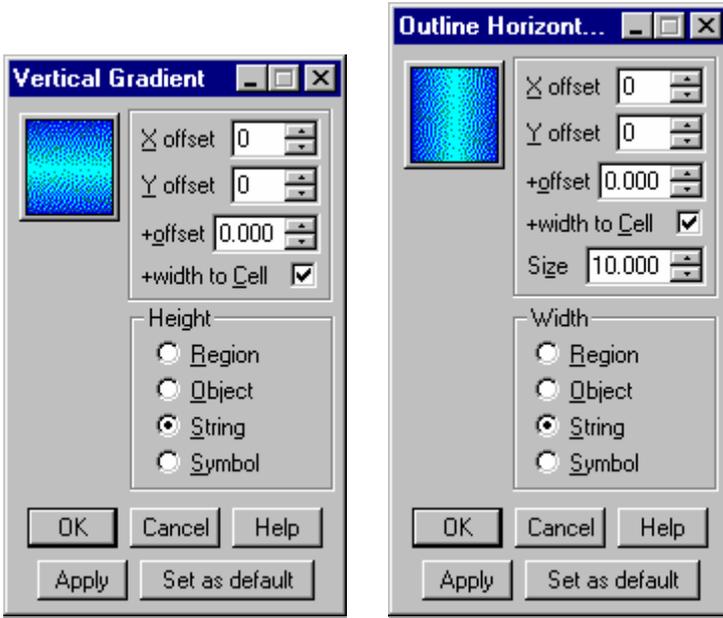
The **Horizontal Gradient** and **Vertical Gradient** effects are used to show the underlying image inside the area defined by the original object contour and offset parameters.

The **Outline Horizontal Gradient** and **Outline Vertical Gradient** effects are used to show the underlying image in a band at the inner side of the contour.
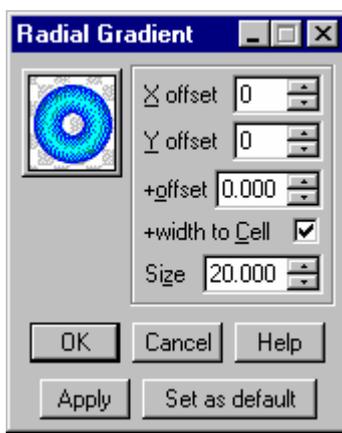
Size - a bandwidth in pixels.

The gradient image is scaled to fit the rectangle area according to the settings in the Width and Height groups:

Region	set the width or height of the current *Region* window;
Object	set the corresponding object dimensions;
String	set a scale for each string of *Text box* objects. Note that the string width coincides with the object width;
Symbol	set a scale for each symbol of *Text box* objects.

The button in the left top corner is used to call the *Linear Gradient* dialog box (see chapter **Tools**).

5.13 Radial Gradient effect

The **Radial Gradient** effect is used to draw a band at the inner side of the contour as defined by the original object contour and offset parameters.

Size is a bandwidth in pixels. The color intensity changes in the transversal direction from the outer to the inner edges of the band according to gradient settings.

The button in the left top corner is used to call the *Linear Gradient* dialog box (see chapter **Tools**).

6   Styles collection

The *Styles Collection* is used to speed and facilitate the creation of author's titles. The *Styles Collection* consists of a set of previously developed styles.

6.1   Style

A style is a list of effects and fonts for the text objects. All styles are uniformly displayed in the window of *Styles Collection*.

6. Styles collection

Each style is represented by an icon, which is an image of a graphical object or character. By a double-click on the mouse left button below the style image you can copy the effects and fonts lists to the selected objects of the active region.

6.1.1 Style Local Menu

By right-clicking above a style in the *Styles Collection* window you can call the style local menu:

Apply effects list	copy the effects list of a specified style to all selected objects of the active region;
Apply font	copy the font of a specified style to all selected objects of the active region;
Apply font and effects list	copy the font and effects list of a specified style to all selected objects of the active region;
Effects list...	view/edit the list of effects attached to the selected object(s).
Font...	change the style font;
Name...	change the style name;
Undo	cancel the last change for the selected style;
Multi-undo...	cancel several most recent changes for the selected style;
Redo	perform the last canceled operation on the selected style.
Multi-redo...	perform several most recent canceled operation on the selected style;
Delete	delete the style from the styles collection;
Icons...	
Auto sort	sort styles (by type) on addition of a new style;
Sort by name	sort by name;
Sort by type	sort by type: first the text styles and then graphical stiles; within each group the styles are sorted by the scale of imaging;
Full Info	show the large icon, scale and style name in the *Style* window;
Small info	show the small icon, scale and style name in the *Style* window;
Large Icons	show the large icon and style name in the *Style* window;
Small Icons	show the small icon and style name in the *Style* window.

6.1.2 Styles handling

The following operations are possible with the styles:

- Create a new style.
- Delete a style.
- Select a style.
- Change the style name.
- Change the style background color.
- Change the effects list.

- Change the style font.
- Apply a style.

Style creation

- select a text symbol or graphical object;
- choose the Add new style command from the Edit menu or the *Styles collection* local menu or double-click on the mouse left button above a vacant place in the *Styles collection* window.

Style deletion

- select a style and choose the Delete command from the *Style* local menu.

Style selection

- click the mouse left button above the selected style icon in the *Styles Collection* window to call a flickering rectangular box around the image.

Style name changing

- choose the Name command from the Edit menu or the *Style* local menu.

Style background color changing

- choose the Background Color command from the Edit menu;
- select a color in the *Color* dialog box and press the OK button**.**

Style font changing

- choose the Font... command from the Text menu or the *Style* local menu;
- select a font from the *Font* dialog box and press the OK button**.**

Effects list changing

- choose the Effects list... command from the Object menu or the *Style* local menu;
- select an effect from the *Effects List* dialog box and press the OK button.

Style applying

- *Apply Effects List* – choose the Apply effects list command from the Edit menu or the *Style* local menu;
- *Apply style font* – choose the Apply font command from the Edit menu or the *Style* local menu;
- *Apply font and Effects List* – choose the Apply font and effects list command from the Edit menu or the *Style* local menu.

6.2   **Menu**

Active region – the last selected region - is used for working with the *Styles Collection*. To work with the *Styles collection*, you can use commands from Edit, View, Object and Text menu.

6.2.1   Styles Collection Local menu

Right-click on the mouse left button on an empty place (not occupied by style windows) in the *Styles Collection* window to call the *Styles Collection* local menu:

Add new style	create a new style with parameters from the selected object of active region and add it to the *Styles Collection*;
Auto sort	sort style (by type) on addition of a new style;
Sort by name	sort by name;
Sort by type	sort by type: first the text styles, then the graphical styles. Within each group the styles are sorted by scale of imaging;
Full Info	show the large icon, scale and style name in the *Style* window;
Small Info	show the small icon, scale and style name in the *Style* window;
Large Icons	show the large icon and style name in the *Style* window;
Small Icons	show the small icon and style name in the *Style* window.

6.2.2   Edit menu

Undo	cancel the last change for a selected style;
Multi-undo...	cancel several most recent changes for a selected style;
Redo	reapply the last canceled action to the selected style;
Multi-redo...	reapply several most recent canceled actions to the selected style;
Add new style	create a new style with parameters from the selected object of active region and add it to the *Styles Collection;*
Delete style	remove a selected style from the collection;
Apply effects list	copy the list of effects of a specified style to all selected objects of the active region;
Apply font	copy a font of a specified style to all selected objects of the active region;
Apply font and effects list	copy the font and the list of effects of a specified style to all selected objects of the active region;
Background Color...	change the style background color;
Name...	change the style name.

6.2.3   View menu

Auto sort	sort styles (by type) on addition of a new style;
Sort by name	sort by name;

Sort by type	sort by type: first text styles, then graphical styles; within each group the styles are sorted by scale of imaging;
Full Info	show the large icon, scale and style name in the *Style* window;
Small Info	show the small icon, scale and style name in the *Style* window;
Large Icons	show the large icon and style name in the *Style* window;
Small Icons	show the small icon and style name in the *Style* window.

6.2.4 Object menu

Effects list...	view/edit the *Effects List* attached to the selected object(s).

6.2.5 Text menu

The menu contains commands for editing text box styles only:

Font...	change style font.

6.3 Styles Collection handling

This program provides many instruments for working with the *Styles Collection*:

- Create a new Styles Collection.
- Load the Styles Collection.
- Save the Styles Collection.
- Save the Styles Collection under a new name.
- Sort styles.
- Change styles representation.

Styles Collection creation

- choose the Styles Collection.../New collection command from the File menu or press ![button] button on *Main Toolbar*.

Styles Collection loading

- choose the Styles Collection.../Open collection command from the File menu or press ![button] button on *Main Toolbar*;
- select a file and press the OK button.

Styles Collection saving

- choose the Styles Collection.../Save collection command from the File menu or press ![button] button on *Main Toolbar*.

Styles Collection saving under new name

6. Styles collection

- choose the Styles collection...|Save collection As... command from the File menu or press ![button] button on *Main Toolbar*,
- show the file name and press the OK button.

Styles sorting

- choose the Sort by name or Sort by type commands from the View menu or the *Styles Collection* local menu;
- choose the Auto sort command from the View menu or the *Styles Collection* local menu.

Change styles representation

- choose the Full Info, Small Info, Large Icons, or Small Icons commands from the View menu or the *Styles collection* local menu.

7   Tools

7.1   Objects Tree window
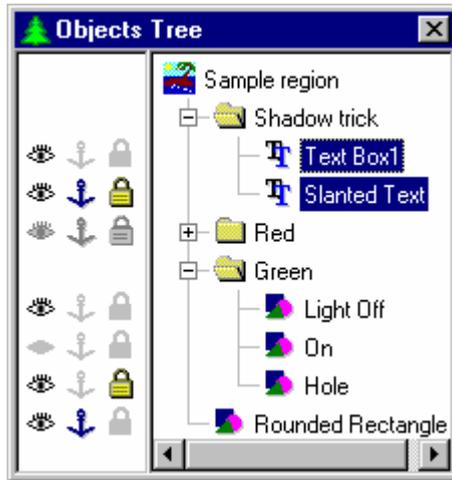
The window for handling the hierarchy of objects in a region displays the structure of groups and objects of an active region. This window is used for making fast changes in the order of objects and such their attributes as Visible, Anchored, Lock effects.

The *Objects Tree* window displays the structure of a group and the order of the objects in a visual stack for the current *Region* window. The icon to the left of the object name specifies the object type: ![T] - *Text box*; ![graphical] - graphical object; ![folder]- closed group. A click on ⊞ opens the group, the icon turns into ![open folder] and the objects of the area displayed. Note that when a selected group is opened, the objects inside the group also become selected. A click on ⊟ closes the group and hides the descending object's tree. In vertical direction, the objects are placed in the same order as in the visual stack.

To change the object(s) position in the tree, press the mouse button on the top of a selected object and drag it to the desired place. As soon as the mouse is released, the object(s) is/are placed below the object with the underlined name (highlighted name in case of an opened group).

The current state of the Visible, Anchored and Lock effects object's attributes is indicated respectively by the following icons:![eye],![anchor], ![lock]-ON; ![eye],![anchor],![lock]-OFF; ![eye],![anchor],![lock]. A click on the icon calls the On/Off toggle for the attributes. By setting the state of a group you automatically put all its objects in the same state. The effect parameters in the editing dialog box may have square button(s) at the left

to display the parameters current settings. Click on the button to call the appropriate *Tools* dialog box. By double-clicking the button you can set the parameters for the tool. Multiple effects can be tuned simultaneously. The effects with the pressed button associated with the same tool parameter change simultaneously.

All *Tools* dialog boxes can also be called from the Windows menu.

At the bottom of each *Tools* dialog box there are the following buttons:

- the OK button closes the dialog box and saves the current value for the next call;
- the Cancel button closes the dialog box and discards the latest modification. Note that a click on the Apply button makes the current modifications permanent and the Cancel button restores the latest settings;
- the Apply button makes the current modifications permanent. Any changes introduced thereafter can be discarded by closing the dialog box with the Cancel button;
- the Help button displays the description of the current *Tools* dialog box.

7.2   Color dialog box
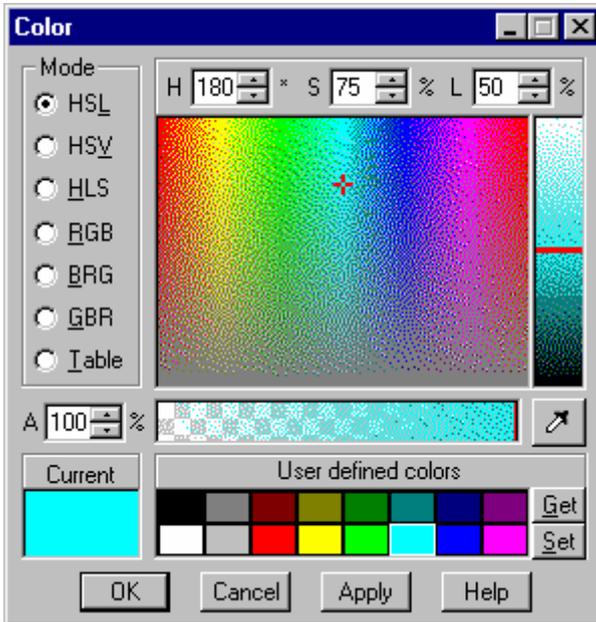
By using this tool you can set the region's or effect's background color.

The Current rectangle at the left bottom of the dialog box is filled with a current color. To make an effect color current, double-click the color square button in the *Effect* dialog box.

Button [icon] grabs the color from the screen with a click.

The Mode group radio buttons change the color space presentation. For all modes except the Table mode the color can be defined by the two coordinates of the color plane (cross) and by the third coordinate in the rectangle at the right of the color plane (horizontal line). At the top, the coordinates values can be edited in the text boxes with appropriate labels.

HSL, HLS, HSV combine Hue, from 0 to 359 degrees inclusive, and Luminance, Saturation, Value in percent.

RGB, BRG, GBR combine Red, Green and Blue, each are varying from 0 to 255.

A value and rectangle at right of it presents color opacity in percents.

- 0% - completely transparent color,
- 100 % - opaque.

The User defined colors group is used to store 16 most frequently used colors. Click on the highlighted color cell. Double-click on the color or click on the Get button to make the color current. The Set button saves the current color in the highlighted cell.
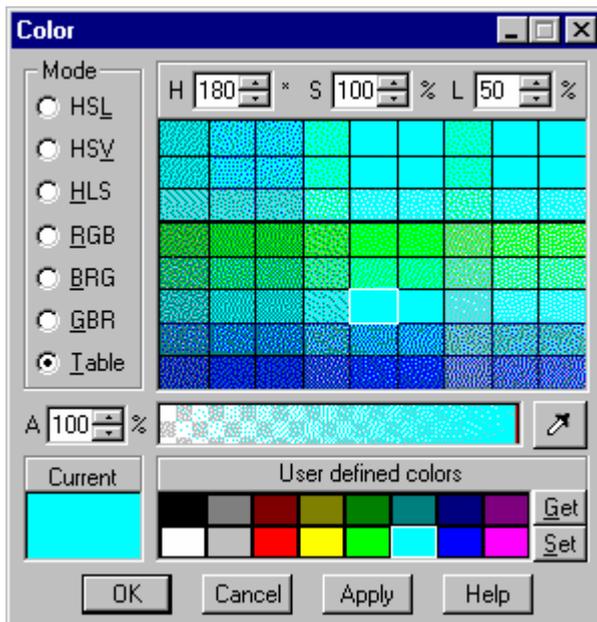
In the Table mode, the *Color* dialog box is displayed in a slightly different way. Instead of the color plane it has a table of "adjacent" colors.

7. Tools

On the top there is a sliced **RGB** (Red, Green, Blue) color cube with the current color in the center. At the bottom there is a sliced **HLS** (Hue, Luminance, Saturation) "rectangle".

Click on a table cell to copy it to the Current area. Try also click and hold the mouse button to browse through the cells. A double click sets the current color and at the same time it recalculates the color cells around the selected color.

By right clicking you can call the local menu:

Step=1	set the color component value step equal to 1.
...	set the color value step equal to a specified value.
Step=128	set the color component value step equal to 128.
3x3	set the number of color cube slices equal to 3 (total size of the table is 9x8).
5x5	set the number of color cube slices equal to 5 (total size of the table 25x14).

7.3   Lighting parameters dialog box
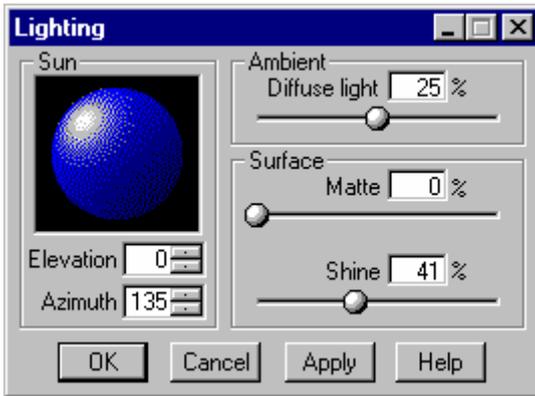
In the dialog box, set the lighting environment for the Phong algorithm, which is used for pseudo-three-dimensional effects like **Bevel**.

A light source is always white with 100% brightness.

The Sun group is used to set the direction of the light source in spherical coordinates.

Elevation is an angle with the screen plane: 0° - a source is on the screen plane; 0° to 90° - a source is above the screen shining at; 0° to –90° - a source is "behind" the screen.

Azimuth is the direction of light on the screen plane (0° at the right).

Diffuse light is a contribution of uniform ambient light. It varies from 0% (no additional light) to 50% (maximum brightness). Mostly affects dark pixels.

Matte is the "absorption" ratio of a white light source: 0% - the color in the light spot center is white light; 100% - no white light spot at all.
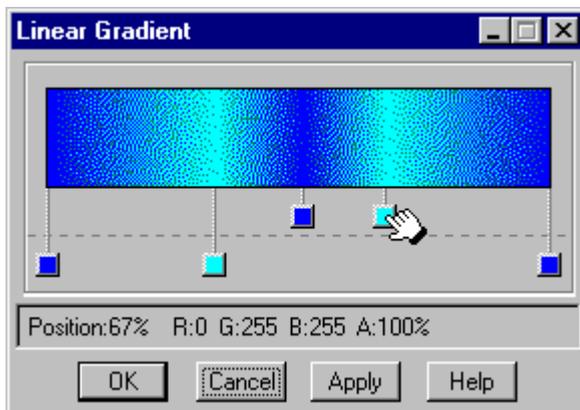
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Shine is a surface ability to reflect light: 0% - the light spot large and fuzzy; 100% - a small and acute spot from the "polished" surface.

7.4   4-Point Gradient dialog box
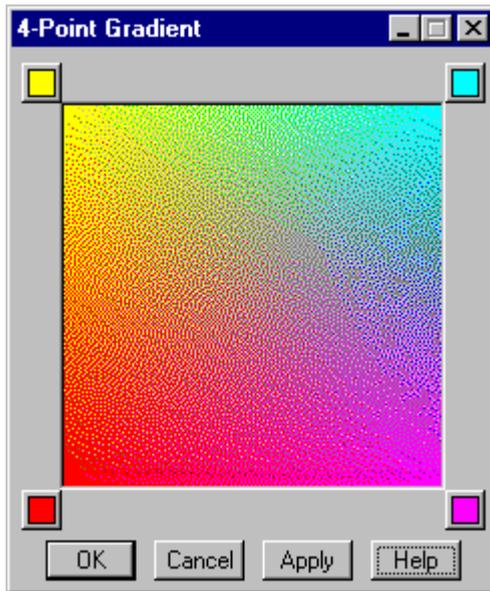
The flat gradient is defined by setting the color in each rectangle corner.
A click on the button in the corner is used to call the *Color* dialog box.

7.5   Linear Gradient dialog box

The linear gradient is defined by setting color in the key points. Between the key points, the color is a result of the linear interpolation of Red, Green, Blue and Alpha (opacity) components.

To define a new key point, click on the desired place of the gradient bar and drag it down. To change the key point position, drag it to the left or the right. Key points above the dashed line float if the adjacent key points are moved. However, the ratio in which the key point divides the interval between the left and the right points remains. The key points below the dashed line are "fixed".

A click on the key button is used to call the *Color* dialog box.

While the cursor hovers over the gradient bar, its position in percent and the values of the **RGBA** components are displayed in the *Status bar*.

7.6   Texture dialog box
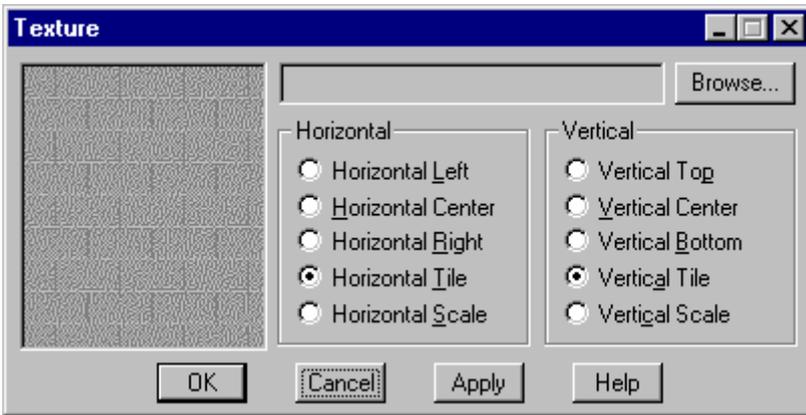
A click on the Browse button selects a texture image file in one of the supported image file formats. The field to the left of the Browse button displays the path to the currently selected file. If the path is long, scroll through the text with the mouse or the keyboard arrow keys. If the field is empty, the "gray bricks" image is used by default.

A scaled texture image is displayed in the left part of the dialog box. The texture effects parameters specify the placement of the texture rectangle area. The image is placed as specified by the current Horizontal and Vertical placement settings:

Left, Right, Center, Top, Bottom **-** align the texture image in the rectangle area as specified by the parameters.

Tile – tile the texture image from the left to the right and/or from the top to bottom to cover the area specified by the settings.

Scale – expand/shrink the image to fit the area's width and/or height.

7.7 Editing numbers by mouse

In the editing boxes, the mouse can be used to change numeric values.

For integers or integer part of the floats, place the cursor above the desired digit, press and hold the mouse right button. The selected place of the digit should be displayed in a contrasting color. Hold the mouse button and drag the mouse up/down to an increment/decrement digit value and the whole number.

The fractional part of the floats is selected and changed as a whole with a step of 1/32.

8   Settings

This dialog box comprises various settings and options on the following tab panels:

General	miscellaneous application settings;
Object	object related options;
Transparency	presentation of color transparency.

The Settings command on the Options menu is used to call this dialog box.

8.1   General Settings
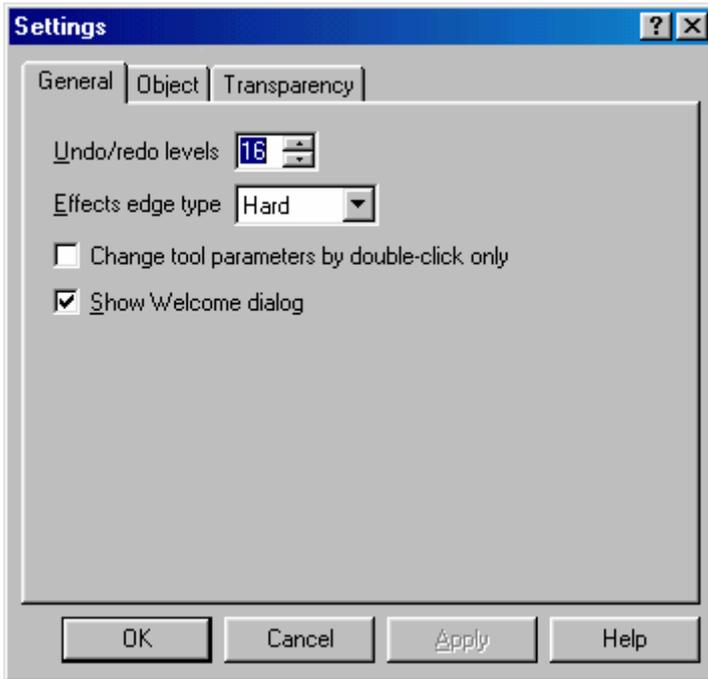
By checking the Show Welcome box you set the option of calling the *Welcome to Forward Titling* dialog box at the application startup.

Change the tool parameters by double-clicking only. The *Tool* dialog box can be called by a click on an appropriate square button in the *Effect* dialog box. A double-click on a square button always sets the current effect for a tool. If this option is NOT selected, a single click is used to call the *Tool* dialog box and also to "copy" the effect settings. Note that if the *Tool* dialog box is already on the screen (for example, called from the Windows menu), the tool's current settings remain unchanged. When an option is selected, a single click does not affect the tool's current settings.

Undo/redo levels are used to assign numbers to operations for the Multi-undo or Multi-redo commands.

The Effects edge type is a global option for setting the edges of effect images as Hard or Soft. A Hard edge is used to end the effect image as indicated by the offsets or other specific effect parameters. A Soft edge provides for TV images with one pixel filtering to avoid the horizontal lines flickering and other artifacts. Compare the corners of the green rectangles on the blue background, which are rendered with the Hard (left) and Soft (right) settings:
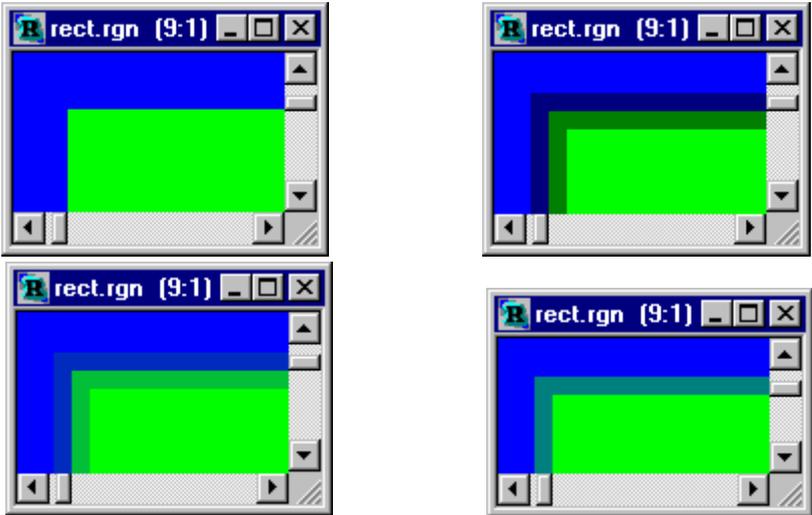
There are appears adjacent pixel parameters mixing if the effect is shifted from the pixel boundary. In the left picture, the rectangle has an additional 0.5 pixel offset. The boundary pixel color is the result of the proportional mixing of colors.

8.2   Object Settings
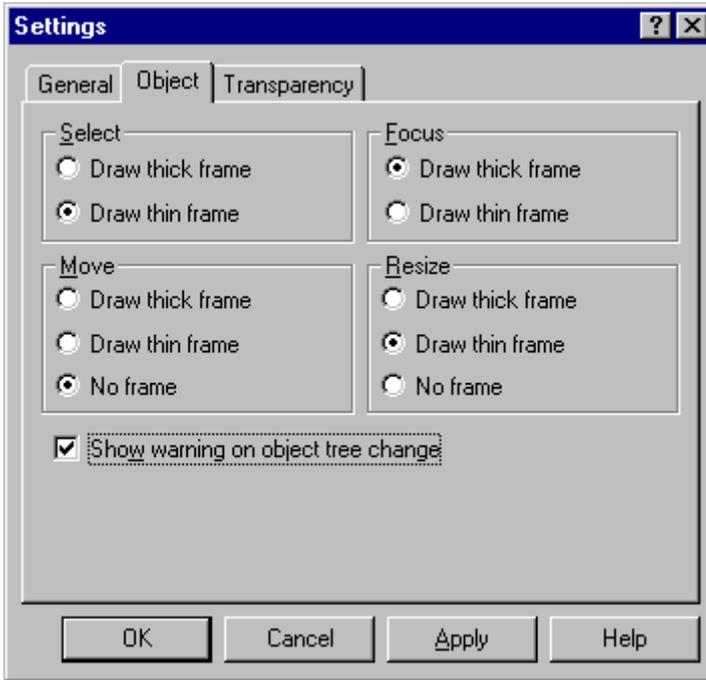
The frame rectangle, which can be drawn for the selected object, represents the object base position and size. There are three methods of frame representation:

Draw thick frame	a wide frame;
Draw thin frame	a thin frame;
No frame	do not represent a frame.

In the Select and Focus groups, a preferable presentation can be set for the just selected object and the object in focus (active object).

Above the frame the cursor changes its shape. To move or resize the object, click on the frame and drag it. In the Move and Resize groups, you can also set the presentation parameters of the frame rectangle during a given action.

By selecting the Show warning of object tree change option you make the warning dialog box appear each time an attempt is made to move an object(s) in the visual stack. To move an object(s) out of its group you can use the Order command or the corresponding buttons on the *Objects toolbar*.

8.3   Transparency Settings
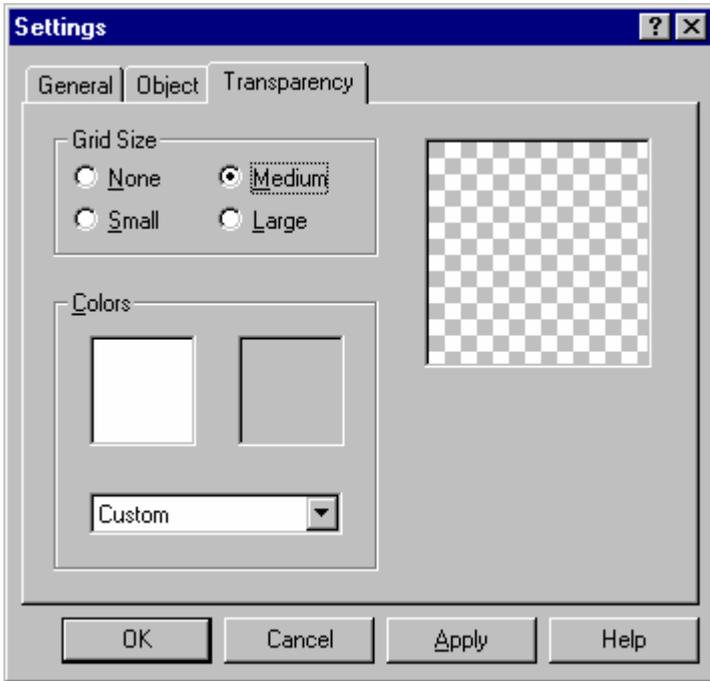
The transparency component in a color can be represented by a chessboard pattern or solid color. The current presentation is shown in the sample area on the right side of the dialog box.

To choose the cell size, use the following Grid Size buttons:

None	select a solid color presentation without transparency, the first color in the Colors group below is used;
Small	cell size 4x4;
Medium	cell size 8x8;
Large	cell size 16x16.

The Colors group has two square areas where two currently selected colors for the chessboard pattern are displayed. To define a Custom scheme, you can select one of the predefined schemes in the combo box below or double-click the area with the color pattern.

9 Glossary

Effect	a way of constructing an image object.
Effects List	a set of parameterized basic effects. The program generates an image for each effect. These images are consecutively mixed and the transparency is accounted for. The resulting image is drawn on the screen. A combination of a limited number of basic effects in addition to the variations of effect parameters will enable you to create an unlimited number of original images.
Graphical object	a simple graphical figure drawn with the help of a specified list of effects. There are a number of graphical objects used as templates: a rectangular, "oval", vertical and horizontal lines, vector contour. The vector contour is an object constructed from a list of vectors from an *.ai (Adobe Illustrator) file.
Main menu	the global and local menu. The local menu is a dependent menu. It is called by clicking the mouse right button on the area above an object. As a rule, the local menu also contains commands from the global menu. For more detail see the **Main menu** section.
Object	a basic element of title presentation. Objects' main characteristics are the coordinates of the top left corner, size (width and height), and the list of effects. Two different types of objects are the text and graphical objects.
Objects group	a group of objects. A closed group is dealt with as a single object. An open group behaves as independent objects. A group can incorporate both the text and graphical objects. Groups form a hierarchical tree-like structure.
Objects Tree	the window for managing the structure of the visual presentation of the groups of objects enclosed in a region.
Region	a base for constructing images. Regions contain information on all parameters and objects of the in-built image. Regions are saved to files with the RGN extension.
Region window	a working area for the construction of images and the scaled presentation of the region image.
Status line	a string at the very bottom of the *Main window*. The text strings provide various information and hints. When the cursor is placed above a toolbar button or command on the *Main window* menu, a short description of the command is displayed.

Session	a set of *Regions* and *Styles Collections*. A session can be saved to a session file with file name extension *.ddt. Note that a session file contains only a list of the region and styles collection files. Actually the regions and styles collections are saved in the corresponding separate files (with file name extensions *.rgn and *.prc).
Style	a list of effects and fonts for text objects.
Styles Collection	a set of previously developed styles (a list of effects + font for a text object). The application of a style collection makes it possible to considerably increase the speed and create titles in a unique author's manner.
Template	a region's pattern (blank). It is a new region copied from a specified file with a template. By using a template you can easily create frequently used images, such as a daily weather forecast register.
Text object	a rectangular area containing formatted text. All text formatting parameters (paragraph alignment, centering, etc.) are applicable only within the object's boundaries. For each symbol (letter) a separate list of effects can also be set.