

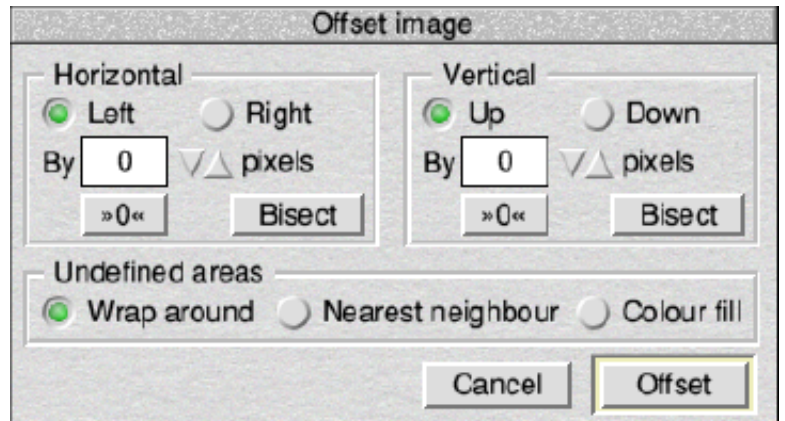
New in version 3.10

There are a number of improvements and bug fixes, mainly to the user interface, compared to the previous release 3.09x.

Here is a brief description of what's new (not all but just the most noticeable by the end user):

- Offset dialogue (^O)

You can now click with ADJUST on the buttons Bisect and Zero respectively to set the horizontal and vertical values in one go.



- Montage tools



Cutouts (Copy, distort, crop tool):

Added ability to use the INSERT key to paste in a selection (or do the desired action). CTRL-V still works for that as well as:

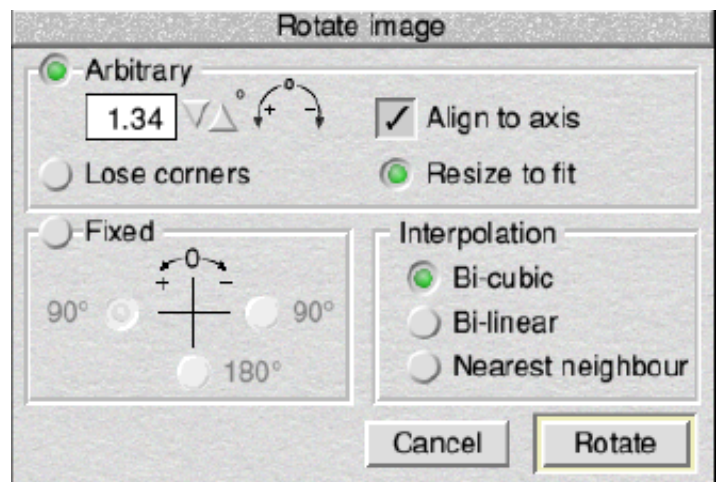


- Rotate dialogue (^R)

New feature **Align to axis** will ease the task of rotating an image so that a particular part of the image looks well-aligned.

Most often such a feature is required if a photo of a landscape was taken freehand and the horizon is not parallel to the X axis, or a tower (not that of the city of Pisa) is sheared.

To use **Align to axis** just tick the option and draw a line parallel to the picture detail which should be aligned. At the end point of the line click with ADJUST. The angle in the Arbitrary section of the dialogue box is set to a suitable value related to the closest axis to rotate the image. Finally, click on the Rotate button.



(rotate - continued)

You might notice that the tool and effect are changed during the operation, to Draw and Masking. This is because the **Align to axis** feature uses provisions that are already in previous versions of PhotoDesk. Don't worry -- if you close the Rotate dialogue you will return to your previously selected effect and tool.

- Save Dialogue

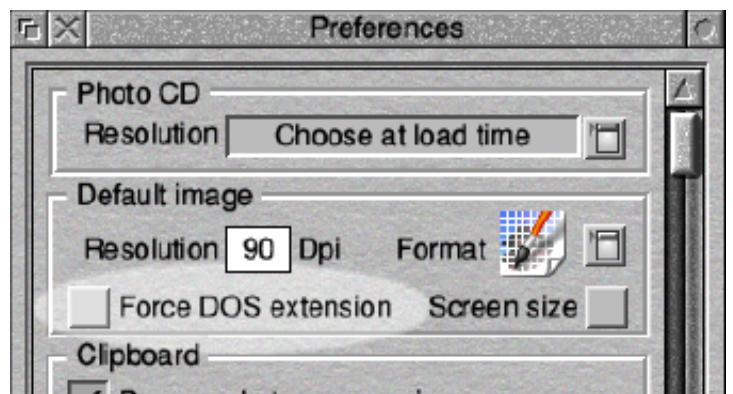
The dialogue will **stay open** if you click on Save without a valid path in the filename field, so you have a chance to drag the image file to a directory viewer.

An image is no longer marked as 'saved' if the save location is the unsafe RAMdisc.

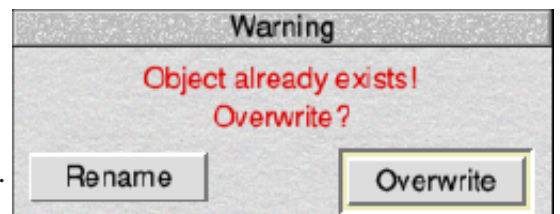
New facility to **force a DOS type**-like extension depending on the selected RISC OS filetype. To use this feature it has to be activated in PhotoDesk Preferences.

The activation has immediate effect in the current session and can be saved as the default in the usual way.

The DOS extension (/JPG, /TGA, /GIF,...) is added if you change the image type in the 'Save as' dialogue, but you are still free to change the filename including the extension at will.



An **Overwrite warning** will be issued if you are about to save a file with a name that already exists at the destination. The user might then decide whether to overwrite the file, to rename the file that is about to be saved or even to cancel the action (from the save dbox which is called from Rename).



- Loading

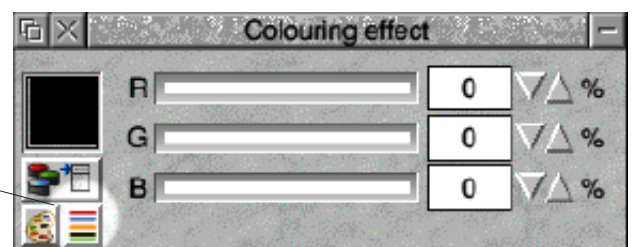
Improved the feature to guess what kind of image file it might be if the RISC OS filetype is not set properly or is DOS, DATA or (new) TEXT. Now this is not only done by checking for a DOS type extension but, if that fails, by checking the file header.

- Named Colours dialogue

PhotoDesk used to try to load a RISC OS filetype of TEXT as Named Colours definitions and continues to do so (except first checking for image data; see above). It didn't load invalid content but used to update the Named colours dialogue improperly showing an empty colour pane and the filename of the not loaded file. This is corrected now.

To give easier access to the dialogue box a button is included.

You might note the second new button to the left to gain access to the Palette files on disk.

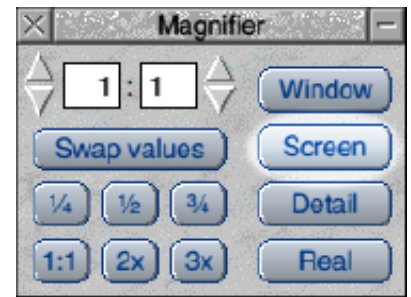


The colours dbox is closed on closing the last image.

- Magnify/Magnifier dialogue (F7)

A new button 'Screen' is included in the dialogue to magnify the image view to screen size.

As with the other buttons, clicking with SELECT just scales the view but leaves the canvas window as it is. As before, when the image view becomes smaller the window size is reduced.



If clicked with ADJUST the size of the canvas window is also scaled, following the view scaling.

There's a second option to scale to screen size (including the window): click MENU on the magnifier icon in the toolbar.



Summary of the function of the magnifier icon:

Single click with Select or Adjust: Interactive magnify (drag out the area)

Single click with Menu: Scale image view to fit to screen size

Double click with Select: Scale image view to 1:1

Double click with Adjust: Open Magnifier dbox permanently (also F7)

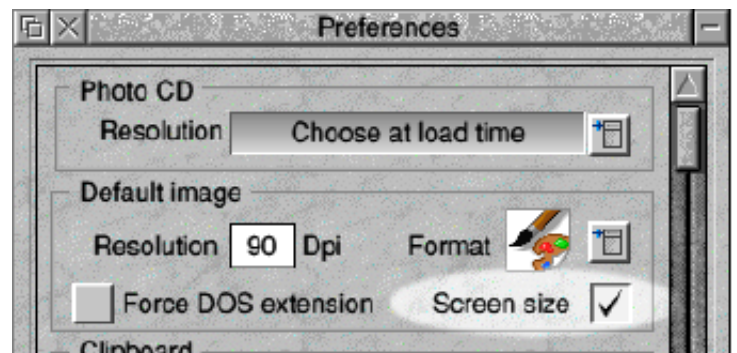
Decision on the scaling of new images

Talking about Magnifying: The user can now decide how newly created or loaded images are displayed.

Default action is to open the image in a standard sized window of a maximum dimension that fits in an 800x600 screen mode regardless of the actual mode. If the image size is smaller, then the scaling is 1:1, and if it is larger then an appropriate scaling factor is calculated.

The other option is to open it in a window **at screen size** fitting in that window. But be warned: small images like icons will open in a very large window.

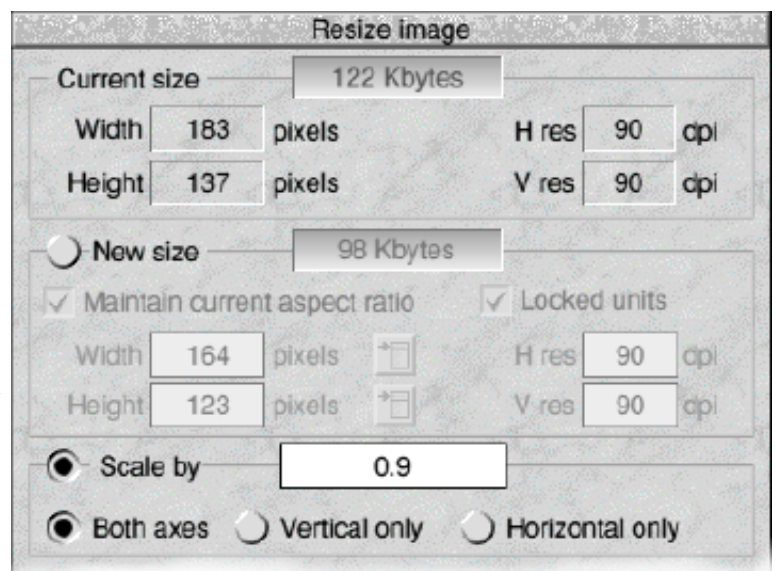
To use this facility a new option in Preferences has to be set. As with the other new option (DOS ext.) this has an immediate effect for the current session but can be saved in the usual way as user preferences as default for further sessions.



- Resize dialogue (^S)

The section 'Scale by' behaves slightly differently in that the value entered is used to calculate the new dimensions and size in memory after scaling, displayed in the (greyed out) New size section.

Note: To update the display after entering the scaling factor you can hit any key not allowed in the writeable field, or click with the mouse in the field or on one of the radio buttons. (Allowed chars: 0-9 . , /)



(resize continued)

The side-effect is that the scaling factor is not used for calculating the new image, but always the values displayed in the New size section. Also 'RETURN' no longer performs the scaling (if 'Scale by' is the active option). You need to click on 'Resize'.

The procedure to evaluate the actual scaling factor from the string in 'Scale by' has been rewritten. As a result unusual inputs like 1/ or 1/0 or just a / are handled as 1, not generating an error message. Likewise 0/5 is treated as 1/5. This might not always reflect your intention but is better than presenting an error box. Anyway, check the New size values before scaling.

- Printer dialogue

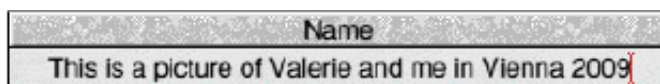
By clicking with ADJUST on either of the buttons Vert.Centre or Hori.Centre the centre is done for both of them.

- Filename length

Although PhotoDesk was able to load images with long filenames (leaf names, that is) there were issues when copying, renaming and saving. Filenames were truncated or destroyed in some cases.

This is resolved now in terms of increasing the limit to around 100 chars. However it is recommended not to use more than 64 chars in leaf names.

This is fine:



Spaces are hard spaces
(ALT + Space bar)

- Distortion copy (montage tools)

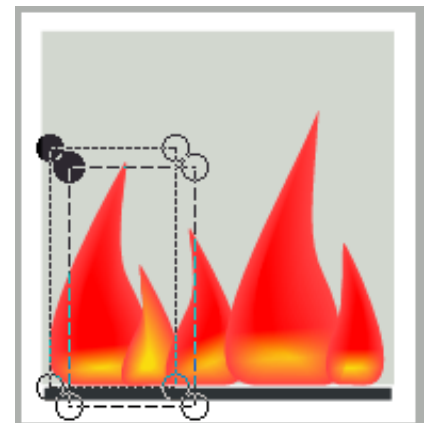
Handling and display of frames has been improved by adding the following features:

To **distinguish between source and target frames** the source has a noticeably more narrow dashed line and a smaller starting point.

A frame can be **moved around** within an image by dragging one of its corner points with ADJUST.

A frame can be rectangularly **scaled** by dragging one of its corner points with ADJUST + SELECT held down.

Source and target frames can be created in one go by dragging out the first frame with ADJUST. This creates an identical target frame with a slight offset at bottom right. (Exception: If the source frame covers the whole image, the target is smaller and centred inside.)



- Miscellaneous

- Dialogue boxes give back the focus to the image
- Fixed a bug introduced in v.3.09 which gives unexpected results of SFX Blur (Box/Gaussian) if used with a graduated mask.
- Fixed a long-standing bug preventing successfully installing PhotoDesk on pre RISC OS 4 machines.
- Default filename in New dialogue (Untitledxxx) has a numeric suffix which is increased each time a new image is created during a session.
- If a hidden mask is removed the flag hidden mask is also removed.
- The preview eye icon in processing effects (Enhance, Math, Emboss) switches the preview on/off.