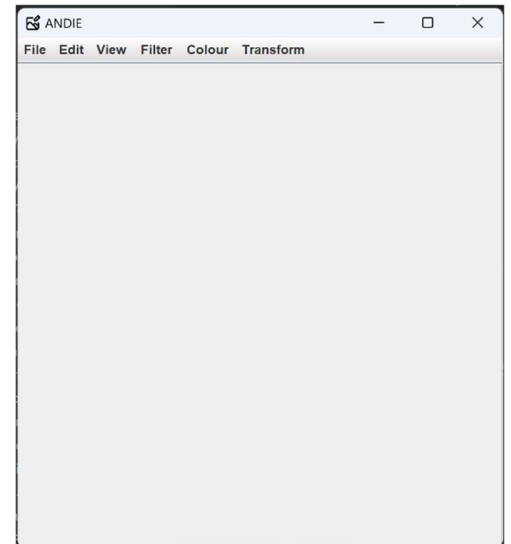


ANDIE User Guide

This document serves as a guide to using the ANDIE image editing software.

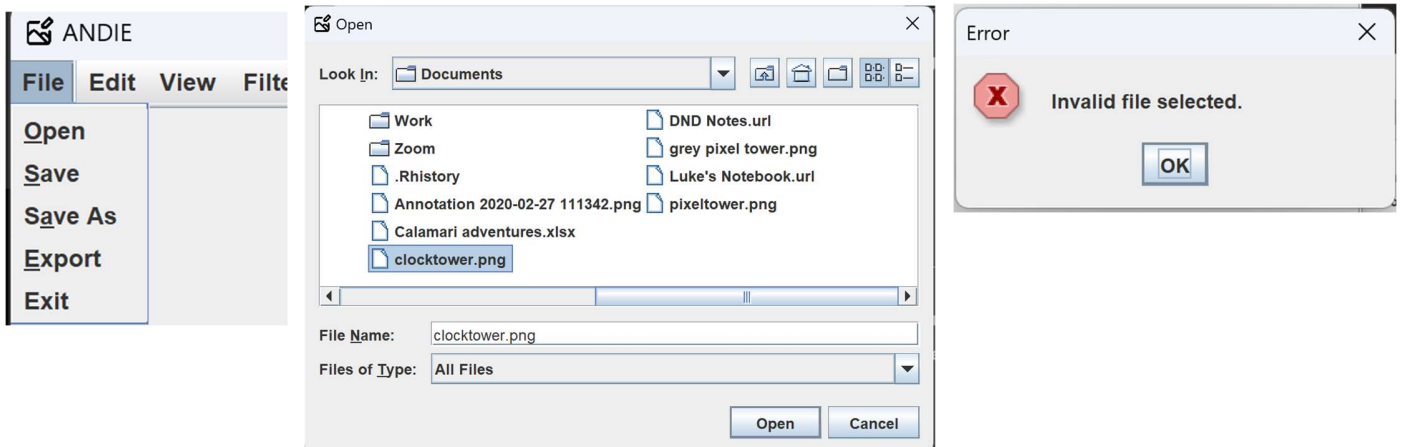
Launching ANDIE


- Currently, ANDIE can only be launched from a code editor or run from the command line by executing the application class, "ANDIE.java".
- Once ANDIE is running, the user is greeted by a blank frame, ready to accept user input.



Opening Image Files

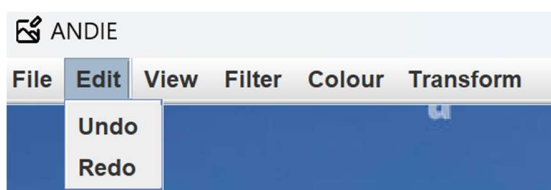
- Select the "File" menu item then "Open".
- Now a file explorer will be instantiated for the user to select a valid image file to edit. If the user selects an invalid file, a warning message will open and prevent the program from crashing.



- Once the user opens an image successfully, they can perform several actions from the other menu items.
- Other File options like "save", "save as" and "export" allow for the changes to the image to be saved to a file.
- An error message will pop-up when the user attempts to open an image that is not an accepted format. Acceptable formats include: ".jpg", ".jpeg", ".png" and ".gif".
-  The application will warn the user if they try to use the 'save', 'save as' or 'export' options without opening a valid image first.

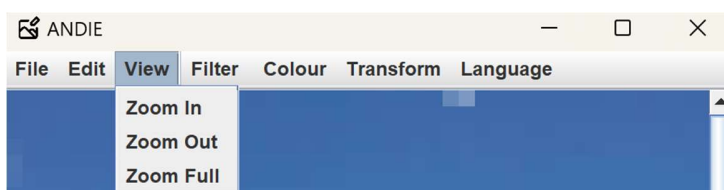
Using the Edit Tools

- The "Undo" button allows the user to restore the image to the previous state, such that any action performed will be removed from the image. E.g. a filter.
- The "Redo" button allows the user to reapply an action that has been undone.



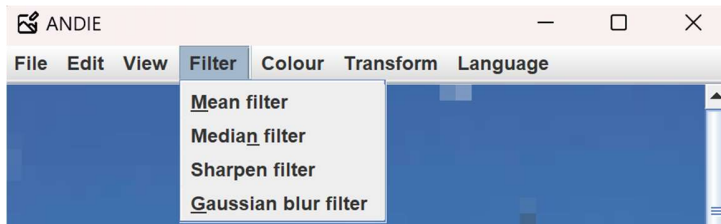
Using View Tools

- The view menu tools allow the user to change the zoom of the image in and out.
- Zoom full allows the user to reset the zoom.



Using Filters

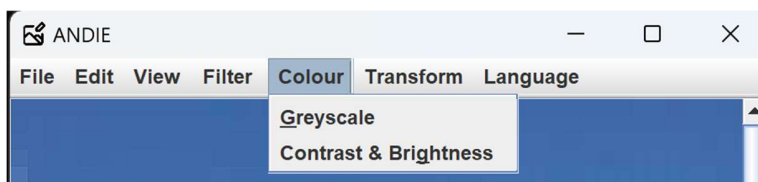
- There are 4 different of filters that the user can select in the current version of ANDIE. Each produces a unique effect.



- Mean filter: A filter that takes the mean of the neighbouring pixels of a given radius (default radius 1, min = 1, max =10) to apply a blur effect.
- Median filter: A filter that takes the median of the neighbouring pixels of a given radius (default radius 1, min = 1, max =10) to apply a blur effect.
- Sharpen filter: Takes the values of pixels of the entire image and increases the difference between neighbouring pixels in terms of colour.
- Gaussian blur filter: A filter that applies a blur similar to an out-of-focus camera lens, accepts a radius (default radius 1, min = 1, max =10).
- ⚠ If the user inputs a radius that is out of the bounds (i.e. less than 1 or more than 10) the filter will apply the at the default radius.

Using Colour Tools

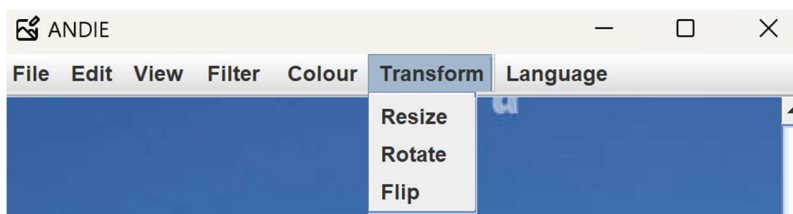
- There are currently 2 colour actions that the user can apply to their image.



- Greyscale will make the image greyscale.
- Contrast & Brightness opens a dialog for the user to input new contrast and brightness percentage values as they desire.

Using Transform Tools

- Transform options allow the user to make changes to the orientation and scale of the image.



- Resize will ask for a percentage input, allows for values between 10 and 1000. (if entering values outside of this range, no scaling changes occur).
- Rotate allows the user to choose from several direction of rotation, manipulating the image to rotate.
- Flip allows the user to mirror the image on either the horizontal or vertical plane.

Language Support

- Currently, ANDIE contains language support for English and French.
- The user can select the language button and choose their desired language.
- ⚠ ANDIE will need to relaunch to apply the current language changes. It will also save the selected language as a preference, so the next time ANDIE gets launched, it will be in that language.