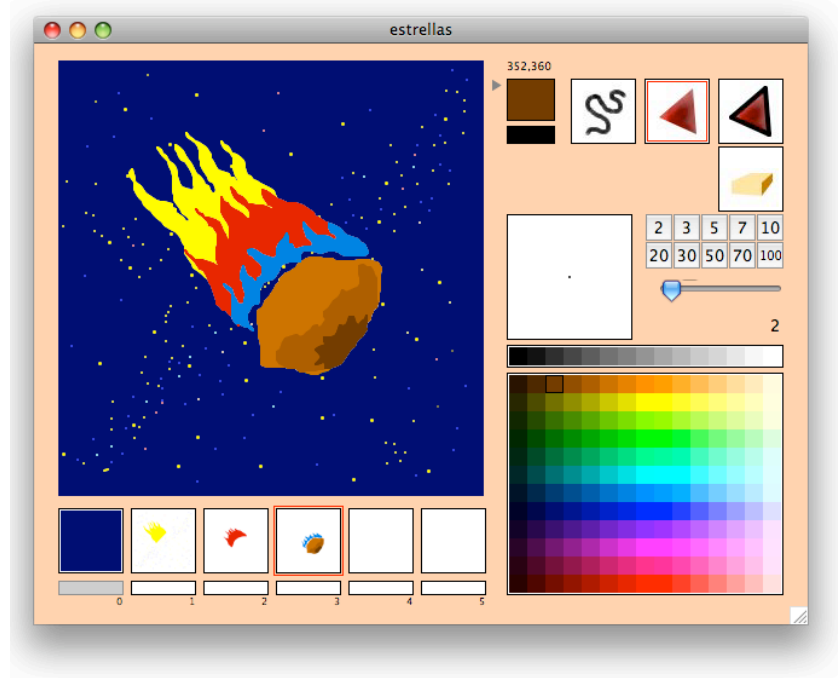
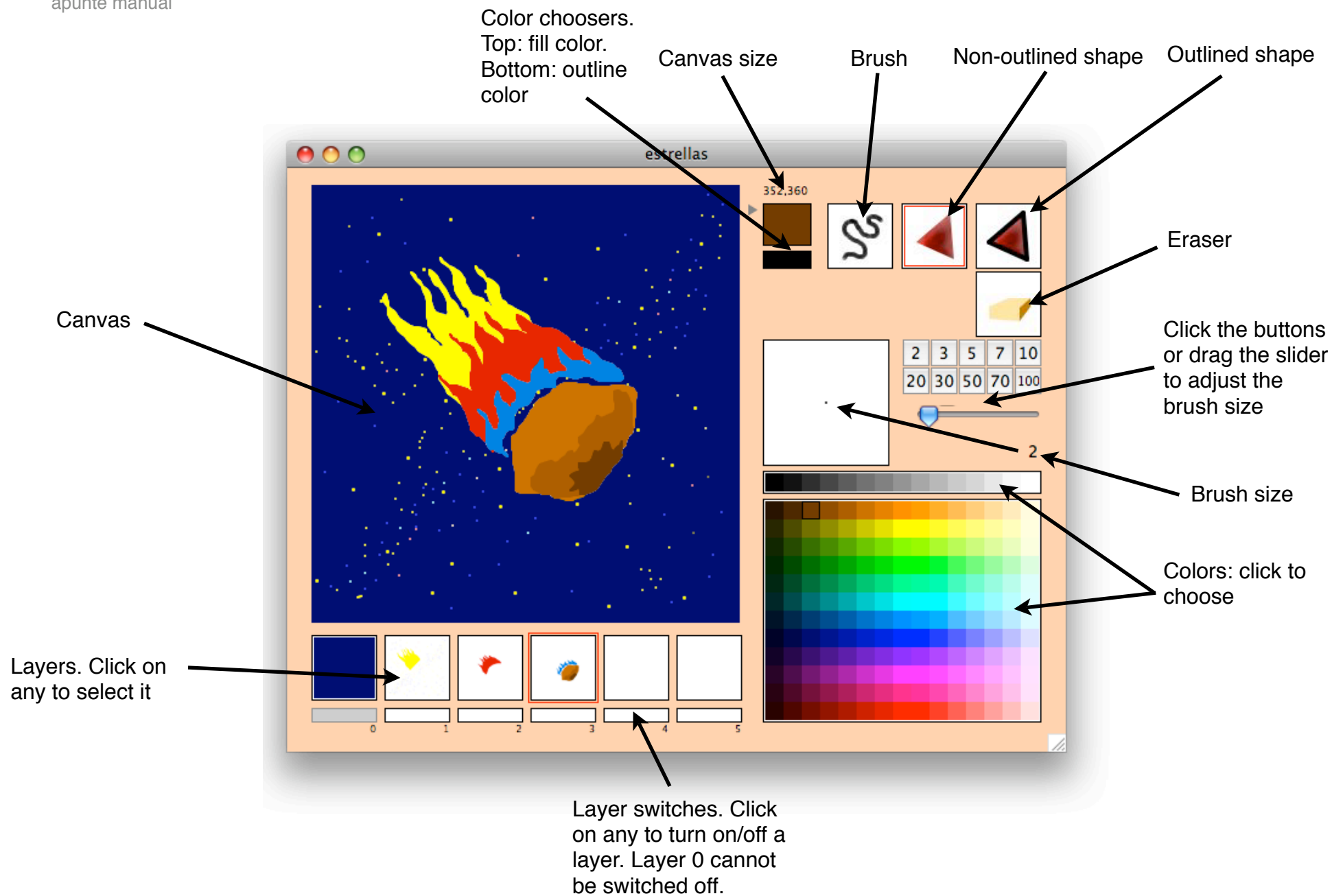


# apunte

**apunte** is a bit-map paint program easy enough for small children to use it. Everything is on screen. Pick the color from the two color choosers at the right bottom of the window. Pick the brush size from the ten little size buttons, or dragging the size slider. Choose the layer you are going to paint to. Choose your tool to be found at the top-right of the window, or the eraser. And paint!. That is all to it.





**Painting:** Drag in the canvas to add a brush stroke or a shape. The shapes are closed for you.

**Tools:** There are four tools:

- Brush: Draws strokes as yo drag in the canvas.
- Non-outlined shape: similar to the Brush at first, but when you release the mouse, the inner part of the stroke is filled with the Fill color.
- Outlined shape: similar to the anterior, but in this case the fill uses the Fill color and the outline uses the Outline color.
- Eraser: works like the Brush, but clearing the paint.

All four tools paint with the selected Brush Size.

**BrushSize:** From 2 to 100 pixels, you can adjust the size of the brush by clicking one of the brush size buttons, or dragging the brush size slider. Changes are reflected in the small square display to the left of the buttons.

**Colors:** There are 156 colors to chose from, in two color selectors. The smaller one is for gray shades. The first one of these colors is black, while the last is white. The big color selector is a selection of all other colors, in a spectrum type display.

**Layers:** There are six layers to paint into. Layers are useful, since what you paint in one doesn't affect the paint in the others. You can paint a background in one, and then paint foreground objects in other or, better yet, you can paint first foreground objects in the top-most layer and then paint the background in a layer below it without erasing the foreground.

Select a layer clicking its display at the bottom of the window. A red frame tells it is selected.

You can hide a layer, to work better in others. Click the small rectangle below the layer. Its paint will disappear from the canvas, and the small rectangle will turn black. Click it again to restore the layer.

Layer 0 is a special layer. It cannot be moved, merged or exchanged with others, nor has a transparent background.

**Color Choosers.** These are two small rectangles to the left of the Tools. When you are using the Outline shape tool, it lets you choose which color to modify, the Fill color (the bigger rectangel) or the Outline color (the smaller one). Brush and non-outlined shapes use Fill color. Outlined shapes uses both.

## **apunte Menus**

### **File Menu**

#### **Open**

Shows a standard file locator to open a previously saved apunte file.

#### **Save**

If the file has been saved previously as an apunte file, saves it again under the same name and in the same location. Otherwise, works like the Save As... command.

#### **Save As...**

Opens a standard file locator to give a name to your picture and choose a location to save it.

#### **Export**

Opens a dialog to save your picture as one of several picture file formats. The layer information is lost in the saved picture.

#### **Print**

Opens the standard print dialog.

### **Edit Menu**

#### **Undo**

Reverts the picture to the state previous to the last stroke or to the last Layer Menu command. When undoing Layer Menu commands, only the last one can be undone. Each layer has 8 undo levels for paint strokes.

#### **Redo**

Opposite action to Undo. Layer Menu Actions cannot be Redoed.

#### **Copy**

Flattens all layers in a single picture and places it in the clipboard.

#### **Paste**

Paints a picture from the clipboard to layer 0.

#### **Clear**

Erases all layers.

#### **Flatten**

Flattens all layers in a single picture and places it in layer 0, erasing layers 1 to 5.

#### **Size**

Allows you to choose some common canvas sizes.

### **Layer Menu**

#### **Merge To...**

Erases active layer and puts its content in the specified layer, without destroying the paint of destination layer.

#### **Move To...**

Similar to Merge To..., but erasing destination layer first.

#### **Swap With...**

Exchanges the content of active and destination layers.

#### **Copy**

Copies current layer to a buffer (not to clipboard), including its transparent parts.

#### **Paste**

Pastes a previously copied layer into the active layer, erasing previous content.

#### **Clear**

Erases active layer.



apunte