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# Install

## Method 1. (not working)

Open the "install" folder

Double click "setup.exe"

Go through the installer

Open the new program from the start menu

## Method 2.

Open the "exe file" folder

Double click "PhotoMarket vX.X.exe"

Open which version you want to use

# Snapping

## Squares or circles:

Hold shift to make perfect variants of the shape

## Lines

Hold down shift to snap the line to the 90 degree axis

Hold down control to snap to the 45 degree axis

# Brushes

## Changing brush sizes

Hold shift to double or halve current brush size

## HotKeys

To switch between drawing types use the number keys (number matches order in the selection bar)

Click the multicolor bit to chose a custom color then click chose color

## Changing Colours

To choose a custom color, click the multicolour square on the right hand side of the window, this should open up a color picker tool. Here you can click on the image to choose a color from there, move the sliders to manually choose a certain color, or enter a precise hexadecimal value into the text box under the image (click check hex to see what your hex input looks). A preview of the chosen color, and its hex value can be seen at the “This will be your color:” label. Click choose color to send this color to the main window.

# Settings

The settings can be accessed by the toolbar at the top of the window

# Changing Compression

This is where you change how far each new point can be from the last point when using a pen brush

Enter a new value in the text box, and click change, 0 will mean no compression

The pen drawings will use a lot of storage without any compression, and a small amount of compression (10-20) is not even noticeable in drawing but can drastically reduce file size.

This is a lossy compression; thus, it cannot be undone.

# Window Ratio Bounds

To force the canvas (drawing area) to always be a certain ratio, click Window Ratio in the settings bar, and enter the desired ratio. Entering 0 for either of the values will remove the ratio bound from the application.

Once a ratio has been set. The window will unmaximize to allow the window to fit the canvas, the window will not be maximizable manually either while a ratio is in place (this is because the canvas will have to go off screen to maintain the ratio when maximized).

When resizing the window, the canvas will now always size itself to the entered ratio.

The saved image will now also fit the ratio.

# Layers

After clicking the layers option at the top of the screen (image -> layers) a new window will appear where you can alter what layers there are in the program.

Adding a new layer is as simple as clicking “Add Layer”. After that you can rename it by clicking “Rename”. Layers can be moved up and down within the list of layers by clicking the “Move Up” or “Move Down” buttons. To select a layer to draw to, click on the layer name and then click “Select Layer”.

To delete a layer, click on the layer to be deleted, and then click “Delete Layer”

The layers are in the order that they are drawn onto the screen, so the layer at the top will be drawn first (so it will be at the back of the drawing).

# Brush size window

To select a new brush size, you can either use the scroll bar at the top or enter a new value into the text box. When you have chosen the size you want, click select to update the brush size in the main window, or click cancel to go back.

When typing into the text box, the scroll bar will not update immediately, this gives the user some time to type the full number before the window checks if the entered number is valid (the window will update after a second from the last keypress)

# Saving

To save your work, you can either use “ctrl+s”, “ctrl+shift+s” or use the toolbar at the top to “Save project” or “Save project as”. When clicking save as you can choose where to save the file. Clicking save will save the file without asking. If a save had not been done on the project previously or if the original file has been modified since, it will ask you to choose a place to save.

# Loading

To load a file, open the program, and in the tool bar click “Load project”. Find the file to open, and click ok. This should open the project. (Note, older version save files may not be compatible).

Alternatively, double click a file with the “.pain” extension. At first windows will ask you to locate a program associated with this file type. Locate the PaintProgram.exe (most up to date version) and click ok. This should only need to be done once. (Do this once per new version)