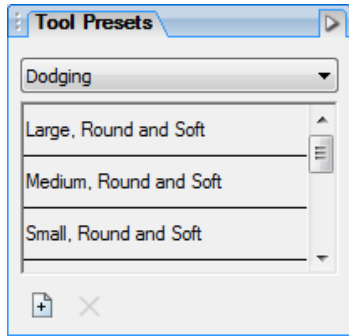


Tool Presets tab



The **Tool Presets tab** lets you adopt one of a range of categorized tool presets, or store (then retrieve) any settings you've chosen from a tool's context toolbar as your own custom preset. See the subtopic [Using tool presets](#).

This book contains the **Tabs** details taken from the Serif PhotoPlus X2 Help menu.

Much of the information here also applies to earlier versions of PhotoPlus, with the exception of any new features that PhotoPlus X2 has.


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Category

Displays pre-defined or user-defined categories from the drop-down list which host a selection of tool presets. Categories are task-based for retouching, painting, etc.

For user-defined categories, use the  **Tab Menu** button to **Add Category...**, **Edit category...** (rename category name), or **Delete Category**.



Add Tool Preset

Adds a tool preset to the currently selected category. The preset is based on the current tool's context toolbar. Click the button, provide a preset name, and click **OK**. The preset is added to the currently selected category.

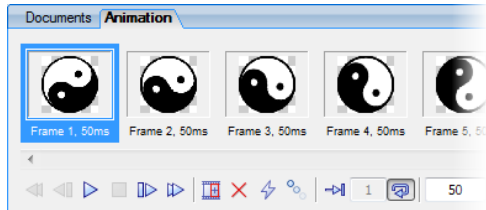


Delete

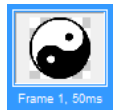
To delete a preset, choose its category, select it from the list, then click the button.

For hints on using toolbars and tabs, see the topic [Working with the toolbars and tabs](#).

Animation tab



The **Animation** tab (located at the bottom of the workspace) provides controls for editing GIF and AVI animation files, and is only available in Animation mode. (See the series of topics beginning with [Getting started with animation.](#))



Frame thumbnail

Thumbnails represent the sequence of frames in the animation. Each frame is a different state of the image, defined in terms of which layers are shown or hidden, the position of content on each shown layer, and the opacity of each shown layer.

- To select a frame, click its thumbnail.
- To select non-adjacent multiple frames, hold down the **Ctrl** key when selecting each one.
- To select a range of adjacent frames, hold down the **Shift** key and click the first and last thumbnail in the range.
- To select all frames, right-click any thumbnail and choose **Select All**.
- To reposition a frame in the sequence, drag its thumbnail and drop it before or after another frame.



New Frame

Click to clone the selected frame as a new frame. You can also right-click a thumbnail and choose **New Frame**.



Delete Frame

Click to delete the selected frame(s). To delete a single frame, you can also right-click it and choose **Delete**.



Effects

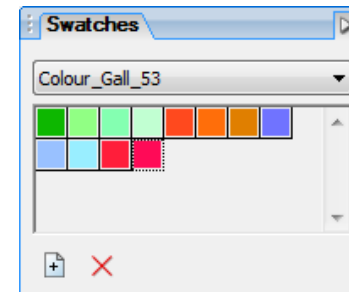
Click to display the Animation Effects dialog, which lets you apply a variety of special effects (see the Effects Gallery) as transitions between frames. (For details, see the topic [Applying animation effects.](#))



Tween


A Tween dialog lets you create a chosen number of frames between the previous/next frame and the current frame. This gives a smoother transition of your animation during playback. You can also right-click a thumbnail and choose **Tween**.

Swatches tab



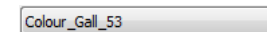
The **Swatches** tab allows you to access pre-defined colours or store frequently used colours for future use. Colours are available as thumbnail swatches in "themed" categories or in your own user-defined categories.

- To add a category, click **Add Category...** from the

tab's  **Tab Menu** button and enter a name in the dialog. Edit and delete categories from the same location.

- To use the stored colour, click any gallery thumbnail then paint, draw, fill, etc. Note that thumbnail selection changes the **Colour** tab's foreground colour.

(See the [Choosing colours](#) topic).



Category

Displays the currently selected gallery category. To choose a category, select its name from the drop-down list, e.g. Colour_Gall_53.



Thumbnail Gallery

Displays a gallery of colour thumbnails.



New Swatch

Click to add the colour shown in the Colour tab's foreground colour swatch or the colour picked up from your photo (using the **Colour Picker Tool**) to the currently displayed gallery. The new colour is appended to the end of the list.

! You can also right-click on the tab and choose **Add Item**.



Delete

Removes a selected thumbnail from the gallery.



Delete Path

Click to delete the selected path channel. (You can also right-click a path name and choose **Delete Path**.)

For hints on using toolbars and tabs, see the topic [Working with the toolbars and tabs](#).



First Frame

Click to select the first frame of the sequence.



Previous Frame

Click to select the previous frame of the sequence. If the first frame was selected, you'll cycle back to the last frame.



Play

Click to play the sequence by stepping rapidly through the frames.



Stop

Click to halt playback.



Next Frame

Click to select the next frame of the sequence. If the last frame of the sequence was selected, you'll cycle forward to the first frame.



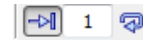
Last Frame

Click to select the last frame of the sequence.

50

Frame Delay

Shows the delay interval (in milliseconds) for the selected frame. If greater than 0, the animation will pause accordingly on that frame during playback. To change the interval, enter a new value.



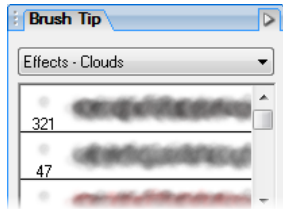
Loop

- Click the left (**Fixed Loop**) button to have the sequence repeat a certain number of times and end displaying the first frame. Enter the number of times in the box.
- Click the right (**Endless Loop**) button to have the sequence repeat forever.

! **Not supported in .AVI format.**

For hints on using toolbars and tabs, see the topic [Working with the toolbars and tabs](#).

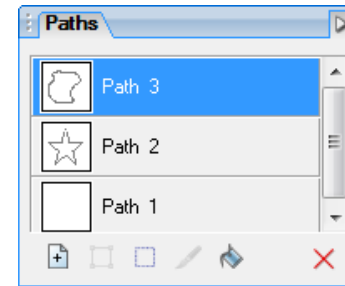
Brush Tip tab



The Brush Tip tab lets you select brush presets from various categories, create new [custom brush tips](#) in user-defined categories, and import Paint Shop Pro "picture tubes."

- The tab displays a large collection of brushes grouped into various categories accessible via a drop-down list. Each sample clearly shows the brush tip and stroke; the number indicates the brush **diameter**. Click a brush tip sample to select the brush as the current brush.
- Select a brush tool to reveal the [Context toolbar](#), which possesses a range of context-sensitive tool properties. To customize the current brush, click the **Brush** option in the Context toolbar. The Brush Options dialog (see below) appears. After customizing the brush, if you want to save it as a gallery brush to use later, simply right-click in a user-defined category and choose **New Brush...** After naming the brush, your new brush preset will appear in the chosen category. Note that you can't create a new brush in a pre-defined category (i.e., one you haven't created yourself).
- Changes you make to the current brush via the Context toolbar only affect the current brush. Brushes in the Brush Tip tab galleries are stored separately. To view one of these gallery brushes, select its sample and choose the Brush option from the Context toolbar, then use the **Brush** Options dialog (see below).
- To modify a brush preset and save it to a new name, select its sample, modify its properties on the Context toolbar (including on the Brush Options dialog), and in a user-defined Brush category, choose **New Brush...** (you have to name the brush before it appears in the category list). Changes you make to a gallery brush won't affect the current brush, but they'll be recorded and will carry over to your next PhotoPlus session.
- To define a custom brush using a shape or a portion of the image (see below), first make a selection in the image, then choose a user-defined brush category, right-click any brush tip, and choose **Define Brush...**
- Other right-click options include **Delete Brush** and **Rename....** Use **Import...** with the [Picture Brush Tool](#) to locate a Paint Shop Pro picture tube (.TUB) file and bring it into PhotoPlus.
- To customize the brush cursor, choose **Preferences...** from the File menu and use the General tab. Besides the standard tool cursor, you can opt for one that shows the actual size/shape of the brush, or a cross for precise positioning.

Paths tab



The **Paths** tab lets you create, view, and work with **paths**: vector-based outlines made up of curves and nodes. Paths can be transformed into selections, filled and unfilled (stroked) shapes.


Path Name & Thumbnail

Each entry in the scrolling list represents an independent path channel. The thumbnail depicts the path outline associated with the channel. To select a path for editing, click its name or thumbnail. To deselect a path, click on another path or layer. (See the topic [Using paths.](#))

You can right-click any path name to invoke the following commands, or use the buttons at the bottom of the tab. (The right-click menu includes the additional commands, **Duplicate Path** and **Rename Path....**)



New Path

Click to create a new path channel. You'll be prompted to enter a path name. To create an actual path outline in this channel, draw with a line or shape tool with the context toolbar's  **Paths** button selected. (You can also right-click a path name and choose **New Path....**)



Selection to Path

Click to create a path outline on a new path channel from the current selection. Choose a **Smoothness** setting (lower means more accurate but more complex) and click OK. (You can also right-click a path name and choose Selection to Path....)



Path to Selection

Click to create a selection on the active layer that matches the selected path outline. Set options for feathering, antialiasing, and combination, and click OK. (You can also right-click a path name and choose **Path to Selection....**)



Stroke Path

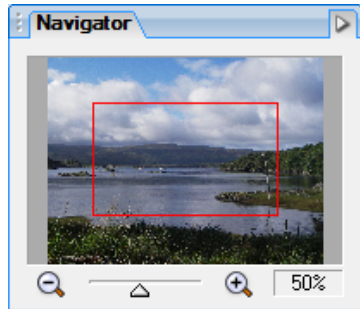
Click to automatically draw a line (using the current brush) on the active layer that will follow the path outline selected in the Paths tab. (You can also right-click a path name and choose **Stroke Path.**)



Fill Path

Click to fill a selected path with a foreground colour on the active layer. Any open paths are closed by the fill operation. (You can also right-click a path name and choose **Fill Path.**)

Navigator tab



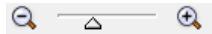
The **Navigator tab** lets you pan around different parts of your image and change the zoom view.



View Box

Shows the portion of the image currently displayed in the image window. Drag the view box to pan around your image.

Tip: You can also click on the Navigator image to reposition the image in its window.



Zoom Controls

Click "-" to zoom out, "+" to zoom in, or drag the slider to change the zoom view. The current view ratio displays to the right of the controls.

For hints on using toolbars and tabs, see the topic [Working with the toolbars and tabs](#).

- The Brush Tip tab provides entirely different choices when the Picture Brush tool is selected. For details on using picture brushes and creating custom picture brushes, see [Stamping and spraying pictures](#).

Using the Brush Options dialog

The Brush Options dialog lets you customize a brush or define properties for a new one. Attributes are grouped into seven categories as outlined below. As you vary the settings, you can see the effect of each change in the preview window. Click **OK** when you're satisfied with the brush.

- Size** The **Diameter** slider determines the width of the brush itself.
- Use Sample Size** applies to custom brushes (see below) based on a bitmap selection. Click to use the actual bitmap size to set the brush size.
- The **Controller** option tells PhotoPlus to vary the brush size as you paint according to a particular input: "Direction," "Pressure," "Random", or "Fade". If set to "None," the brush is always a fixed size. Otherwise, the brush varies between the **Min Diameter** (a percentage) and the full diameter specified above. The Direction setting means that certain brush movements produce a thick stroke, others a thin one—good for calligraphy effects. Pressure responds to input from a pressure-sensitive stylus.
- Spacing** Each time you move the brush by a tiny interval, you're laying down one mark with the brush tip. A brushed line actually consists of multiple marks joined together, and the **Spacing** setting lets you spread these out to create dotted lines. Increase the value to see the effect, or reduce it for a continuous line.
- Each mark can consist of one or more "dabs," with greater or lesser density depending on the **Dab Count** settings, and a Scatter option that distributes the dabs left and right of the path you're drawing. With these as with the Size attribute, the **Controller** setting lets you vary the results according to the "Direction" of your stroke, the "Pressure" you apply with a stylus input device, or at "Random."
- Shape** The lower the **Hardness** setting, the softer the edge of the brush (the more feathering). **Roundness** is effectively the height of the brush relative to its width. **Angle** makes a difference if you're using a non-round brush, e.g. for a calligraphic effect. **Angle Range** introduces rotational variation, for a sort of rotational scatter.
- Opacity** The **Controller** choices here also include a "Fade" option so your brush opacity falls off along the stroke in a specified number of steps from the original value as set on the Context toolbar.

Misc **Airbrush** applies a gradual tone to your photo and simulates the effects of a traditional airbrush. Checking the **Airbrush** property will override the brush Spacing setting and applies dabs at close intervals for a continuous "spray" or flow.

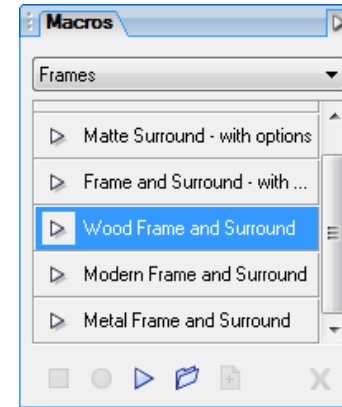
Wet Edges builds paint up along the edges of your brush stroke, producing a watercolour effect

Colour Check the box to include this attribute, which tells PhotoPlus to randomly recolour each dab laid down by the brush. How much your results vary depends on your **Hue Deviation**, **Saturation Deviation**, and **Brightness Deviation** settings.

Texture Check the box to include this attribute, which lets you choose a pattern with which to modulate the painted strokes—for example, to simulate a textured surface like paper or canvas. Click the sample box to bring up the Patterns dialog. For details, see the topic [Using patterns](#).


For hints on using toolbars and tabs, see the topic [Working with the toolbars and tabs](#).

Macros tab



The **Macros tab** allows you to manage and play macros supplied with PhotoPlus or to record and play macros for yourself.

Select a category from the drop-down menu to reveal a range of macros that can be selected and played.

A macro's  arrow can be clicked to reveal its command list, which can be managed. Interactivity can be invoked as well as the ability to reorder or temporarily disable specific commands. (See the [Understanding macros](#) topic).



Stop Recording

Stops recording a macro that is currently being recorded. This will be greyed out when not recording (as shown).



Start Recording

Click to start a macro recording session. This will only be available if you have created a New Macro name (see below) and that new macro has been selected.

Remember to stop recording your macro.



Play Macro

Click to play any selected macro, whether it has been supplied with PhotoPlus or one that you've recorded yourself.



New Category

Create a new category to place your new user-defined macros into. Give your category a meaningful name that will be recognizable to you in the future.



New Macro

User-defined macros cannot be recorded until they have been given a macro name. Select a suitable **user-defined** category, click the **New Macro** button and enter a name in the dialog. The name is then added automatically under your chosen category. You are ready to Start Recording (see above). You can also right-click in a user-defined category and choose **New Macro...**



Delete Macro

Click to delete the selected user-defined macro(s). To delete a single macro, you can also right-click on the macro name and choose **Delete**.



New Adjustment Layer

Click to display a flyout menu of adjustment layers, which let you apply an image adjustment which affects all layers beneath the adjustment layer. (See the topic [Using adjustment layers.](#))



Add Layer Mask

Click to create a transparent (Reveal All, or Reveal Selection if there's a selection) mask over the whole active layer and switch to Edit Mask mode. A thumbnail representing the mask appears next to the layer name.

- Click the preview thumbnail to enter Edit Mask mode (same as **Layers>Edit Mask**) and reveal the selection, if any. Click the bitmap thumbnail to switch out of Edit Mask mode.
- **Shift**-click to disable/enable the mask (same as **Layers>Disable Mask**).
- **Alt**-click to enter View Mask mode (same as **Layers>View Mask**).
- **Ctrl**-click to create a selection from the mask (same as **Select>Create from Mask**).
- If the mask preview thumbnail is selected, clicking on the layer tab's Delete button deletes the mask. (See the topic [Using masks.](#))



Add Layer Depth Map

Click to create a depth map on the active layer. Depth maps use lightness values to encode Z-axis or "elevation" data, and let you add remarkable 3D realism to ordinary images. A thumbnail representing the depth map appears next to the layer name.

- To switch the depth map off and on, **Shift**-click the depth map thumbnail. (See the topic [Using depth maps.](#))



Layer Effects

Click to display a dialog that lets you apply a variety of special effects to the layer. Standard or "2D" effects are especially useful for text layers, while "3D" effects simulate surface texture. (For details and examples, see the topics [Applying 2D layer effects](#) and [Applying 3D layer effects.](#))



Delete

Click to delete the active layer. Tip: You can also right-click a layer name and choose **Delete** (or choose **Delete** from the Layers menu).

Tip: Right-click any layer to duplicate, merge, link, group, or control layer effects. **Promote to Layer**, convert **Layer to Background**, **Convert to Filter Layer...**, and **Rasterize** are other useful options.

For hints on using toolbars and tabs, see the topic [Working with the toolbars and tabs.](#)

Channels tab



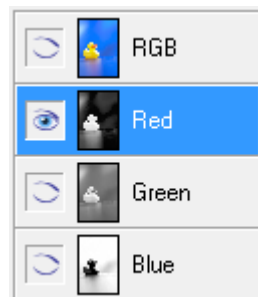
The Channels tab lets you view an RGB composite or individual colour channels for a selection, layer, group or the entire image. Channels can also be individually selected to enable actions to be performed on a per channel basis.

By default, all channels are visible and selected (as shown).




Hide/show Channel

Show/hide the composite or individual channels adjacent to the eye icon. Simply click the icon to open and close the eye—a closed eye means the channel is not visible.

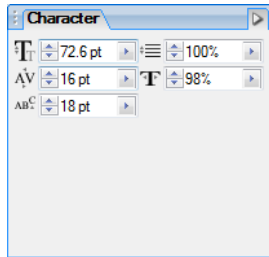


Channel selection

A channel that is selected has a dark blue background (see Red channel opposite) and is left visible while other channels are deselected and hidden. Selection is made by clicking on the channel name.

- Select multiple channels with **Shift**-click.
- Click the  button on the tab and uncheck the **Show Channels in Colour** to view in greyscale.

Character tab



The **Character tab** combines a host of controls for dynamically fine-tuning text placement and properties. (See the [Creating and editing text](#) topic).

You can choose from the following techniques to make adjustments to selected text:

- Click the small up- or down-arrow "spinwheel" buttons to adjust incrementally; OR
- Click the small right-arrow buttons, then drag the revealed slider to adjust continuously, or click a point on the slider to select a value; OR
- Click in the text box, then press the up or down arrows on the keyboard to change the values shown; OR
- Type in an exact value and press the [Enter](#) key.



Point Size

Changes the text point size.



Spacing

Changes the inter-letter spacing (tracking).



Advance

Change the position of a character, or set of characters, in relation to their baseline. The change is measured in points and a negative value moves the selected text upwards.



Leading

Change the leading, or distance from one text baseline to the next. The baseline is the line on which a line of text appears to sit.



Width

Stretch (or shrink) your text horizontally without affecting text height.



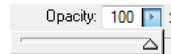
Link

Linked layers are indicated by this icon located at the end of the layer entry. Use **Link Layers** from the **Layers** menu (or right-click) to link, **Unlink Layers** to unlink.



Blend Mode

Click to choose a layer's **blend mode**—how its pixels interact with those on the layers below it—from the drop-down list. (See the topic [Using blend modes](#).)



Opacity

Enter a value (from 0-100), or click the down arrow and use the popup slider, to set the layer's overall **opacity**. Note that this setting does not affect the transparency of individual pixels on the layer. (See the topic [Adjusting opacity/transparency](#).)



Lock

A series of selectable lock buttons exists to prevent accidental modification of the active layer. Several lock methods exist:



Lock Pixel Opacity—locks the opacity on the layer.



Lock Pixels—locks the opacity and colour on the layer.



Lock Layer Position—locks position of all objects on the layer.



Lock All—All of the above.



New Layer

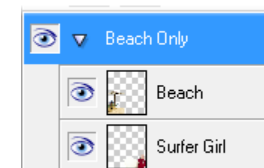
Click to display a dialog that lets you set properties (name, blend mode, opacity and blend ranges) for a new layer. The new, empty layer appears above the active layer in the stack.

Tip: You can also right-click a layer name and choose **New...**, or choose **New** from the Layers menu.

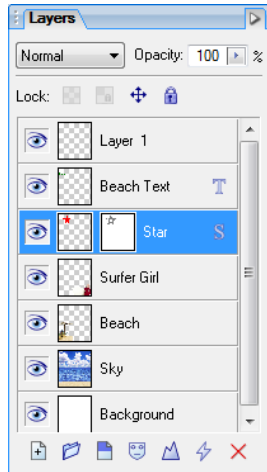


New Layer Group

As for **New Layer** but the dialog creates a layer group (e.g., a "Beach Only" group) in which layers can be stored. The new, empty group appears above the active layer in the stack. See [Using layer groups](#).



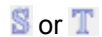
Layers tab



The **Layers tab** includes controls for creating, deleting, arranging, merging, and setting properties of layers in the image. Layer groups can also be applied. A thumbnail image next to the layer's name represents its bitmap content. A layer can be either of type Background or Standard (including Text, Shape, Adjustment, or Filter). (See the series of topics starting with [Basics of using layers.](#))

Layer Name

Typically, each image has a Background layer, and may also have one or more standard (transparent) layers. To work on a layer, click its name; the currently active layer is highlighted. The ordering of layer names reflects how layers are stacked in the image. To change a layer's position in the stack, drag its name up or down. Right-click layer names for more options. Layer names can be changed from the default "Layer 1", "Layer 2", "Levels", "Filter Layer", etc. to more meaningful names, e.g. "Surfer Girl" opposite, by right-click and selection of **Properties....** [Adjustment layers](#) indicate the adjustment applied (e.g., Levels) while [Filter Layers](#) are labelled as such by default.



Layer Symbol

Special layers include a symbol to denote their properties (see above).

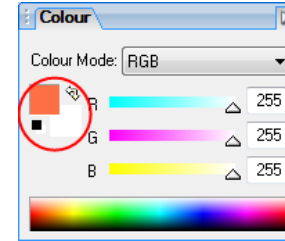
- "S" represents a [shape layer](#). Shape layers also include a **path thumbnail** depicting the outline of shape(s) on the layer. (See [Using paths.](#))
- "T" represents a [text layer](#).



Hide/Show Layer

Click to make the layer's contents invisible; click again on the now closed eye to make the layer visible.

Colour tab



The Colour tab lets you select foreground and background colours and change the colour mode. (See the topic [Choosing colours.](#))



Foreground/Background swatches

The left swatch shows the foreground colour, and the right swatch shows the background colour. The white-outlined swatch is the one currently selected for editing; click either swatch to select it.

- To swap foreground and background colours, click the double arrow button. To reset the colours to black and white respectively, click the black/white button.
- To define or apply custom colours using the Adjust Colour dialog, click the selected swatch. (See the subtopic, [Precise colour definition.](#))



Colour Spectrum

Displays the current colour spectrum. As you move the dropper cursor (shown on hover over) around the spectrum, the preview swatch on the above left shows the colour at the cursor position. Left-click in the spectrum to set a new foreground colour. Right-click to set a new background colour.

Tip: For white, drag off top. For black, drag off bottom.



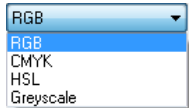
Colour Values

Show the current colour component values of the selected colour (top swatch). You can change the value by typing a specific value or by dragging the corresponding colour slider.



Colour Sliders

Drag a slider to "remix" the selected colour (click to select a swatch) by changing one of its components. The corresponding colour value box updates dynamically, as does the selected colour's swatch.



Colour Mode Selector

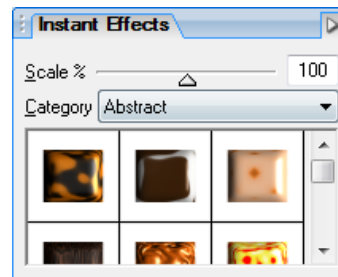
Click the down arrow and choose from the menu to change the current colour mode to one of the following:

- **RGB** (Red, Green, Blue)
- **CMYK** (Cyan, Magenta, Yellow, Black)
- **HSL** (Hue, Saturation, Lightness)
- **Greyscale**

! Changing the colour mode doesn't affect the image, only the choice of available colours.

For hints on using toolbars and tabs, see the topic [Working with the toolbars and tabs](#).

Instant Effects tab




The **Instant Effects tab** lets you apply preset 2D 3D effects to the active layer. Its multiple categories each offer a gallery full of pre-defined effects, using various settings. Categories range from natural and man-made materials, to design styles.

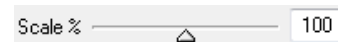
Once you've applied an Instant Effect you can customize it using the Layer Effects dialog. (See the topic [Applying 3D layer effects](#).)

In addition, you can create your own presets by right-clicking in any user-defined category and choosing **Add Item....** The dialog lets you name, scale and preview the effect as the default Rectangle or as Text (using a sample letter "A").

User-defined Instant Effects can also be edited or deleted via right-click.

- To add a user-defined category, click **Add**

Category... from the tab's  **Tab Menu** button and enter a name in the dialog. Edit and delete categories from the same location.



Scale

Drag the slider or type a value to make the effect appear smaller or larger in relation to the image.

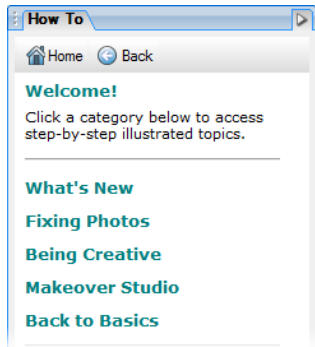


Category

Browse the list of categories. Then, to apply an effect, click an effect thumbnail.

For hints on using toolbars and tabs, see the topic [Working with the toolbars and tabs](#).

How To tab



The **How To tab** helps you get started with PhotoPlus by automatically adding layers, opening dialogs, launching tools and applying settings with use of clickable **Do this for me** actions. View step-by-step procedures by clicking **Show me how**.

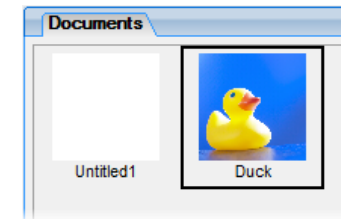
- Read the **What's New** section for a review of PhotoPlus X2's latest features.
- In **Fixing Photos**, you'll find step-by-step instructions to help you perform simple photo correction.
- The **Being Creative** section walks you through various creative tasks, from start to finish, with clear and easy-to-follow instructions.
- The **Makeover Studio** delivers professional retouching techniques such as whitening of teeth and eyes, smoothing skin, and reducing under-the-eye shadows.. even slim down digitally!
- If you're new to PhotoPlus, the **Back to Basics** section introduces you to the fundamental tools and techniques you'll need.

Accessing other resources:

- To display the PhotoPlus Help window at any time, click **Help** and then click **PhotoPlus Help...** (or press **F1**).
- To view the tutorials, click **Help** and then click **View PhotoPlus Tutorials...** (or select **view tutorials** from the Startup Wizard).

For hints on using toolbars and tabs, see the topic [Working with the toolbars and tabs](#).

Documents tab



The **Documents tab** displays a thumbnail gallery of all your open image files and provides a quick and easy way to view and switch between images in the workspace.

You can also use the Documents tab thumbnail gallery to change the viewing options of an open image, for example, to close, minimize, or restore an image.

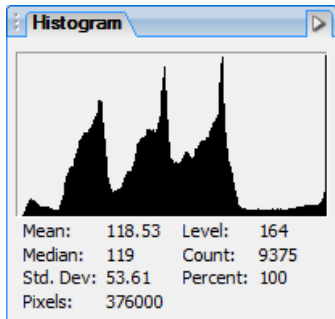
To switch between images:

- Click on the thumbnail of the image you want to view. The image opens in the workspace.

To change viewing options:

- Right-click an image thumbnail and then click the desired option (**Close**, **Minimize**, **Maximize**, or **Restore**).

Histogram tab

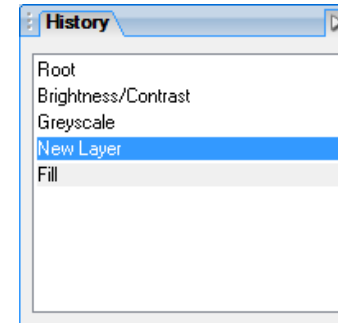


The **Histogram tab** displays the distribution of Red, Green, Blue, composite RGB or Lightness (luminance) values for the currently selected region, layer, group, or entire image. The histogram is useful for evaluating the kinds of image adjustments that may be needed. (See the topic [Interpreting histograms](#)).

Click the  **Tab Menu** button at the top right of the tab to:

- select the composite RGB channel or a specific colour/luminance channel.
- choose whether the histogram is reporting for an entire image or the currently selected layer.
- Show Statistics. Check to display colour distribution statistics below the histogram (see above) providing further colour information.

History tab



The **History tab** maintains a record of PhotoPlus actions and lets you retrace your steps.

- When the tab is selected, the current step is highlighted in blue. Previous steps are not highlighted, while steps you've undone are highlighted in grey.
- To return to a particular state of the image, click the corresponding step.
- To return to the original state of the image, click on **Root**.