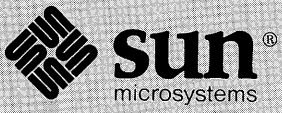




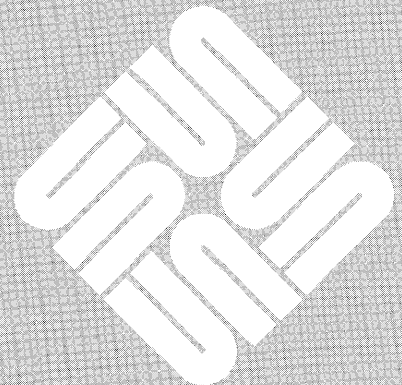
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# SunPaint™ Quick Start Guide



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# SunPaint™ Quick Start Guide



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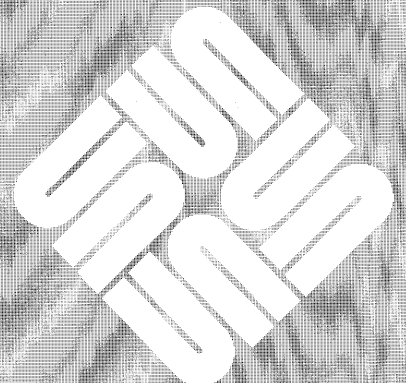
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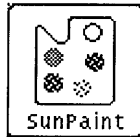






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## A Quick Start Guide to SunPaint



This book is your quick start guide to SunPaint. Use it as a companion to these books:

- The *SunPaint Tutorial*
- The *SunPaint User's Guide*

If you are not familiar with SunPaint or have never used a computer-based painting program, read the *SunPaint Tutorial*. Refer to the *SunPaint User's Guide* when you want detailed information about a feature or function.

If you have not yet installed SunPaint, refer to the *Installation Guide for SunWrite, SunPaint, and SunDraw*.

### 1.1. About the Illustrations In This Book

A combination of SunPaint and SunDraw were used to prepare all of the illustrations in this book.

### 1.2. Terms and Conventions Used In This Book

Terms that are special to SunPaint and may be new to you, are introduced in italic font, for example *raster file*. These terms are defined when they are introduced.

The *Italic* font may also be used to specify variables or parameters that you or the system will replace with an appropriate word or string of characters.

The **bold typewriter font** represents commands you enter at the keyboard, exactly as shown. Typewriter font represents what the system prints on your workstation screen or printer, or the name of a file.

The **bold roman font** is used in the text for the names of SunPaint buttons, settings, menus, and menu items.

### 1.3. Getting Software Help

If you should need help using this product or the accompanying documentation:

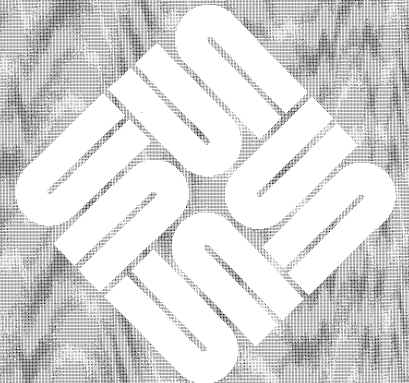
- See the *Read This First* document for known problems and solutions. A *Read This First* document is supplied with every software product. Your system administrator or the person who installed this software should have a copy.
- Look for articles in the *Software Technical Bulletin*. The technical contact person named in your service contract with Sun should have your company's master copy. Check the cumulative index for relevant articles.

- If the *Read This First* and the *Software Technical Bulletin* do not help, while your software is under warranty or under a software service contract, you may get help from Sun by calling the telephone number shown in the *Read This First*.
- You can order a support contract through your local Sun sales office.

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## A Guide to Menus and Windows

This chapter is a quick reference to SunPaint window, menu, and mouse functions.

### 2.1. How to Start SunPaint

Type the following command from a SunView Shell Tool or Command Tool, then press the **Return** key.

```
% sunpaint &
```

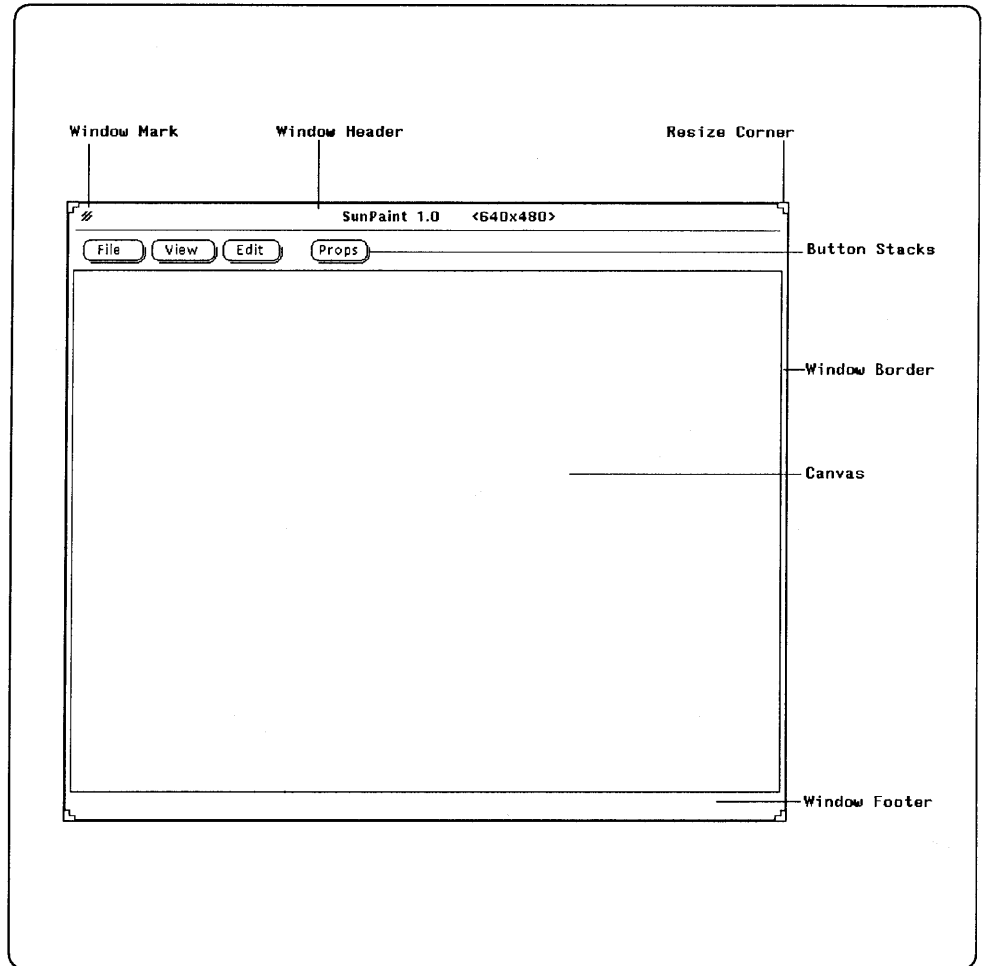
#### Starting SunPaint With an Open File

To start SunPaint with an open file, type the following command from a SunView Shell Tool or Command Tool, then press the **Return** key.

```
% sunpaint filename &
```

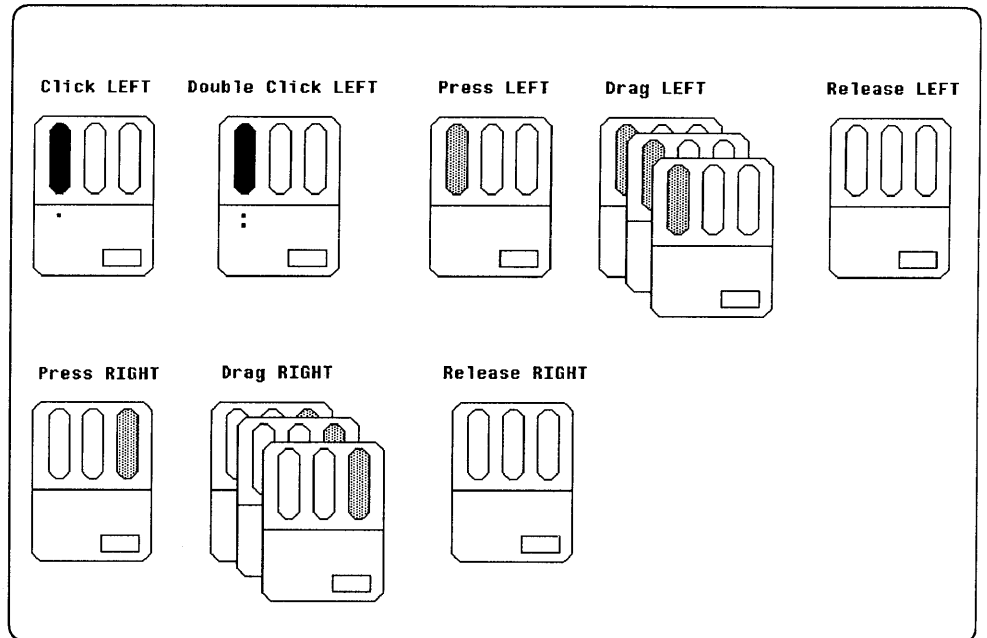
## 2.2. The SunPaint Window

The following illustration shows the SunPaint Window as it appears when you start SunPaint.



### 2.3. Mouse Actions

The following illustration shows all of the mouse actions you use for the LEFT and RIGHT mouse buttons. The MIDDLE mouse button is not used in SunPaint.



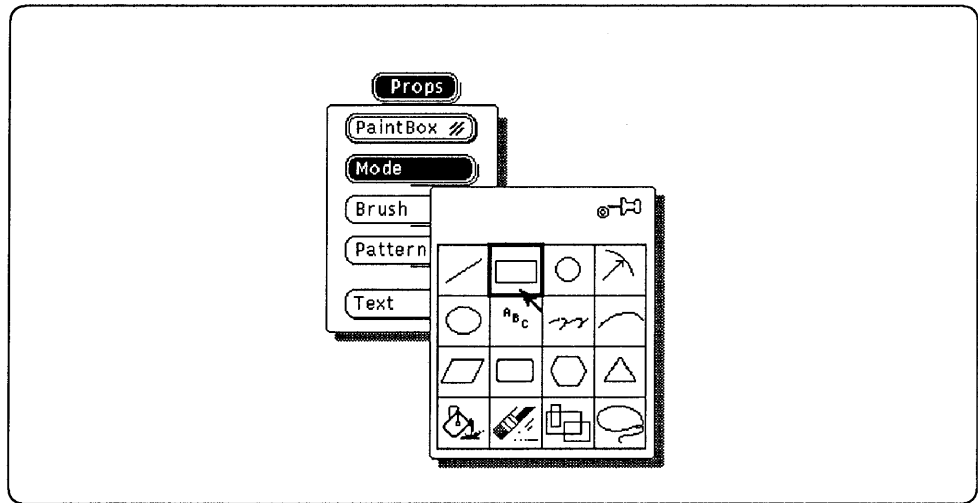
- Press** Press and hold the mouse button without moving the mouse.
- Drag** Press and hold the mouse button while you move the mouse.
- Click** Quickly tap and release the mouse button once or twice.
- Release** Release the mouse button you are pressing or dragging.



## 2.4. How to Display and Choose From a Menu

1. Point to the Button Stack or Abbreviated Button Stack
2. Press RIGHT to display the menu
3. Drag RIGHT to choose a button
4. Drag RIGHT to choose from the displayed menu
5. Release RIGHT after you make your choice

The **Props** and **Mode** menus are used in this example.



## 2.5. How to Pin Up a Menu

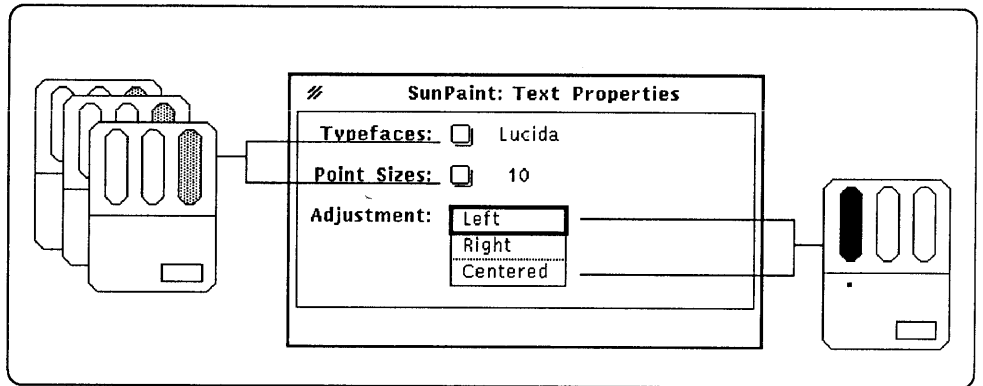


1. Choose the menu you want to pin up
2. Drag RIGHT to choose the Pushpin
3. Release RIGHT

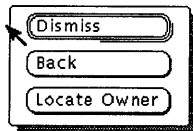
## 2.6. How to Choose From a Pop-up Window

1. Click LEFT on settings
2. Type new information in text entry fields
3. Drag RIGHT on Button Stacks to display menus

The **Text Properties** window is used in this example.



## 2.7. How to Use a Pop-up Window Menu

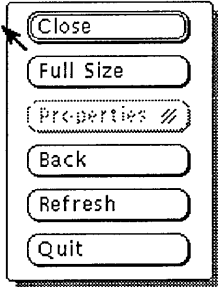


1. Press RIGHT anywhere on the Window border to display the menu
2. Drag RIGHT to highlight the button you want to use
3. Release RIGHT

The commands on the Pop-up Window menu are:

- **Dismiss:** Choose this command to dismiss the window.
- **Back:** Choose this command to move the window behind other windows.
- **Locate Owner:** Choose this command to move the SunPaint Window to the front.

## 2.8. How to Use the SunPaint Window Menu



1. Press RIGHT anywhere on the SunPaint Window border to display the menu
2. Drag RIGHT to highlight the button you want to use
3. Release RIGHT

The available commands on the SunPaint Window menu are:

- **Close:** Use this command to close the SunPaint Window to an Icon.
- **Full Size:** Use this command to expand the SunPaint Window to the full Page size.
- **Back:** Use this command to move the SunPaint Window behind other windows.
- **Refresh:** Use this command to refresh the SunPaint Window display.
- **Quit:** Use this command to quit SunPaint.

Note that the *Properties* command button is grayed. This is because properties are not available for the SunPaint window.

## 2.9. How to Change a Menu Default

1. Point to the Button Stack
2. Press the **Control** key and Drag RIGHT simultaneously
3. Choose the button you want to use for the menu default
4. Release RIGHT

## 2.10. How to Choose a Menu Default

1. Click LEFT on the Button Stack or Abbreviated Button Stack

## 2.11. How to Move a Window



1. Point to any location on the Window border
2. Drag LEFT. Move the mouse to *drag* the window to the new location.
3. Release LEFT.

## 2.12. How to Move a Window Back

1. Point to any location on the Window border
2. Drag RIGHT to display the Window menu
3. Choose **Back**
4. Release RIGHT

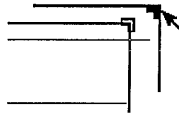
Alternatively, you can press the **Front L5** key.

### 2.13. How to Move a Window Front

1. Point to any location on the exposed Window border
2. Click LEFT

Alternatively, you can press the **Front L5** key.

### 2.14. How to Resize the SunPaint Window



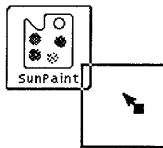
1. Point to a Resize corner
2. Drag LEFT. Move the mouse to increase or decrease the window size
3. Release LEFT

### 2.15. How to Close SunPaint



1. Point to the Window Mark on the Window header
2. Click LEFT

### 2.16. How to Move the SunPaint Icon



1. Point to the SunPaint icon
2. Drag LEFT to move the icon to the new location
3. Release LEFT

### 2.17. How to Open SunPaint From the Icon



1. Point to the SunPaint icon
2. Click LEFT

### 2.18. How to Quit SunPaint

1. Point to any location on the window border
2. Drag RIGHT to display the Window menu
3. Choose Quit
4. Release RIGHT

①

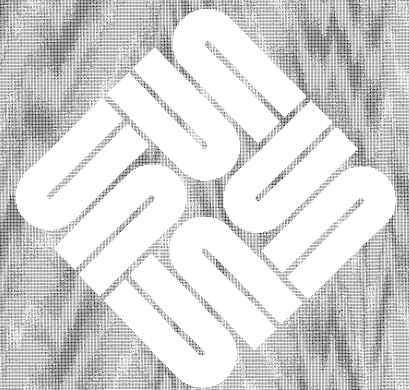
②

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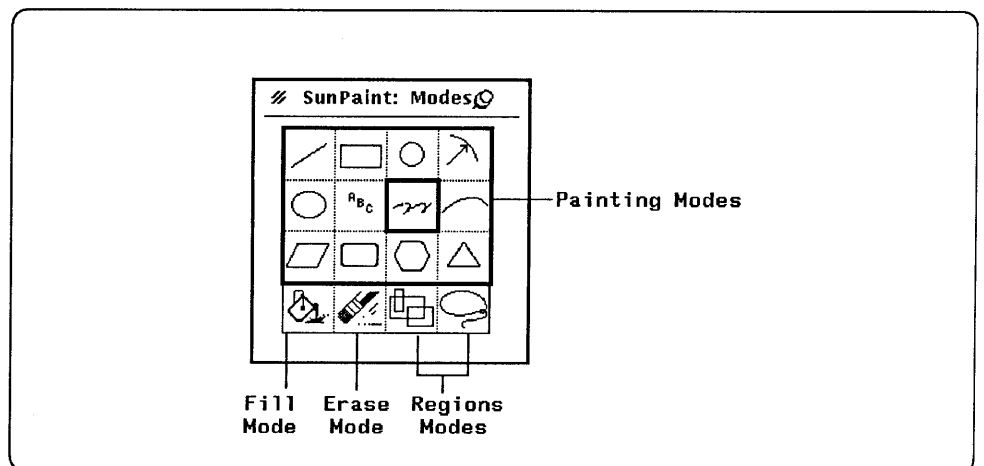


## Painting Techniques

The SunPaint Modes menu provides the following types of painting modes.

- **Freehand:** Use this mode to paint free-form figures.
- **Geometric Modes:** Use the geometric modes to draw lines, rectangles, circles, and other geometric figures.
- **Type:** Use Type mode to type text on the Canvas.

In this illustration, painting modes are surrounded by a black border.



You use a *two-point* or *three-point* painting technique depending on the mode you have chosen.



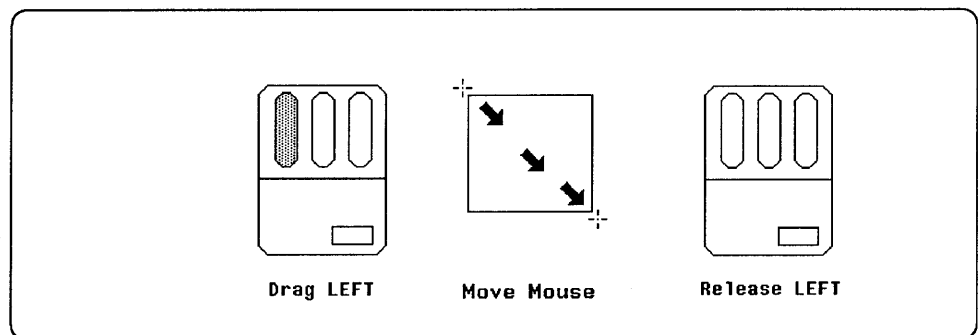
### 3.1. Painting Two-Point Figures

The following modes are called *two-point figures* because you specify two points when you paint them—the starting point and the ending point.

Two-point figures: **Line, Rectangle, Circle, Freehand, Round Rectangle, Polygon**

#### How to Paint a Two-Point Figure

1. Choose a painting mode from the Modes menu
2. Point to a starting position on the Canvas
3. Drag LEFT to paint the figure
4. Release LEFT at the ending position



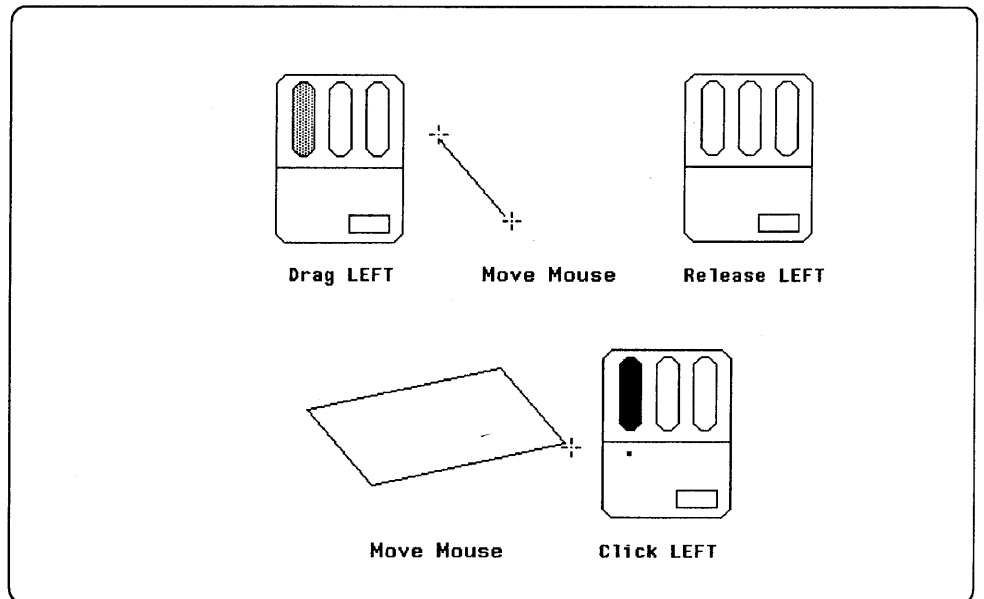
### 3.2. Painting Three-Point Figures

The following modes are called *three-point figures* because you specify three points when you paint them—the starting point, an intermediate point, and the ending point.

Three-point figures: **Arc, Curve, Parallelogram, Triangle**

#### How to Paint a Three-Point Figure

1. Choose a painting mode from the **Modes** menu
2. Point to a starting position on the Canvas
3. Drag **LEFT** to paint from point one to point two
4. Release **LEFT**
5. Move the pointer to define the arc, curve, parallelogram, or triangle. This is point three.
6. Click **LEFT** on the ending position



### 3.3. Using Fill and Repeat Options

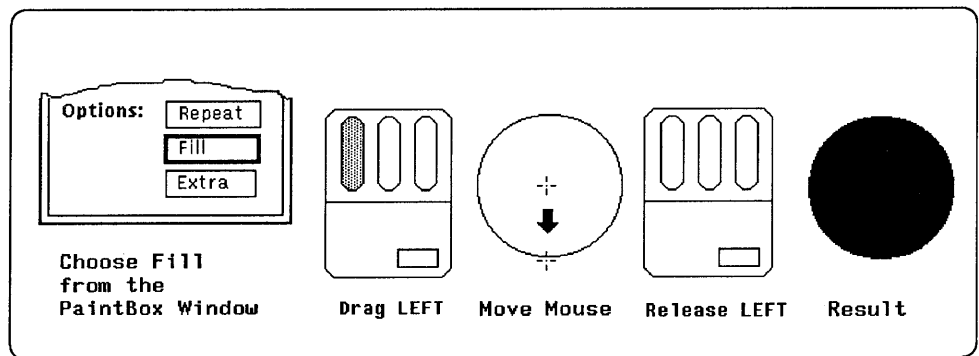
You can paint filled or repeated shapes by choosing the **Fill** or **Repeat** Option from the **Props** menu. You can use the **Fill** and **Repeat** options separately or together. The **Fill** option uses the current pattern on the **Patterns** menu.

#### Painting and Filling

The **Circle** mode is used as an example in this illustration.

To fill a shape as you paint it:

1. Choose **Circle** from the **Modes** menu
2. Choose **Fill** from the **PaintBox** window
3. Paint the circle



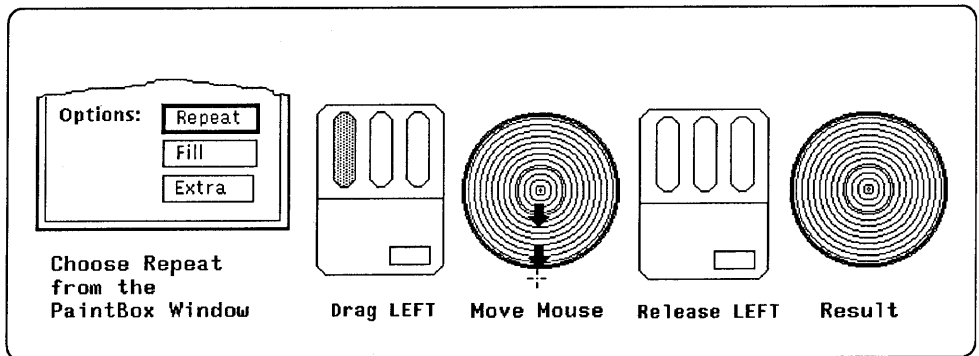
#### Painting and Repeating

The **Circle** mode is used as an example in this illustration.

To repeat a shape as you paint it:

1. Choose **Circle** from the **Modes** menu
2. Choose **Repeat** from the **PaintBox** window
3. Paint the circle
4. Continue to move the mouse to paint repeated circles

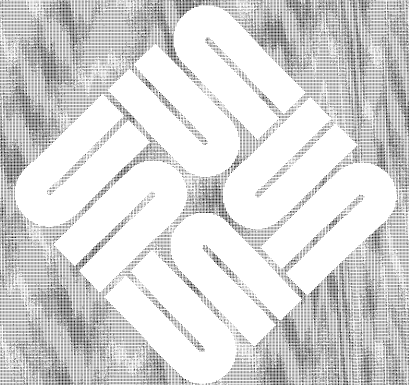
Note that the amount of space between the repeated circles depends on the rate at which you move the mouse.



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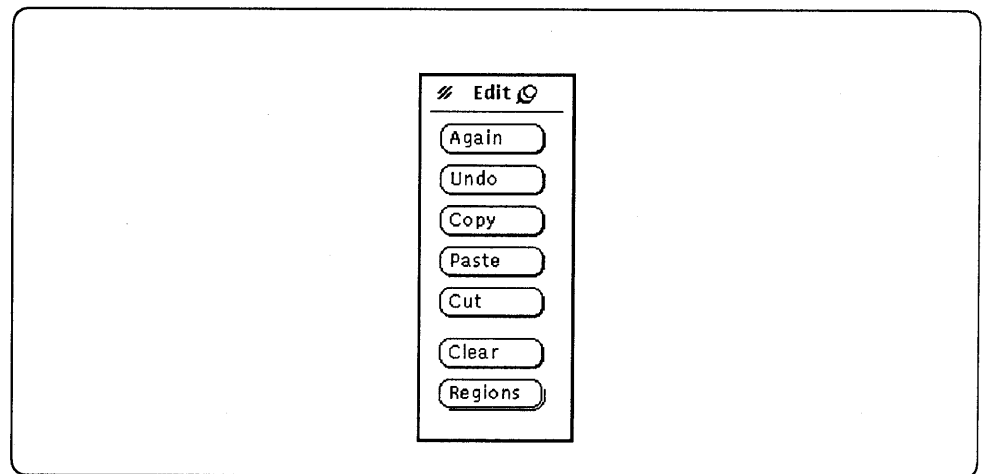




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## Repeating and Correcting

You choose the repeating and correcting functions **Again**, **Undo**, and **Clear** from the **Edit** menu.



### 4.1. Again

Choose **Again** from the **Edit** menu to repeat your last action. The action can be a menu choice or a painting action.

### 4.2. Undo

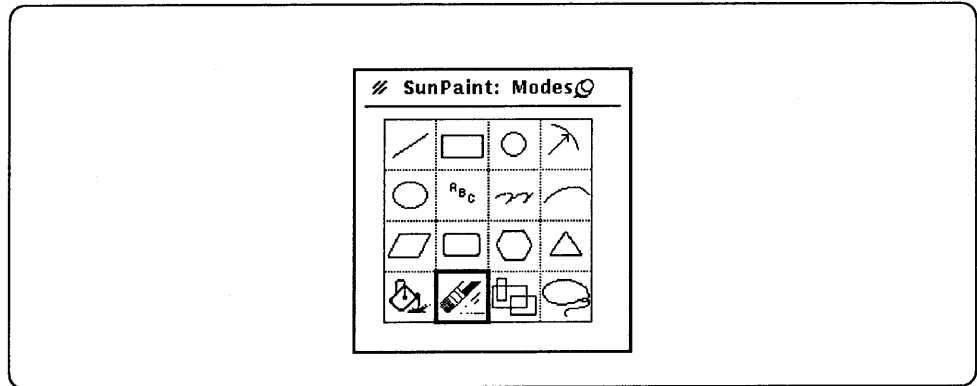
Choose **Undo** from the **Edit** menu to undo your last action. There is one undo level.

### 4.3. Clear

Choose **Clear** from the **Edit** menu to clear the entire Canvas. If you accidentally choose **Clear**, immediately choose **Undo** to restore the Canvas.

#### 4.4. Erase

You choose the Erase mode from the Modes menu.



##### To use Erase

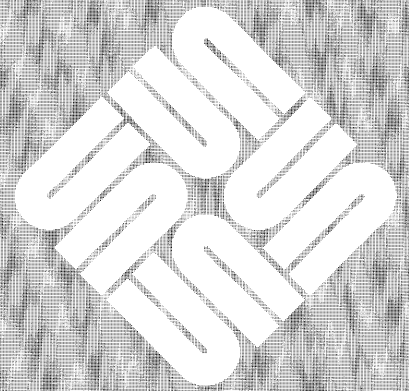
1. Choose **Erase** from the **Modes** menu
2. Drag **LEFT**, scrubbing the eraser over the image you want to erase
3. Release **LEFT** when you are through erasing

The **Erase** mode automatically uses the *white* pattern. You can erase with other patterns (including black) by choosing a large brush, the appropriate pattern, and **Freehand** mode.

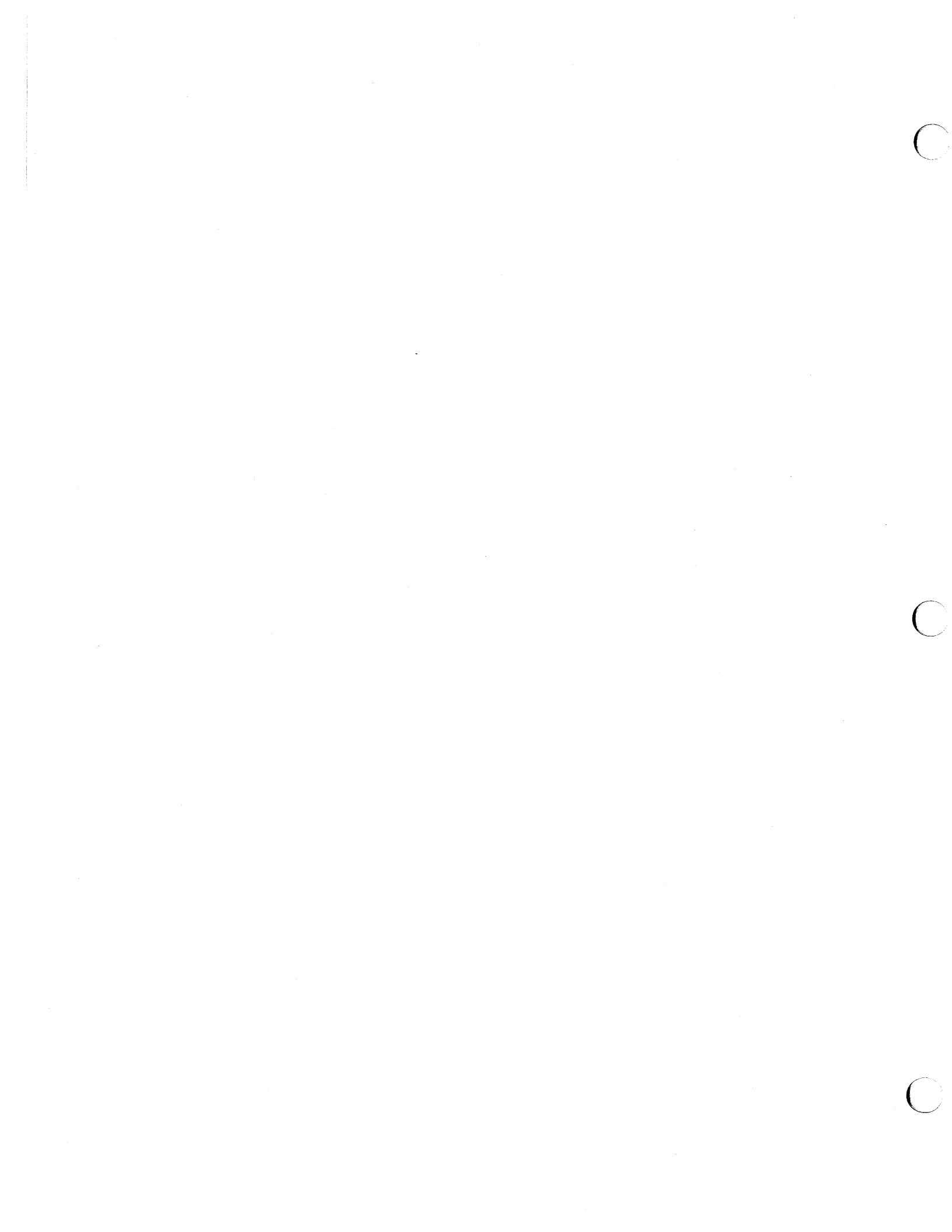
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## Using Regions to Change Images

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## Using Regions to Change Images

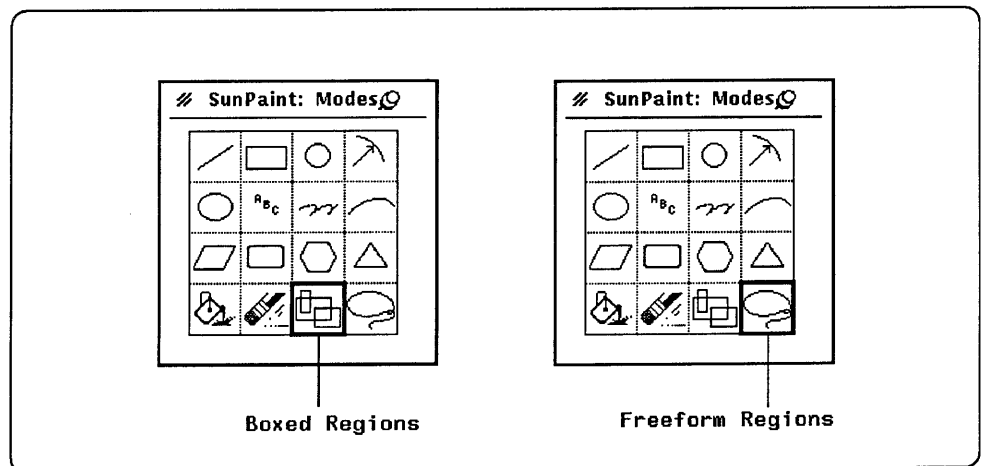
You use **Region** modes to define an area on the Canvas. Once the region is defined, you can do the following:

- Copy the region to another part of your canvas.
- Move the region to another part of your canvas.
- Nudge the region pixel-by-pixel in one of four directions.
- Rotate the region.
- Flip the region end-to-end or top-to-bottom.
- Invert the colors of the region.

The following region functions apply *only* to *boxed* regions.

- Resize the region to a larger or smaller size.
- Use the **Edit** menu to Cut, Copy, and Paste the region to and from the Clipboard.
- Save the region to a file and open a file as a region.

You choose **Region** modes from the **Modes** menu. There are two types of regions, *boxed* and *freeform*.



## 5.1. Defining Regions

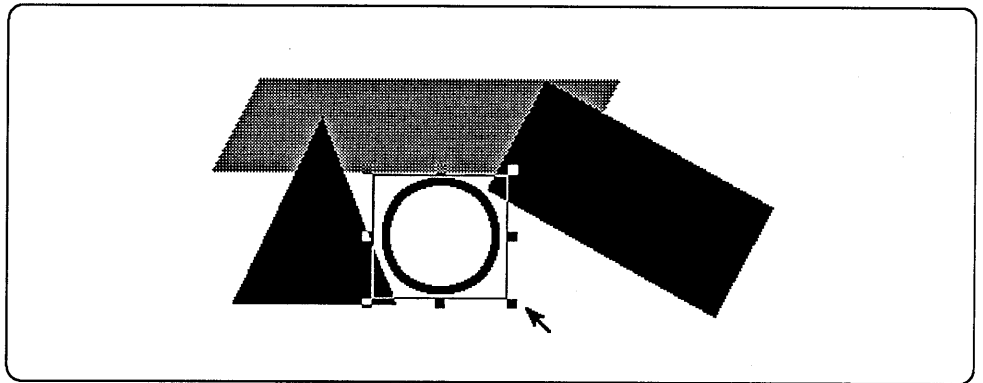
You can define a boxed or freeform region.

### Boxed Regions

To define a boxed region:

1. Choose **Boxed Region** mode from the **Modes** menu.
2. Move the pointer to any corner of the area you want to define as a region.
3. Drag **LEFT** to the opposite corner, then release **LEFT**.

In this illustration, a boxed region is defined around the circle.



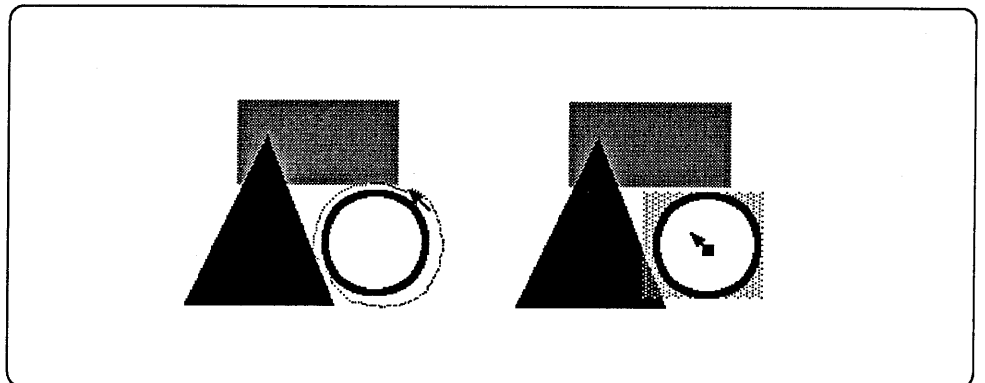
### Freeform Regions

You use the **Freeform** region mode specifically for defining irregular regions.

To define a Freeform region:

1. Choose **Freeform Region** from the **Modes** menu.
2. Drag **LEFT** and trace around any irregular shape on the canvas.
3. Release **LEFT** when you have completed the tracing. The region you have defined is indicated by a gray pattern.

In this illustration, a freeform has been traced around the circle to define the region.



## 5.2. Moving and Copying Regions

### Drag-Move a Region

Drag:  Move  Copy  
 Transparent

You can move or copy both **Boxed Regions** and **Freeform Regions**. The procedure is the same for both region types.

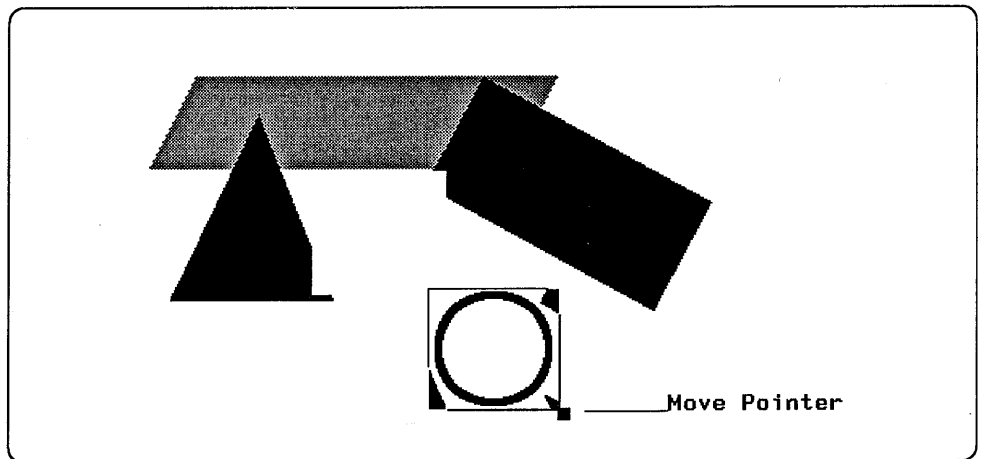
When you move a region, the original image is replaced by white space when you drag it to another location. To move a region:

1. Choose **Move** from the **PaintBox Options** window.
2. Point anywhere inside the defined region.
3. Drag **LEFT** to move the region.

The pointer changes to the *Move pointer*.

4. Release **LEFT** when the region is where you want it.

To “un-define” a region, you can **Click LEFT** anywhere outside the defined region; define another region; or choose a different mode.



### Drag-Copy a Region

Drag:  Move  Copy  
 Transparent

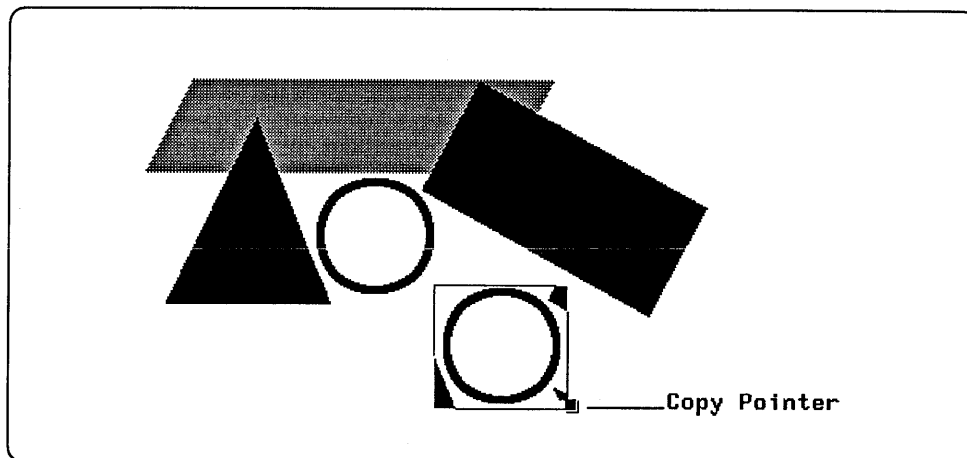
When you copy a region, the original image remains unchanged as you drag a copy of the region to another location.

1. Choose **Copy** from the **PaintBox Options** window pane.
2. Point anywhere inside the defined region.
3. Drag **LEFT** to copy the region.

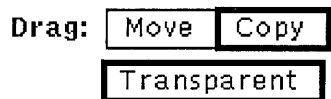
The pointer changes to the *Copy pointer*.

4. Release **LEFT** when the region is where you want it.

To ‘un-define’ a region, you can Click LEFT anywhere outside the defined region; define another region; or choose a different mode.

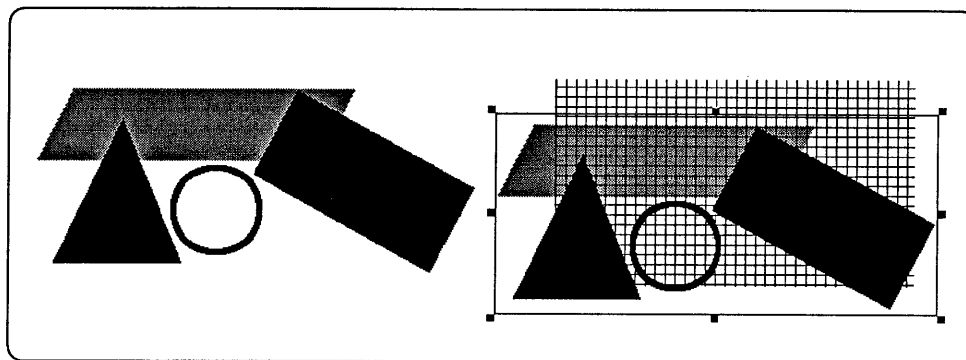


Transparent On



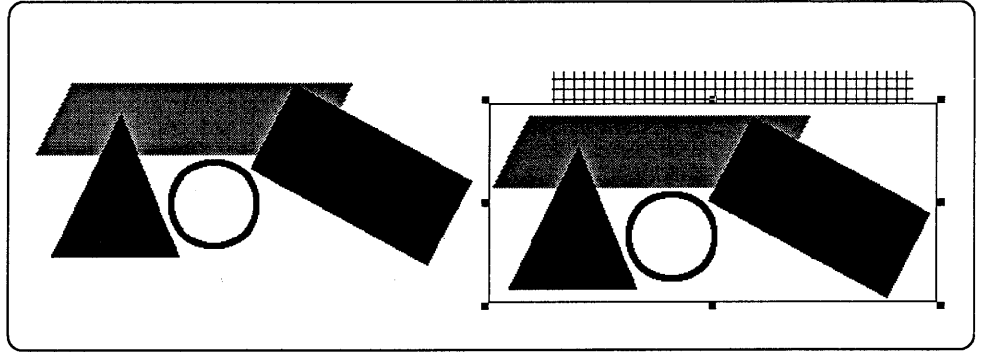
When the **Transparent** setting is on, only the black pixels in the image are moved with the region. White pixels in the region are transparent and do not mask the image where the region is moved.

In this illustration, a region has been transparently copied from an area of the canvas with a white background to an area that is covered with a pattern. Note how the pattern shows through areas of the region that are not entirely black.



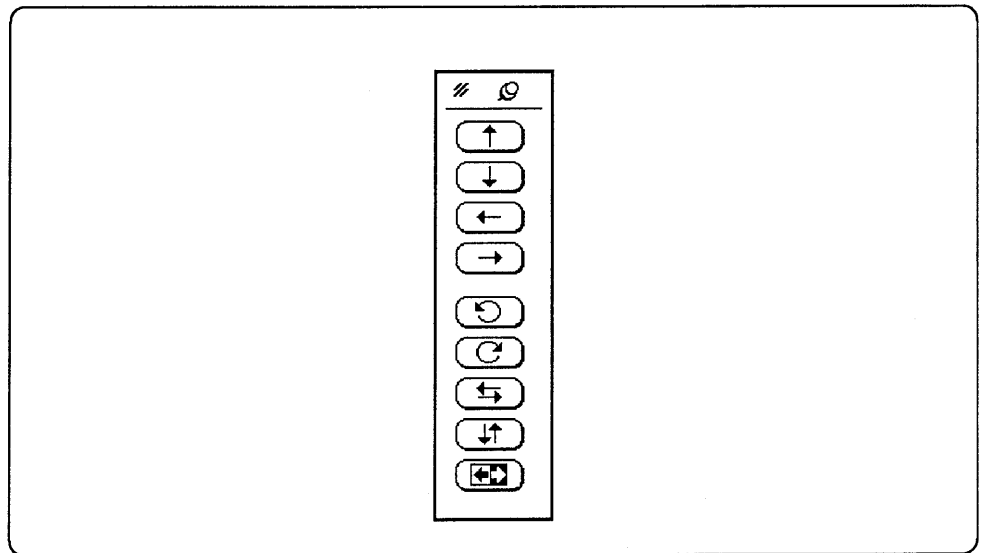
## Transparent Off

When the **Transparent** setting is off, the region is *opaque*. All of the white and black pixels within the boxed boundary are moved. This illustration shows the same copy procedure as the previous illustration. However, the **Transparent** setting is turned off. Notice that the pattern is partially covered by the region.

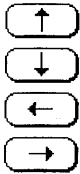


### 5.3. Nudging, Rotating and Flipping Regions

You can nudge, rotate, flip, or invert both **Boxed Regions** and **Freeform Regions**. The procedure is the same for both region types. You choose these functions from the **Regions** menu. You choose the **Regions** menu from the **Edit** menu.



Nudge

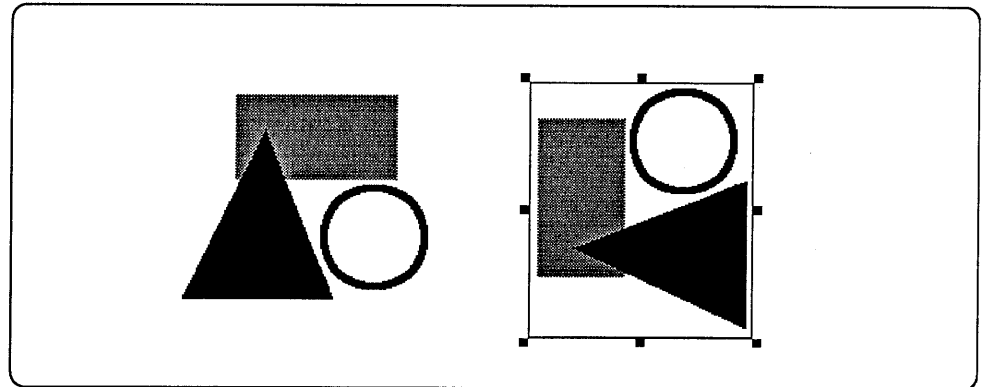


You can *nudge* a region pixel-by-pixel in one of four directions. The directions are *up*, *down*, *right*, and *left*. To nudge a region, define the region, then choose a direction from the **Regions** menu. To nudge diagonally, move up, then right or left; or down, then right or left.

Rotate (counterclockwise)



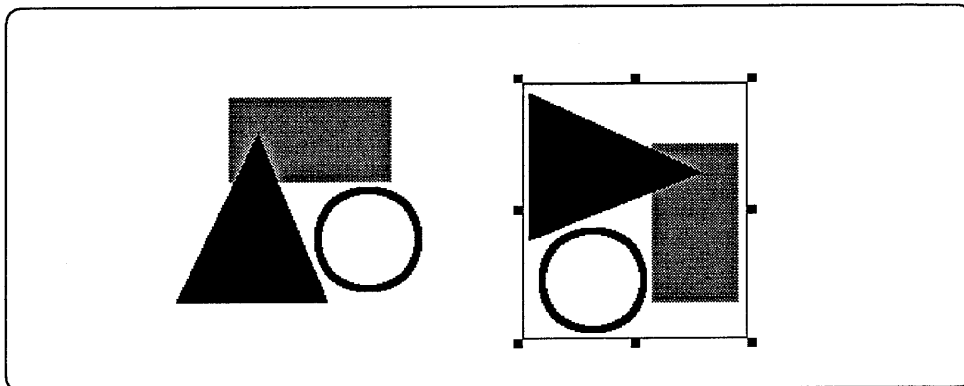
Each time you choose the **Rotate (counterclockwise)**, the region is rotated 90 degrees counterclockwise. You choose **Rotate** from the **Regions** menu.



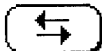
Rotate (clockwise)



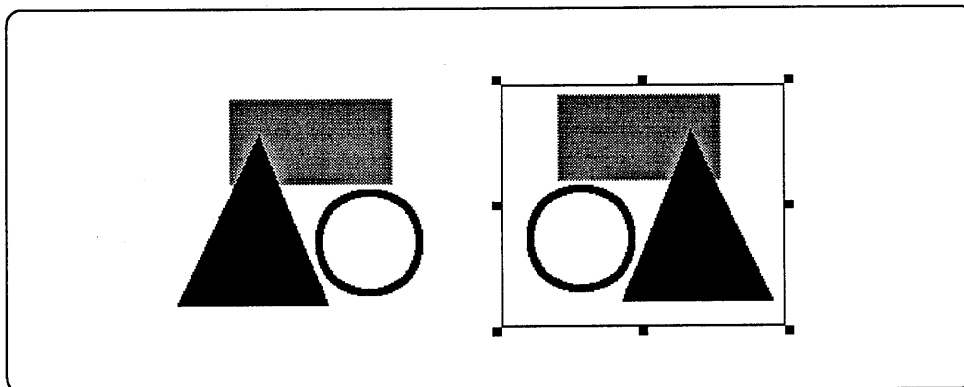
Each time you choose the **Rotate** (clockwise), the region is rotated 90 degrees clockwise. You choose **Rotate** from the **Regions** menu.



Flip (Right-to-Left)

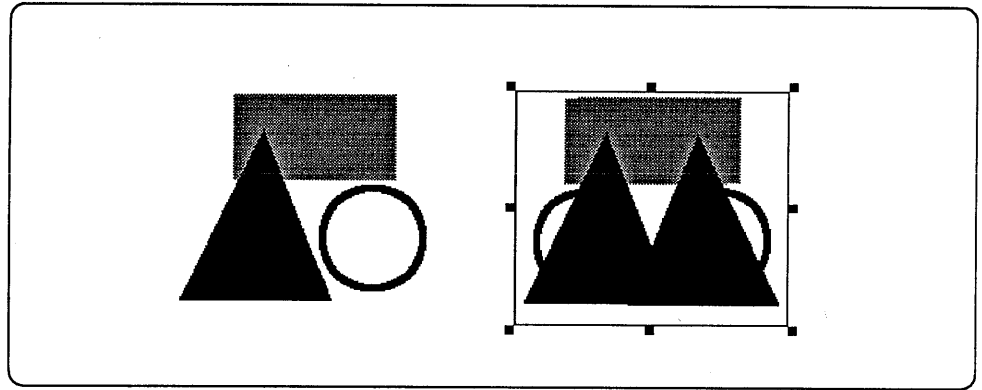


To flip a region around its vertical axis, choose **Flip (Right-to-Left)** from the **Regions** menu.





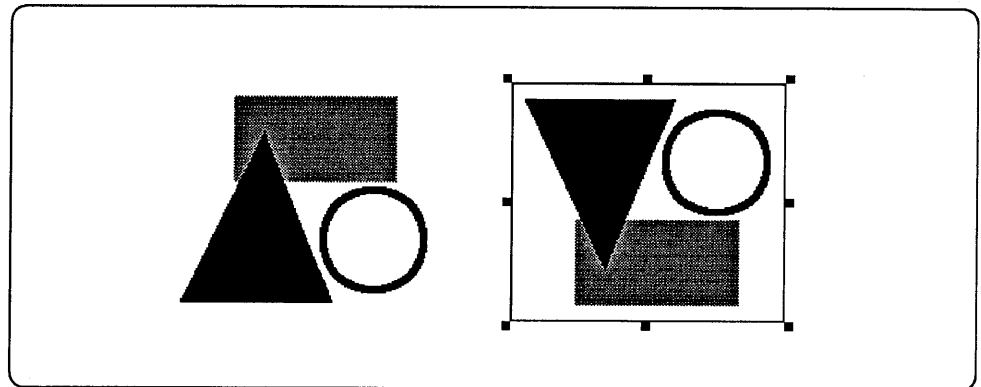
When a region is flipped, a copy is made of the region, it is flipped over, then laid on top of the original region. Therefore, if the Transparent setting is on, flipping a region results in both images being visible. If you get this effect by mistake, undo the flip operation, turn off the Transparent setting, and flip the region again.



Flip (Top-to-Bottom)



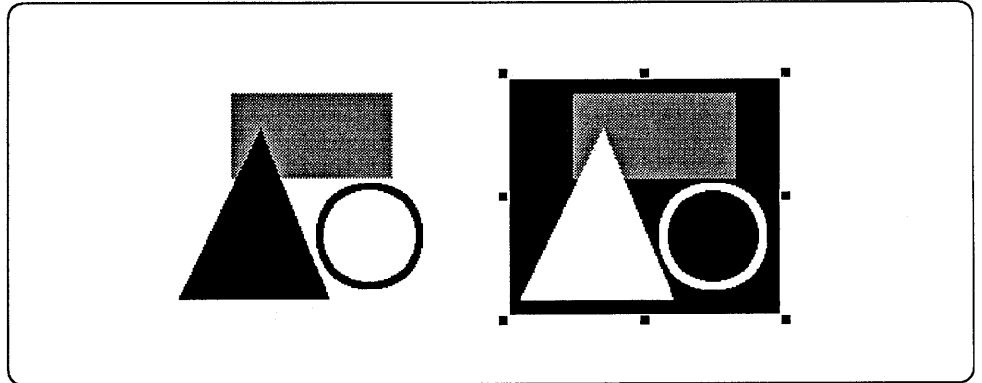
To flip a region around its horizontal axis, choose **Flip (Top-to-Bottom)** from the **Regions** menu.



Invert



The **Invert** function changes all black pixels in the region to white, and all the white pixels to black. To invert a region, choose **Invert** from the **Regions** menu.



Transparent Inversion

When you invert a framed region with the **Transparent** Option on, the resulting region is entirely black. This is because all the white pixels are transparent, allowing the black pixels from both the original and inverted regions to show.

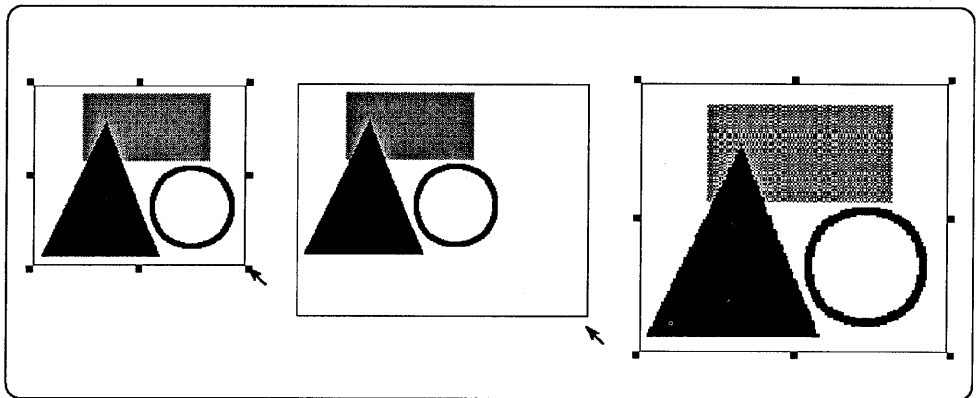
### 5.4. Resizing Regions

You can resize boxed regions. Freeform regions cannot be resized.

You can enlarge or reduce a region proportionally or non-proportionally. You use the corner region handles to resize proportionally, and the side handles to resize non-proportionally.

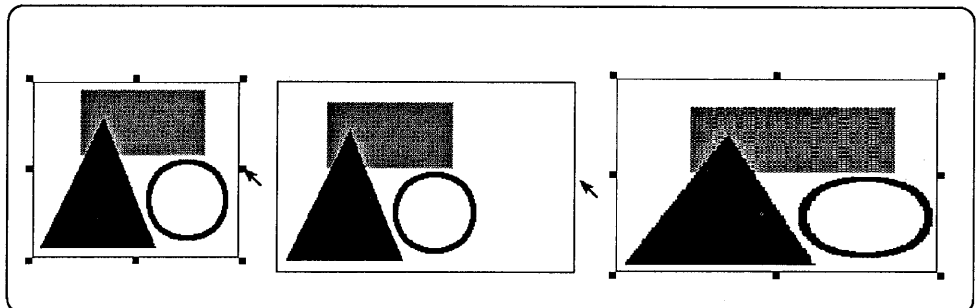
To resize a region proportionally in width and height:

1. Point to a corner handle. In the illustration below, the pointer is in the right corner handle.
2. Drag LEFT to enlarge or reduce the region. The illustration shows the region being enlarged.
3. Release LEFT.



To resize a region non-proportionally:

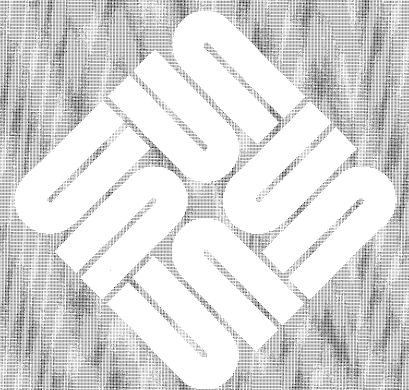
1. Point to a side handle.
2. Drag LEFT to enlarge or reduce the region. The illustration shows the region being enlarged horizontally.
3. Release LEFT.



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## Clipboard Functions

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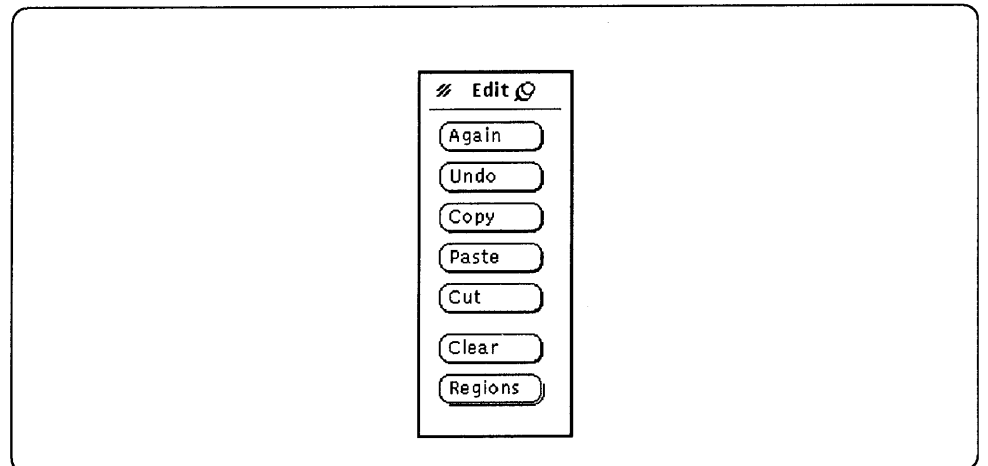




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## Clipboard Functions

You choose the **Clipboard** functions **Copy**, **Paste**, and **Cut** from the **Edit** menu. The Clipboard functions **Copy** and **Cut** become available when a region is defined on the Canvas.



The **Clipboard** is a temporary storage location for raster images. It is shared by SunPaint, SunDraw, and SunWrite. You can cut or copy a region from SunPaint and paste it into SunDraw or SunWrite. You can also cut or copy objects from SunDraw and paste them into SunPaint or SunWrite. Of course, you can always cut, copy and paste within SunPaint.

### 6.1. Copy

When you choose **Copy**, a defined region is *copied* from the Canvas to the Clipboard. The image is then in two places—the Canvas and the Clipboard.

### 6.2. Paste

When you choose **Paste**, the last image that was cut or copied to the Clipboard is displayed in the center of the Canvas. You can move the region to a different location if you wish.

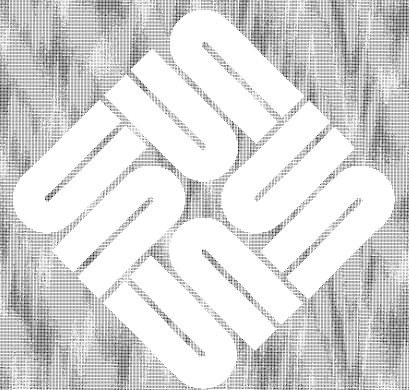
### 6.3. Cut

When you choose **Cut**, the defined region is *moved* from the Canvas to the Clipboard.

---

## Resizing the SunPaint Canvas

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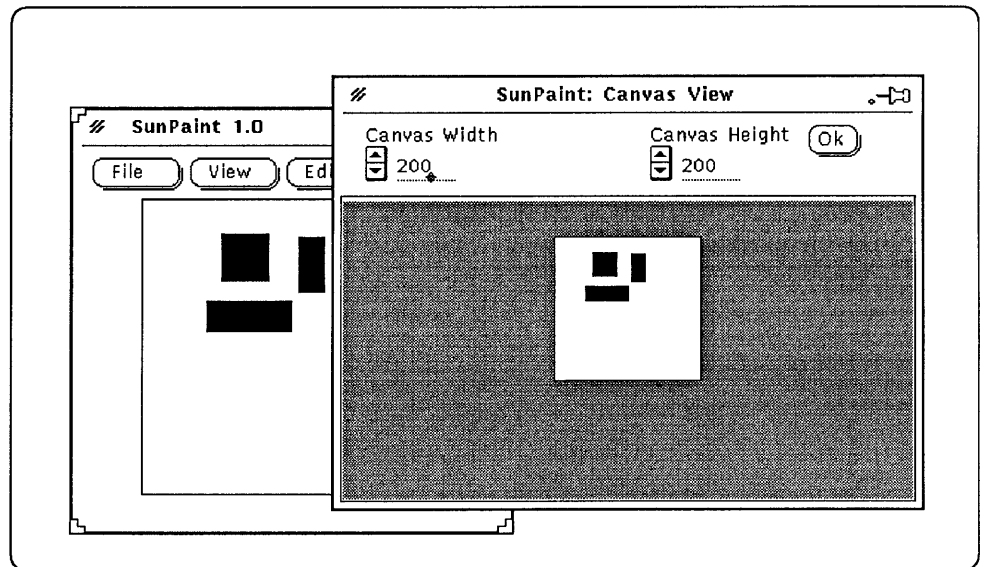
C

---

## Resizing the SunPaint Canvas

To change the size of the canvas:

1. Choose Canvas from the View menu



2. **Canvas Width:** The Canvas width is shown in pixels. Click LEFT on the up or down arrow until you reach the desired width. You can Press LEFT on the arrow to rapidly change the number.

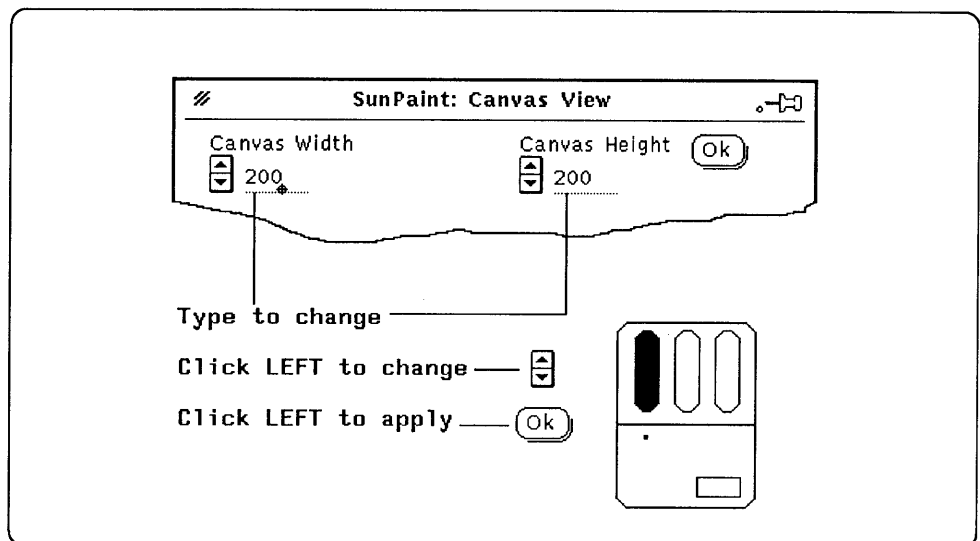
Alternatively, you can backspace to erase the current number, then type the new number.

3. **Canvas Height:** The Canvas height is shown in pixels. Click LEFT on the up or down arrow until you reach the desired height. You can Press LEFT on the arrow to rapidly change the number.

Alternatively, you can backspace to erase the current number, then type the new number.

4. Choose **Apply** from the **Ok** menu. The Canvas is changed to the size you specified.

If you have set **Apply** as the default on the **Ok** menu, you can Click LEFT on **Ok** to apply the changes.



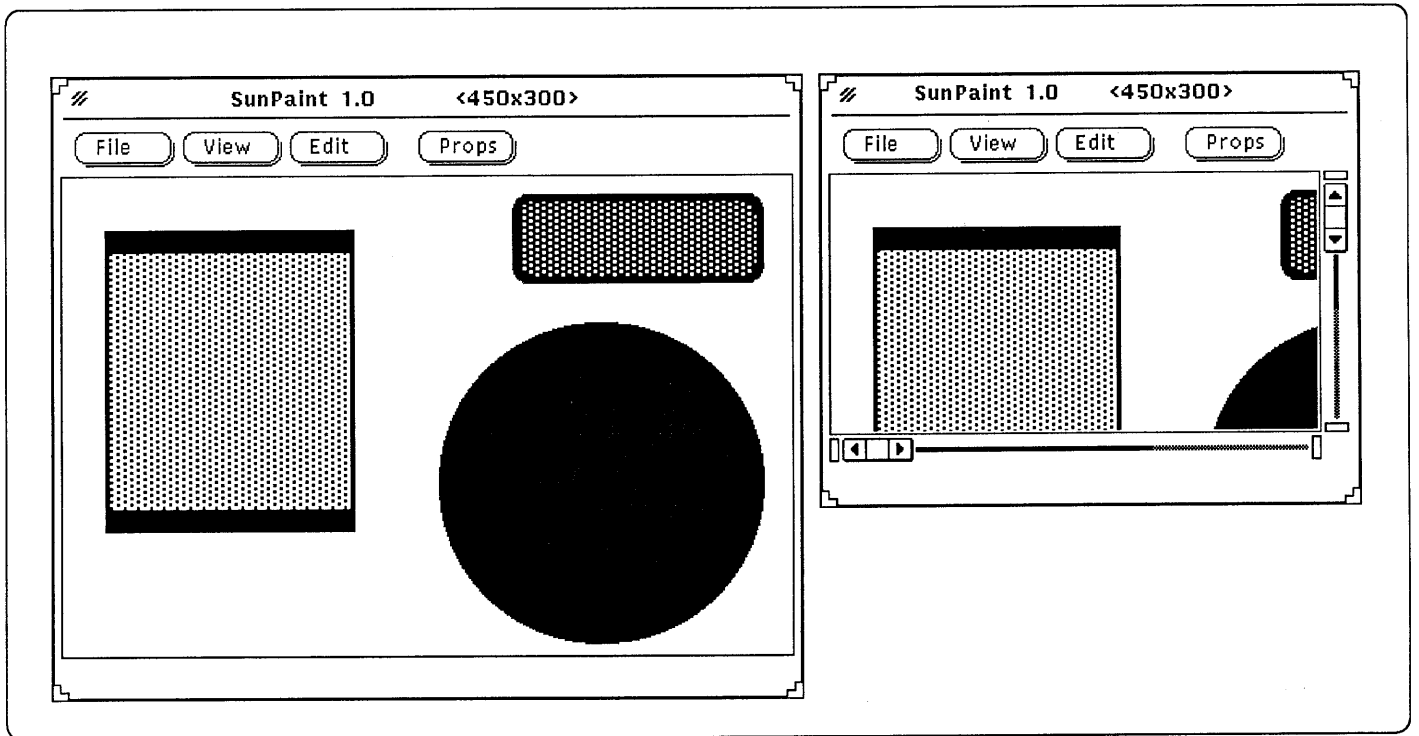
## Using Scrollbars

When you resize your *Canvas*, the SunPaint Window is changed to accommodate the new Canvas size. When you resize the *SunPaint Window* the Canvas size is not affected.

You cannot make the SunPaint Window larger than your current Canvas size. You can, however, make it smaller than your current Canvas size.

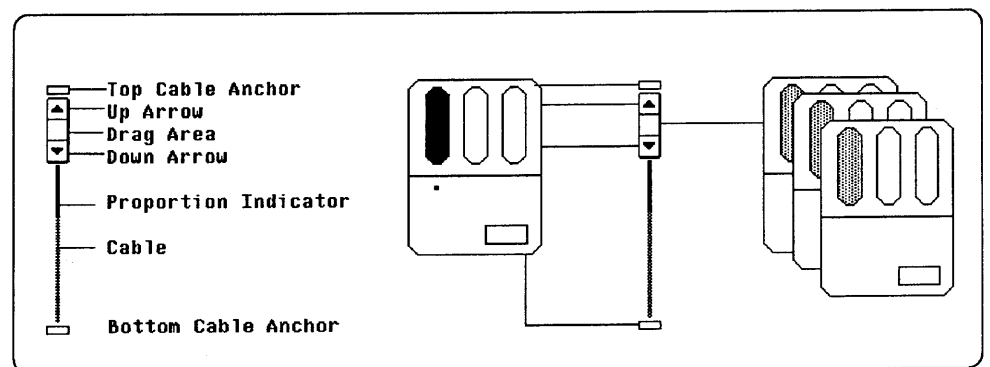
When you make your SunPaint Window smaller than your Canvas, *scrollbars* appear on the window. You use the scrollbars to *scroll* the Canvas under the window.

This illustration shows a window without, and with scrollbars. The SunPaint Window on the left is the same size as the Canvas. The entire Canvas can be seen through the window. The SunPaint Window on the right is smaller than the Canvas. You can only see a portion of the entire Canvas.



To use the scrollbars:

- Click LEFT on the arrows to scroll the canvas up, down, right, or left one screen pixel at a time.
- Drag LEFT in the drag area to continuously scroll the canvas.
- Click LEFT on the cable anchors to jump from left to right or top to bottom of the canvas.



## Panning the Canvas

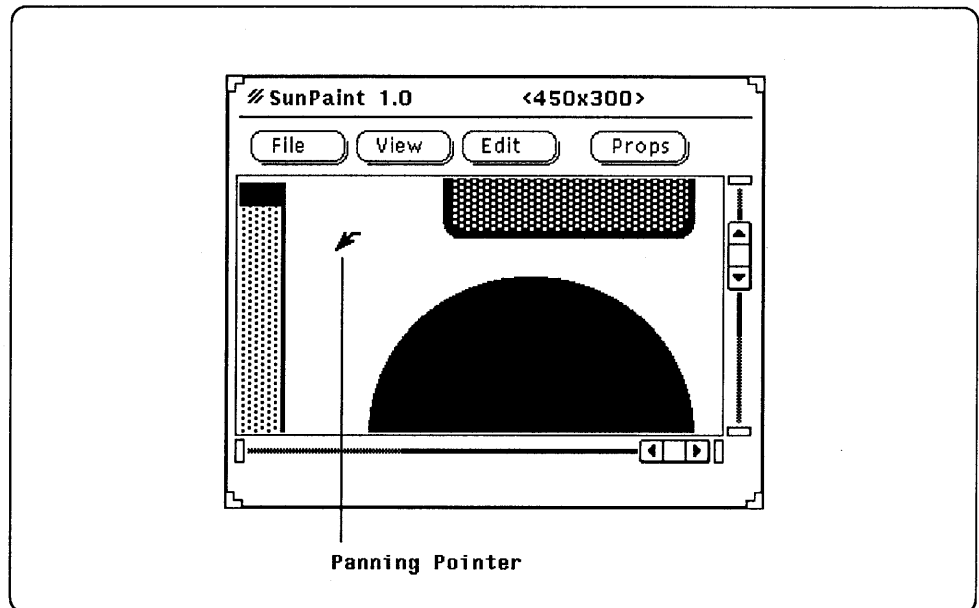
In addition to using scrollbars, you can *pan* the Canvas under the SunPaint Window. When you pan, you move the Canvas smoothly around in any direction.

To pan the Canvas:

1. Press and Hold the **Control** key.
2. Point to any area of the visible Canvas
3. Drag LEFT in any direction to pan the Canvas.

Note that the pointer changes to the *Panning Pointer*. You must hold the **Control** key and Drag LEFT simultaneously.

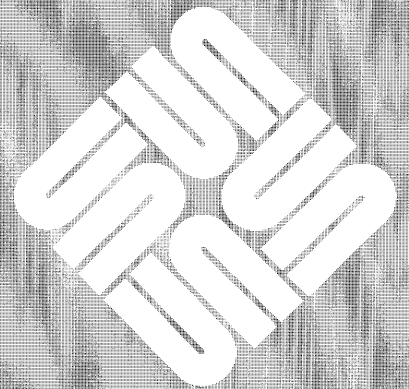
4. Release the key and the button when you are finished panning.



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## Opening and Saving Pictures and Regions

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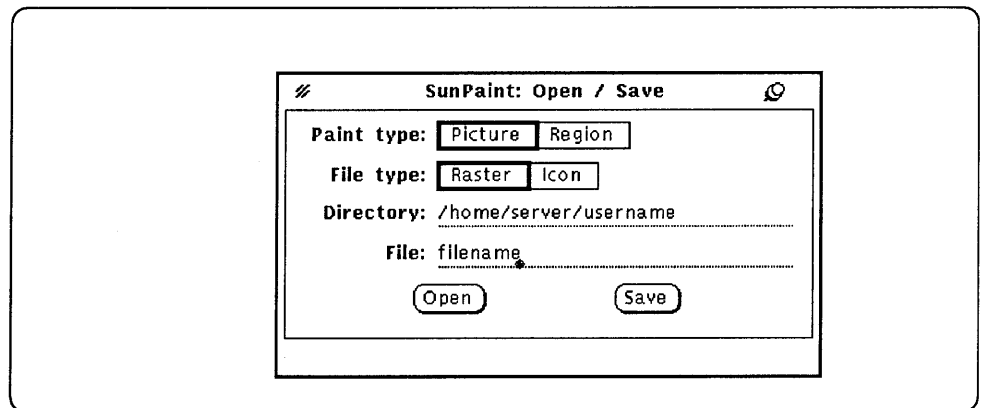


## Opening and Saving Pictures and Regions

### 8.1. Opening Pictures and Regions

To open a file as a Picture or Region:

1. Pop up the **Open / Save** window.



2. Click **LEFT** on **Picture** or **Region** to choose the **Paint type**.
3. Click **LEFT** on **Raster** or **Icon** to choose the **File Type**.
4. Change the **Directory** pathname if necessary.
5. Enter the file name you want to open on the **File** line.
6. Click **LEFT** on **Open**

### About Paint and File Types

You can open a file as a **Picture** or a **Region**.

#### Picture

When you open a **Picture** the Canvas is resized to fit the picture size. The name of the **Picture** file is displayed in the SunPaint Window Header. The file name changes whenever you open a new **Picture**.

#### Region

When you open a **Region** it is displayed in the center of the Canvas. It is defined as a **Move** region so you can relocate it. Drag **LEFT** on the region to move it.



**Raster File**

**Raster** files can be used by SunWrite, SunDraw, raster-oriented programs, or applications that accept raster files. SunPaint raster files contain the mapping of all white pixels and all black pixels as they appear on the screen.

**Icon File**

**Icon** files are in SunView *icon* format. The Icon format is used to create icons, pointer symbols, and panel features for SunView programs.

The *SunView 1 Beginner's Guide* describes the SunView Icon Editor. The *SunView 1 Programmer's Guide* describes the icon format and the ways that you can use icons.

**8.2. Saving A Picture or Region**

When you save a **Picture** the entire Canvas is saved, regardless of the size of the image on the Canvas.

When you save a **Region**, you define a portion of the Canvas as a *region*, then save that region.

To save a **Picture** or **Region**:

1. Choose **Open / Save** from the **File** menu.
2. Choose **Picture** or **Region**
3. Choose **Raster** or **Icon**
4. Change the **Directory** pathname if necessary.
5. Enter the file name you want to use.
6. Click **LEFT** on **Save**.

**Naming SunPaint Files**

To help you or someone else identify the files you create with SunPaint, you should consider adopting the following file naming conventions:

- Name **Raster** files: `filename.raster` or `filename.rs`
- Name **Icon** files: `filename.icon` or `filename.ic`

You can use the following characters as part of a SunPaint file name:

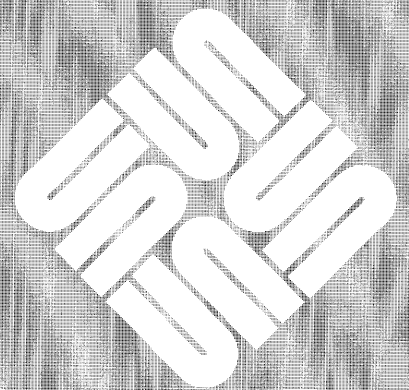
a-z, A-Z, 0-9, . / - \_

If you try to save a file with a name that includes characters other than the ones listed above the error message "Unallowable file name" appears. Enter a new file name, using only allowable characters.

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## Printing Pictures

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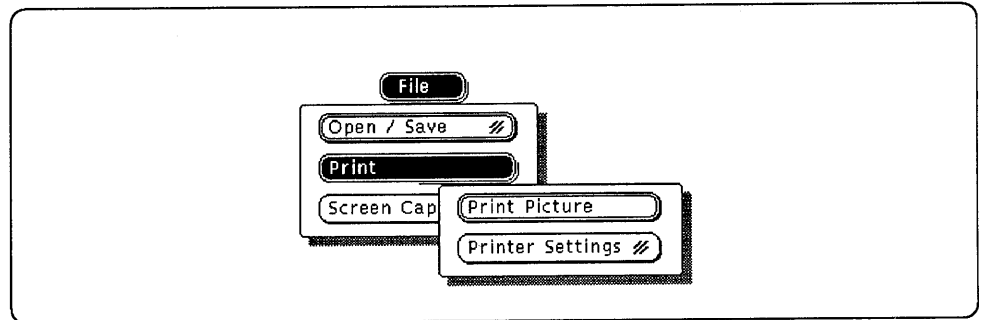
C

C

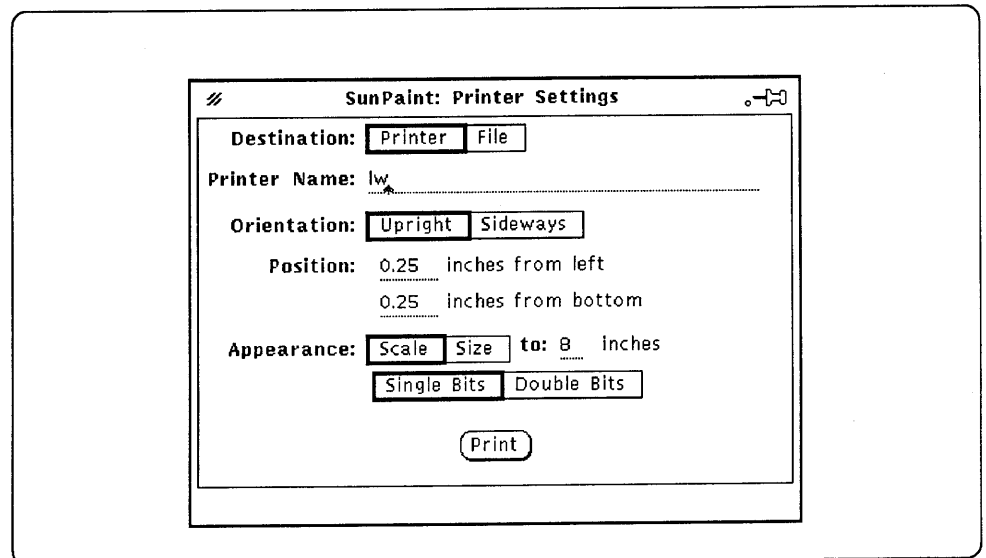
## Printing Pictures

There are three ways to print the picture currently displayed on the Canvas:

- Choose **Print Picture** from the **Print** menu. You display the **Print** menu from the **File** menu.



- Choose **Printer Settings** from the **File** menu to pop up the **Printer Settings** window. Make any necessary changes to the settings. Click **LEFT** on the **Print** command button at the bottom of the window.



- If you have set **Print Picture** as the **Print** menu default, and have also set **Print** as the **File** menu default, you can Click LEFT on the **File Button Stack** to print your picture.

Refer to the *SunPaint User's Guide* for detailed information about printing and the **Printer Settings** window.

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