



Transforming the way
Carpets are
designed,
produced and marketed.

BEGINNER'S GUIDE

Alternative Technology

Computer graphics
innovation for
custom carpets

Table of Contents

About Galaincha	1
Getting Started	
Running Galaincha online	2
Galaincha Interface	3
Using the Galaincha Tools	4
Working with Files	
Opening designs	5
Acquiring Images from Scanner	6
Saving Designs	7
File Import	8
File Export	8
File Open Recent	8
Manipulating Designs for Weaving	
Resize	9
Reducing Colors	10
Art to Graph	10
Reduce Color	12
Threshold	13
Color	14
Choosing Primary and Secondary Colors	13
Process Bar	15
Colors	
Quick Color	16
Design Colors	17
Navigation Design Thumbnail	18
Layers	19
History	20
Editing Area and Status Bar	21
Cleaning up	
Refine	22
Remove Island	23
Remove Single Knot	24
Effects	
Handmade Effects	25
Creating Design	
Stripes Creation	26
Checker Board	27
Greek Key Border	28
Contour	29
Maze	30
Visualization	31
Strike Off	32
Room View	33
Getting Ready for Production	34
Design Plate	34
Print Graph	35
Material Estimation	37
Shortcut Keys	38

About Galaincha

Galaincha is a powerful custom rug designing software. It is the solution for carpet designing, producing simulated renderings and preprocessing. It is an extremely user friendly software that can be instantly mastered by designers with prior graphics software knowledge. Even business owners with no prior graphics software expertise will be able to use its major features for customization, illustration and production details with ease.

Prerequisite

You will be notified if any prerequisite to run Galaincha software is missing. Please install the required component and login again in that case. If you are running Galaincha for the first time, you will be asked to install it. Please confirm to proceed.

Minimum system requirement for Galaincha

You mean system requirement? Here is the system requirement for running Galaincha program. 

The minimum system requirements:

- Windows XP (SP2 or later),
or Windows Vista, Windows 7, Windows 8
or Windows Server 2003 (SP1 or later),
or Windows Server 2008
- .NET Framework 3.5 SP1
- 500 MHz processor (Recommended: 800 MHz or faster)
- 256 MB of RAM (Recommended: 512 MB or more)
- 1024 x 768 screen resolution
- 200+ MB hard drive space

Using Galaincha

Getting Started

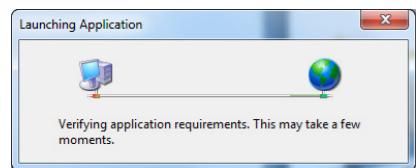
Running Galaincha online

- Using Internet Explorer, please go to <http://www.galaincha.com.np>

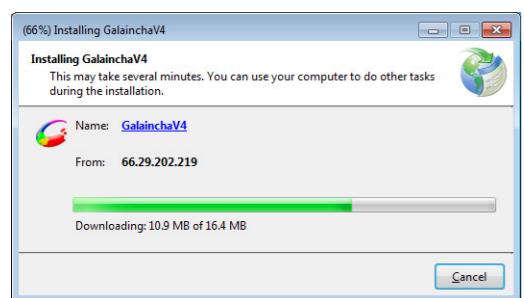


Enter your user name and password, and click on Login button (or press Enter).

- Launching Window



You will be notified if any prerequisite to run Galaincha software is missing. Please install the required component and login again in that case. If you are running Galaincha for the first time, you will be asked to install it. Please confirm to proceed.



Galaincha will be downloaded and installed automatically. You can see the progress of the download.
Galaincha will start automatically after the download is complete.

- Splash Screen

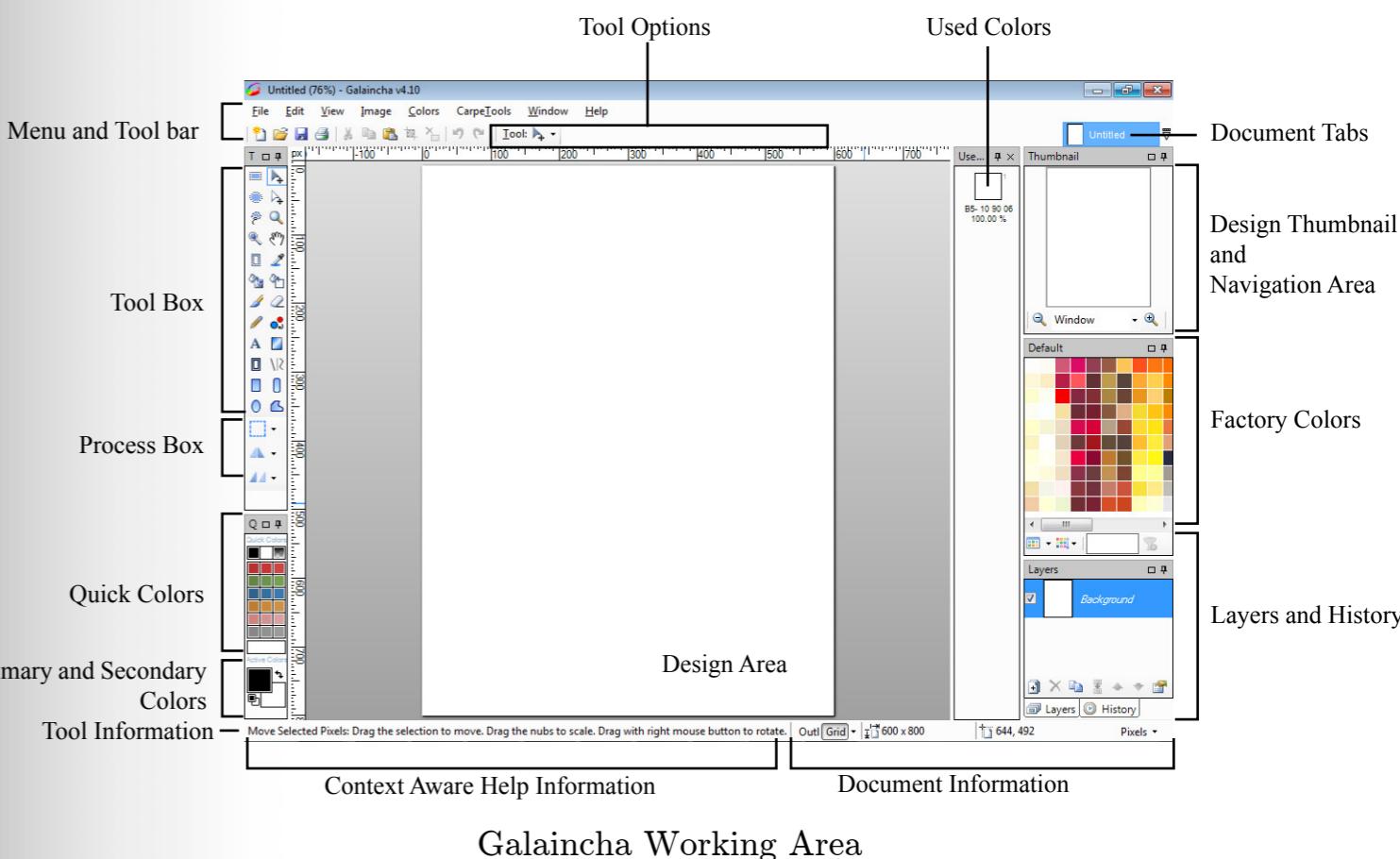


Using Galaincha

Getting Started

support@galaincha.com.np

Galaincha Interface



Tool Information

- Menu and Tool Bar : contains menu and tools organized according to the tasks.
- Toolbox : contains tools for drawing and editing.
- Tool Options : provides more options of the active tool.
- Tool Information : displays instructions for using the active tool.
- Process Box : contains preset method of selecting, mirroring, and repeating.
- Quick Colors : is customizable palette for storing regularly needed colors.
- Design Thumbnail and Navigation area : is a convenient feature for graphically moving from one part of design to another.
- Design Colors : displays colors that have been used in the active design.
- Factory Colors : contain the user's own custom color database along with color names.
- Layer and History : lists all layers used in a design, and record of the current working session.
- Editing Area and Status Bar : shows static information about the design-dimension of design and units used.
- Used Colors : shows all colors used in the current design along with their names and coverage.
- Status Bar : shows context aware help information and document information.
- Document Tab : shows the design name.

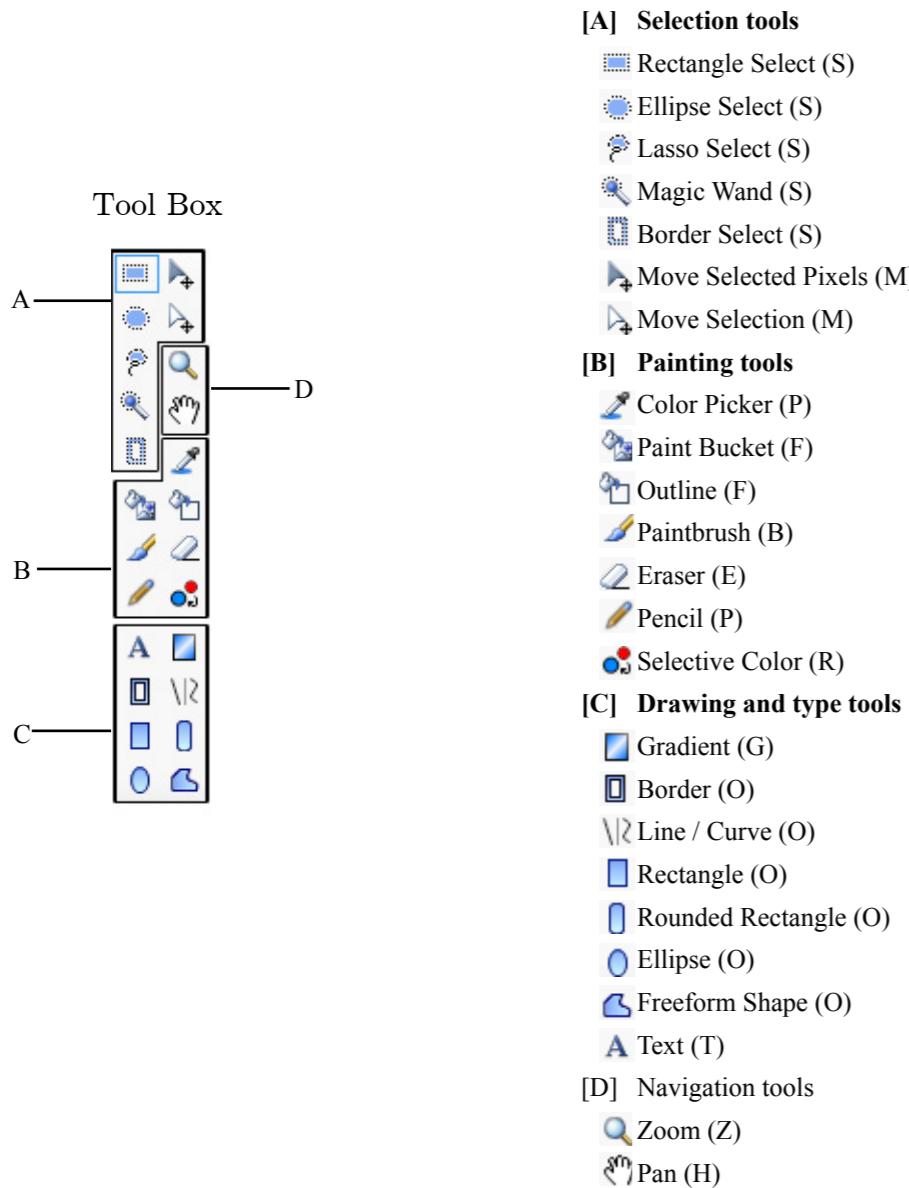
Using Galaincha

Using the Galaincha Tools

www.galaincha.com.np

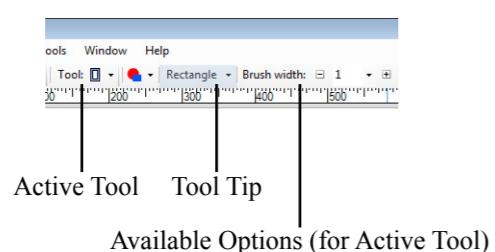
Using Galaincha

Working with Files



Tool Options

The options bar appears on the menu bar at the top of the work area. The options bar changes as you select different tools. Some settings in the options bar (such as Brush width) are common to several tools, and some (such as Fill setting for the Paint Bucket tool) is specific to one tool.

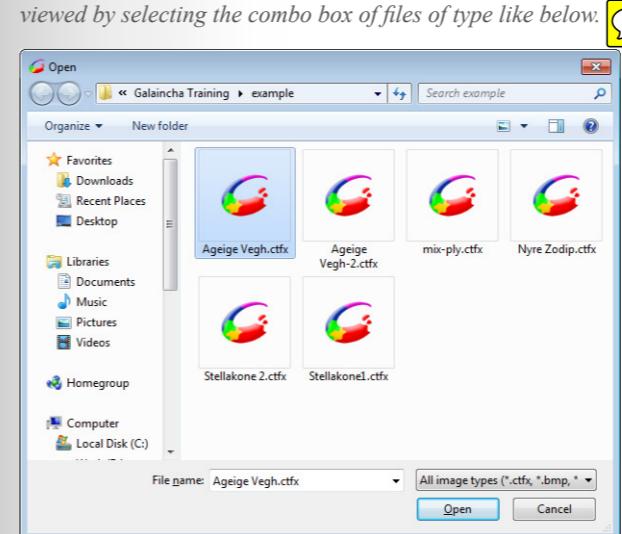


support@galaincha.com.np

• Opening designs

Go to File > Open (Ctrl+O)

A dialog box appears so that you can select any of your files to open in Galaincha Software. You can open various types of image files like JPEG, GIF, BMP, PNG etc and also Carpet File (*.ctf used in previous versions) and Carpet File Extended (*.ctfx). Various valid file types can be viewed by selecting the combo box of files of type like below.

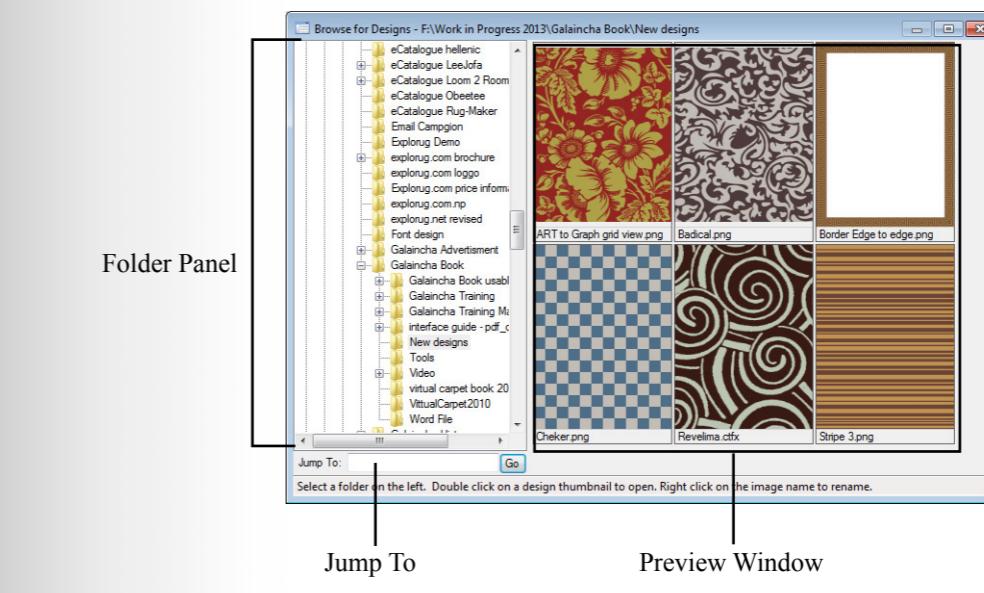


The image you opened will appear in a new window

• Browse designs

Go to File > Browse (Alt+Ctrl+O)

Galaincha Browse will assist you to locate the image files in **effortless approach**. You can right away preview the designs in thumbnail view and browse them without **need of** opening individual files.



Folder Panel : Folder Panel shows the folder hierarchy. Use it to navigate the folders.

Jump To : Type the folder hierarchy into Jump To box and you can quickly jump to the destination folder.

Preview Window : Display a preview of the files present in the selected folder.

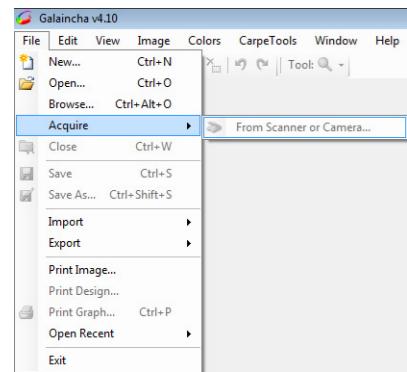
Using Galaincha

Working with Files

Acquiring Images from Scanner

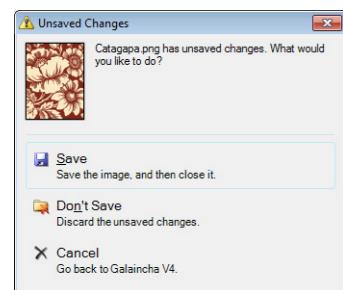
- Go to File > Acquire > From Scanner or Camera

This features can be used to acquire pictures from scanner or camera directly in to the Galaincha software.



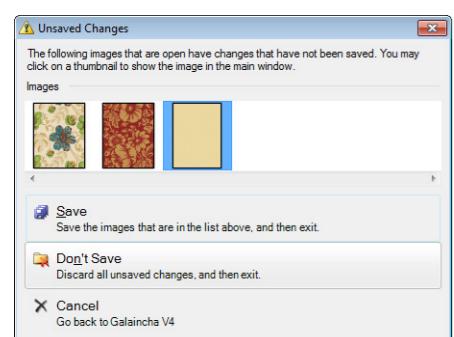
- File > Close (Ctrl+W)

To close the current working window or design. This doesn't close all the windows or the designs that are opened at that time. If the design is not saved then dialog box appears to inform to save or not to save the current working design.



- File > Exit

Use this to exit Galaincha Software. You will be asked to save your changes if you have not done so. If you have many designs that have unsaved changes, you will be asked for confirmation first.



www.galaincha.com.np

support@galaincha.com.np

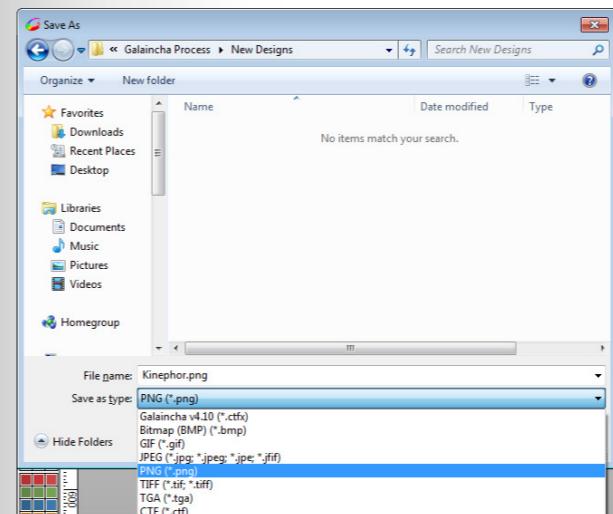
Using Galaincha

Working with Files

Saving Designs

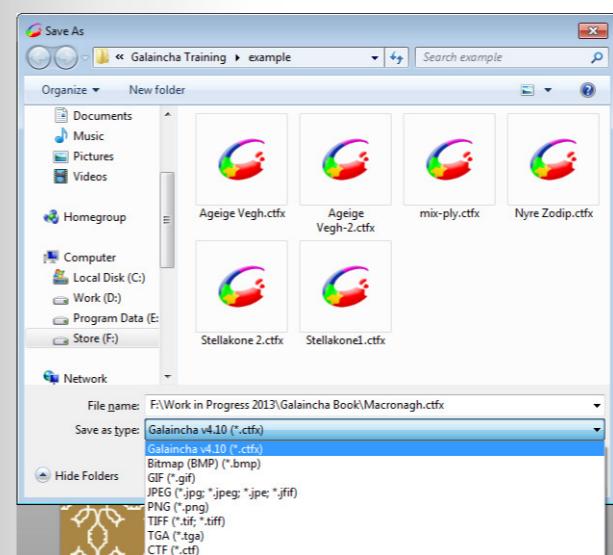
- File > Save (Ctrl+S)

This allows you to save your document file in any format you want. The main feature about it is that it suggests you the favorable and unique name for your design so that you don't have to think of the name for your newly created document.



- Go to File > Save As (Ctrl+Shift+S)

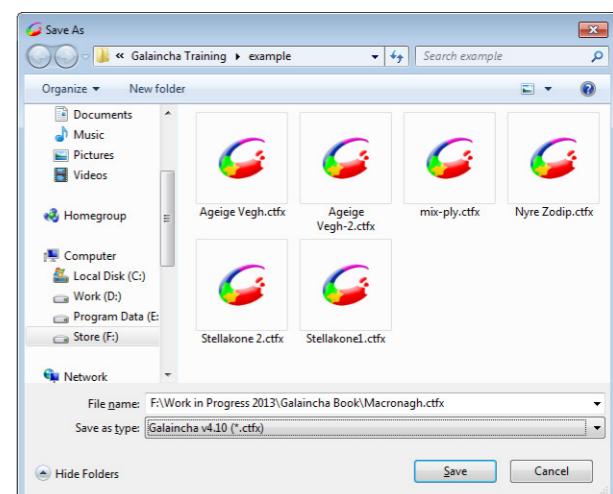
This allows you to save your document file in any format you want. The main feature about it is that it suggests you the favorable and unique name for your design so that you don't have to think of the name for your newly created document.



- File Format:

You can choose file format, click on the down-facing arrow next to the box labeled Save As Type

After you save your image for the first time, you can continue to save it throughout your Galaincha session by clicking on the File menu and selection Save (Ctrl+S)



Using Galaincha

Working with Files

www.galaincha.com.np

- File > Import

You can import any Photoshop file format (*.psd) into the Galaincha Software directly. The main feature of this function is it also renders the layers of the photoshop file (*.psd) files.



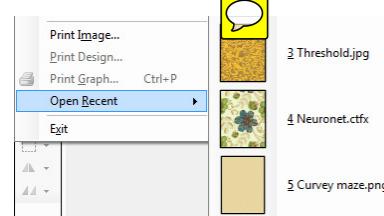
- File > Export

You can also Export the current document or any Carpet File (*.ctf or *.ctfx) into Photoshop compatible file format (i.e. *.psd). This also renders all the layers in the current file and you can edit or modify that file into Photoshop.



- File > Open Recent

This feature allows you to view and access your recent files that had been opened in the Galaincha Software lately. Illustrated below, the Open Recent menu allows you to quickly access the last 8 designs you have opened with Galaincha. Each design is accompanied by a thumbnail to help you quickly locate it visually. There is also a command, "Clear this list," that allows you to quickly clear the list.



Using Galaincha

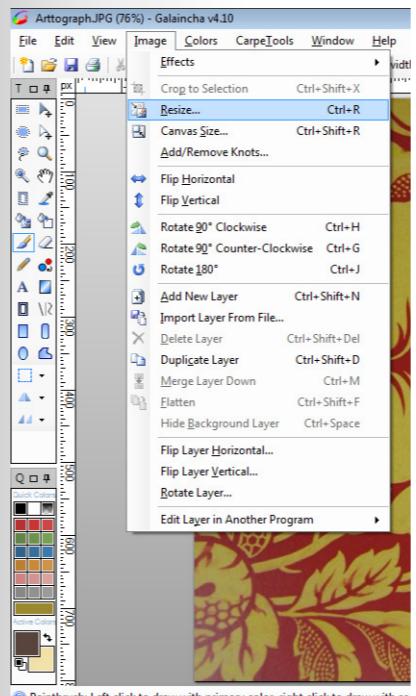
Manipulating Designs for Weaving

support@galaincha.com.np

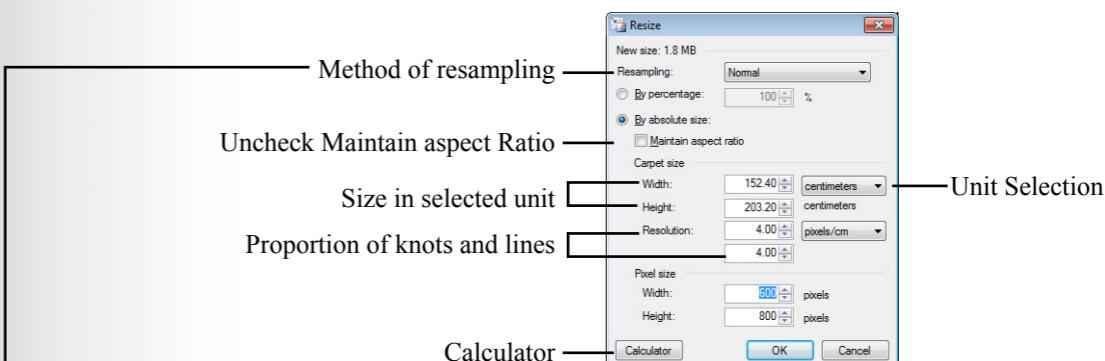
Resize

- Go to Image > Resize (Ctrl+R)

This command lets you change the size of the design. In the process, the design is either stretched or shrunken to the size you specify. You may specify a relative percentage to resize the image by, or you specify the absolute pixel or print size that you desire. If the "Maintain aspect ratio" option is checked, then typing a new Width value will maintain a proportional Height value, and vice versa. If you choose to modify the print size of an design, the pixel size will be based on the resolution, which defaults to 96 pixels per inch, which is the same as 37.8 pixels per centimeter. For example, if you specify the design to be 1 inch wide, and the resolution is 96 pixels/inch, then the design will be resized to be 96 pixels wide.



The Resize window will appear



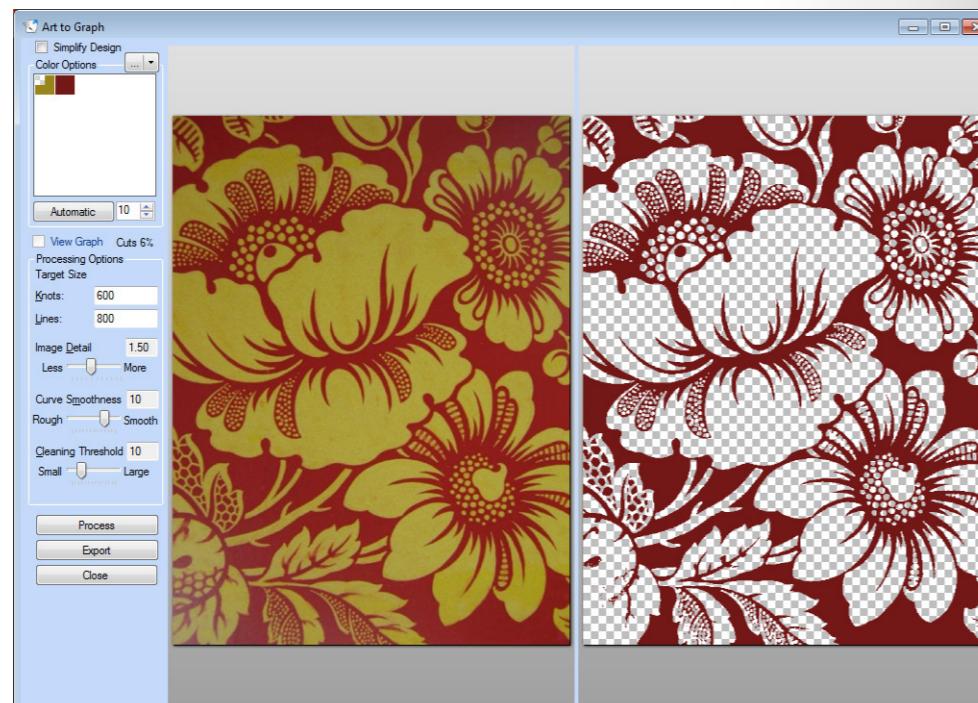
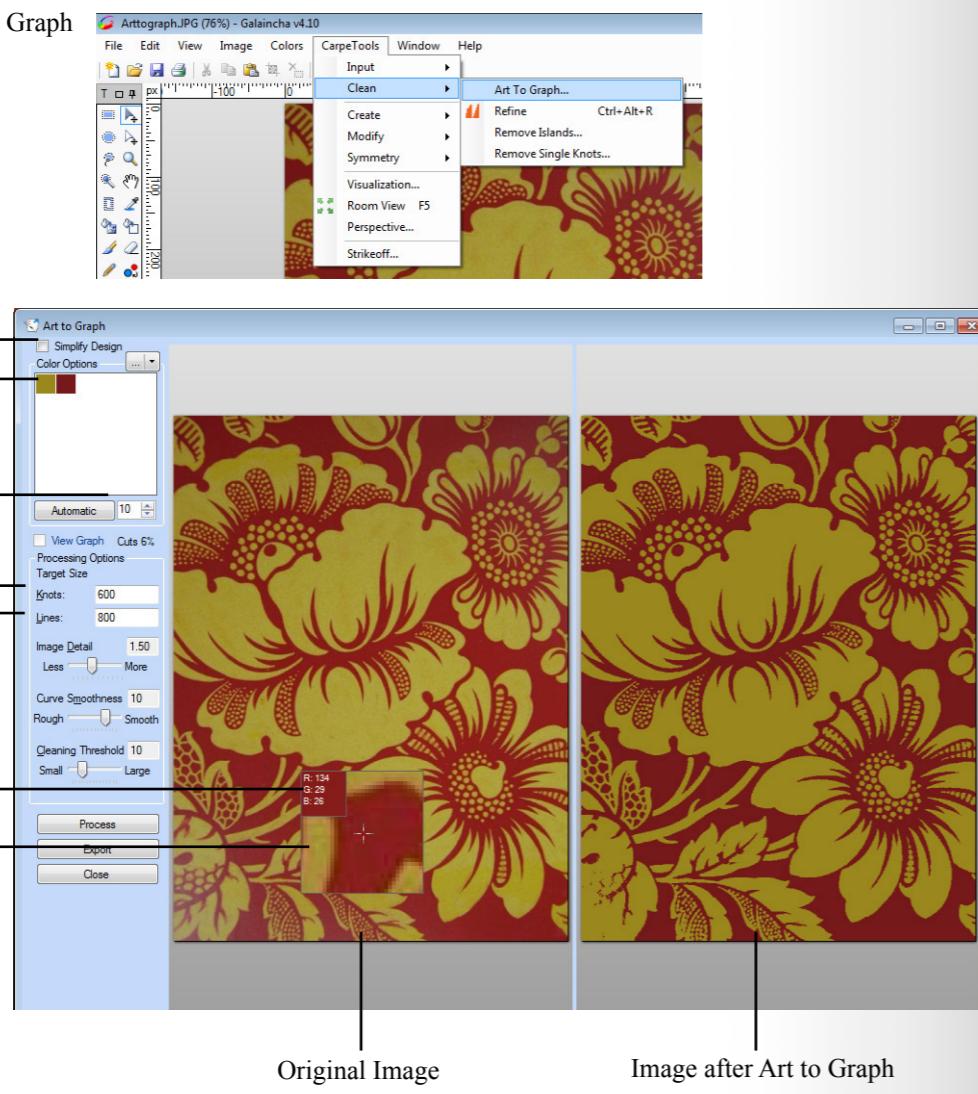
Antialiased :	When you resize any photographic image, it is used.
Detailed :	To resize design with minimal distortion and retain small details, it is used.
Normal :	Normal resize is a resize method like in other programs.
	It will distort your image so you may have to rework on it.
Smart :	When you want to resize design which does not have any kinds of outlines in motif, this option is used.

Using Galaincha

Reducing Colors

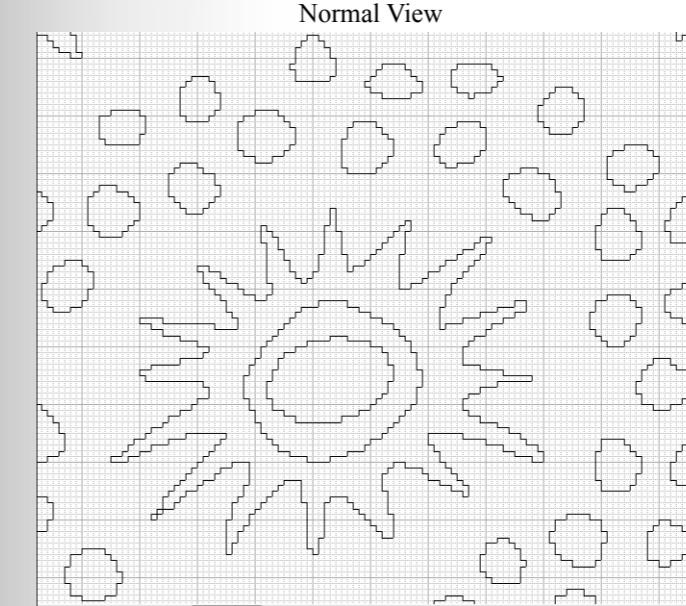
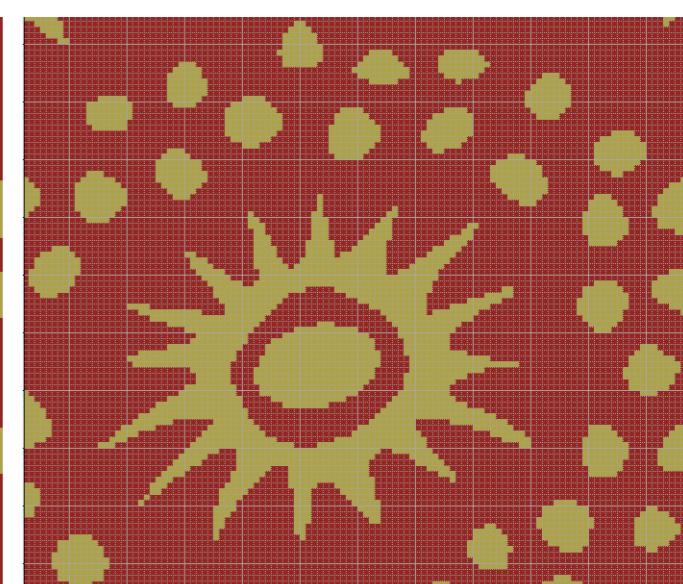
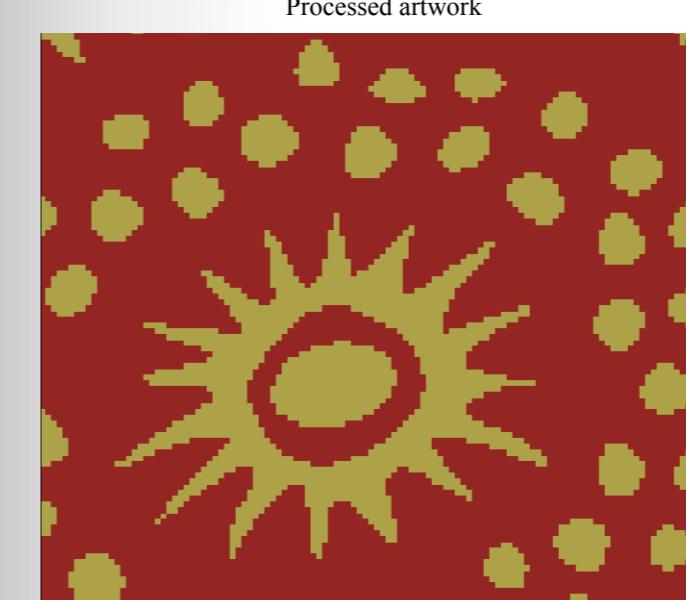
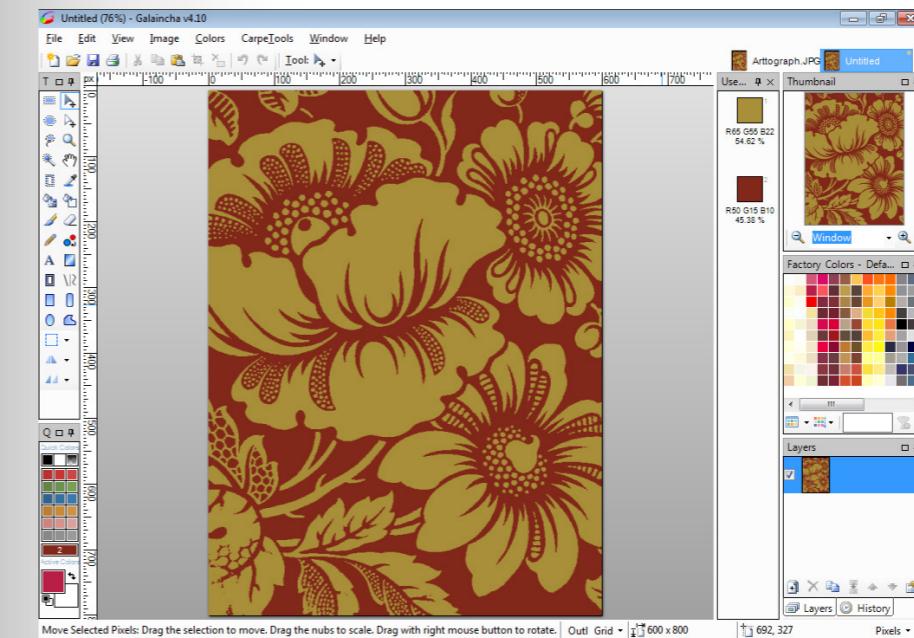
Art to Graph

- Go to CarpeTools > Clean > Art To Graph



Using Galaincha

Reducing Colors



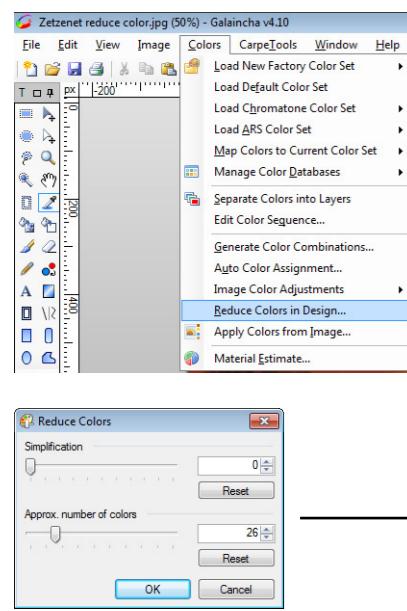
Using Galaincha

Reducing Colors

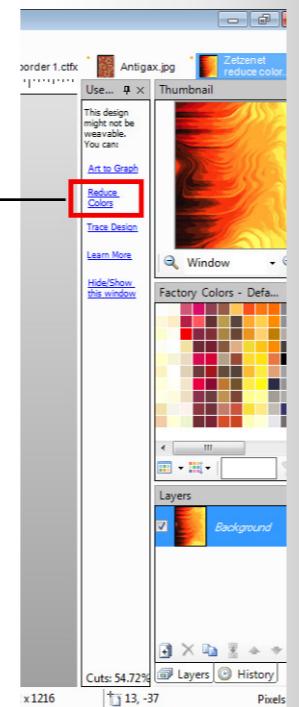
Reduce Color

- Go to Color > Reduce Colors in Design

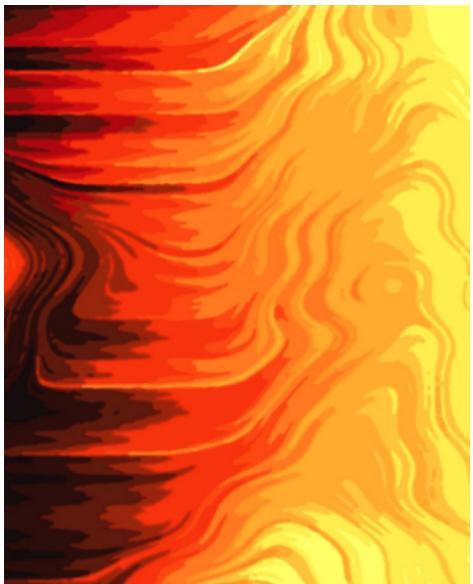
Photographic image uses numerous colors which is practically not possible to weave. The image needs to be processed such that the design has weavable number of colors



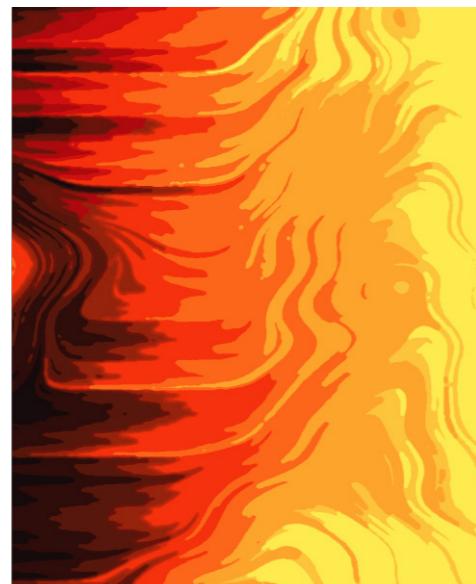
When you open a design (File > Open) or click on Open icon from icon bar, Galaincha software will immediately warn you that the design is not weavable as it contains numerous numbers of colors in Used Colors bar. It will also give you an option that you can Reduce Colors or Trace Drawing. Click on Reduce Colors and change the value of Simplification to 0 with Approx. number of colors to 26.



After clicking OK, you have now reduced the numerous colors into just 26 colors. You can further reduce the number of Used Colors by replacing similar looking colors. Simply drag the color that you want to use in the design over the replaceable color



Original Image



Design After Reducing Color

www.galaincha.com.np

support@galaincha.com.np

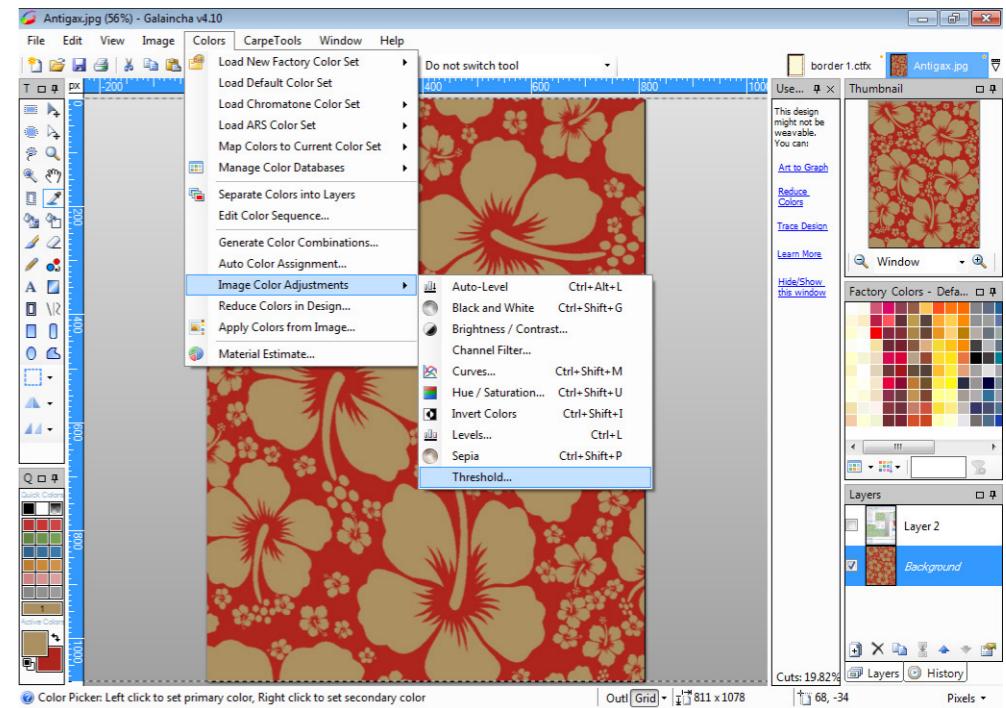
Using Galaincha

Reducing Colors

Threshold

- Colors > Image Color Adjustments > Threshold

Threshold converts the image into a two color design depending on whether the original color value lies within or outside the threshold range. Threshold is a very important command that is often used to prepare scanned RGB or RGB a images for vectorization or use as guide layers in the creation of drawings. It can be used with raster data designs to set off ranges of values that may then be used for subsequent analysis or as selection masks.



Double click on the Primary Color to open the Color Selection Dialog.



By moving this crusier you can verify the design.



The output after applying Threshold

Using Galaincha

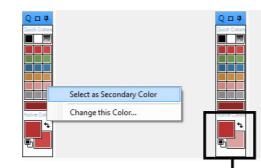
Color

Choosing Primary and Secondary Colors

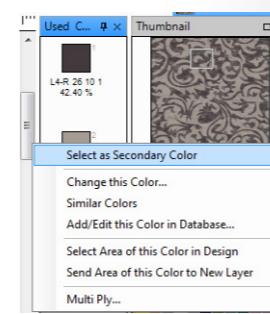
Galaincha allows selecting two colors as Primary and Secondary. Most operations use the Primary Color. When two colors are required, for example, for the Multi-Ply effect, the Secondary Color is used. Most drawing tools use Primary Color on left click and Secondary color on right click.



Color Palate



Color after selection of Secondary color



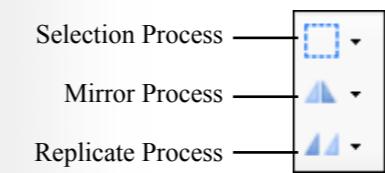
Selection of Secondary color from used color box

The primary and secondary colors can be set from different locations. In Available Colors, left-click to select the primary color and right-click to select the secondary color. In Used Colors and Quick Colors, click to select the primary color and right click and choose Select as Secondary Color from the context menu to set the color as secondary color.

You can also double click on the Primary Color and Secondary Color to open the Color Selection dialog from which you can select the color. The color picker tool can be used to select the primary and secondary colors. Left click to select primary color and right click to set secondary color.

Using Galaincha

Process Bar



Select All	Horizontal Opposite	Horizontal – N*/AS*/F*
Left Half	Horizontal Immediate	Vertical – N*/AS*/F*
Right Half	Horizontal Hinged	Border– N*/AS*/F*
Top Half	Vertical Opposite	Entire– N*/AS*/F*
Bottom Half	Vertical Immediate	Brick– N*/AS*/F*
Top Left Quarter	Vertical Hinged	N*Normal AS* Auto Spacing F* Flip
Top Right Quarter	Diagonal Opposite	
Bottom Left Quarter	Diagonal Immediate	
Bottom Right Quarter	Diagonal Hinged	
Full Circle	All Opposite	
Full Ellipse	All Hinged	

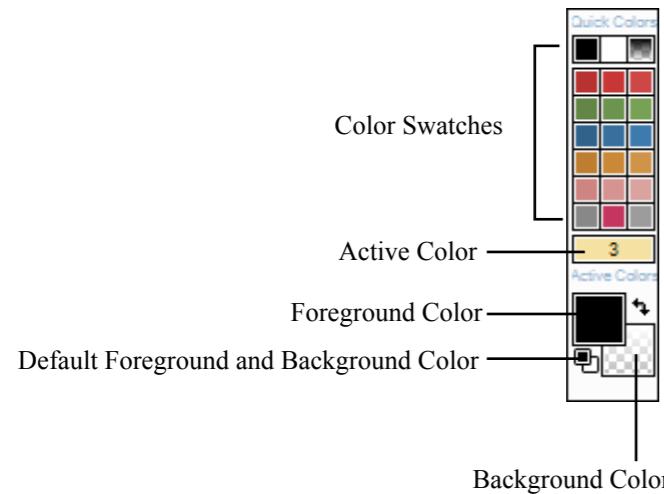
Shaded area is the one that will be selected.



Using Galaincha

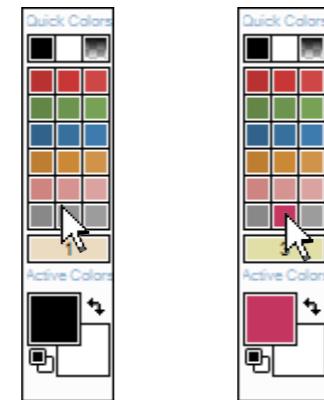
Color

- Quick Color



- Add Color to Swatch

With the help of Color Picker; pick the color that you want to add in swatch. The desired color will be the Foreground Color and then drag and drop the foreground color to swatch.

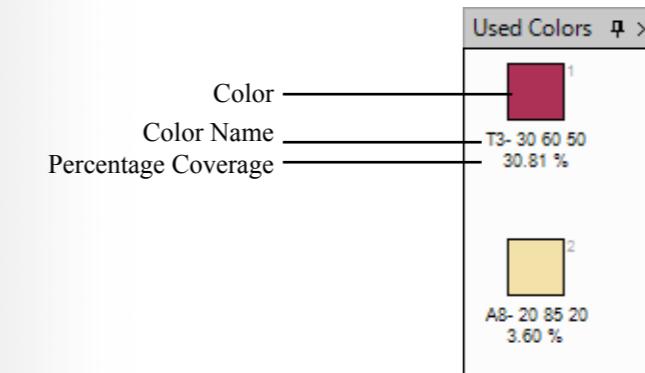


Color selected from image (left), dragging the foreground color to swatch (center), the color is now replaced (right)

Using Galaincha

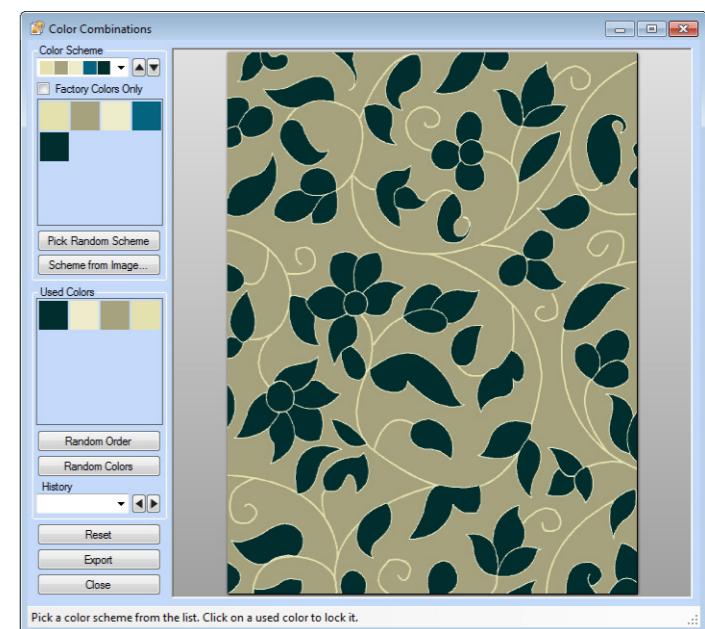
Color

- Design Colors



- Color Combination

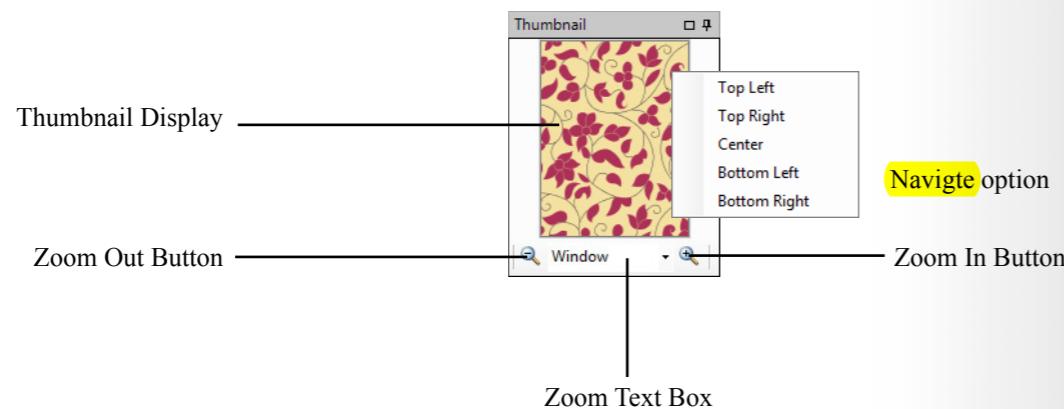
You can automatically generate color combinations based on your own color set. You can change the base color and select different schemes available in the software.



Using Galaincha

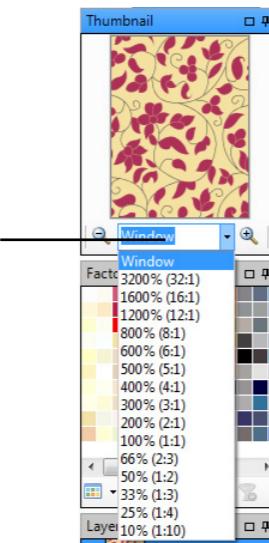
Navigation

- Design Thumbnail

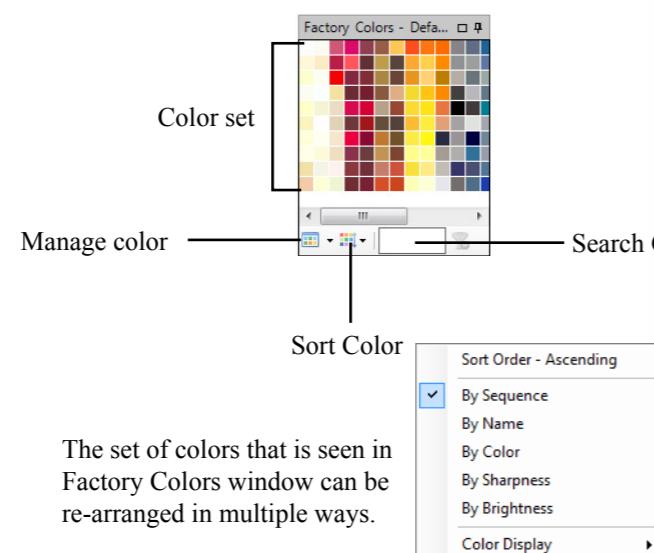


- Zoom Text Box

 You can manually type the value of **Zoom** that you want view or you can select the pre-defined values from the list.

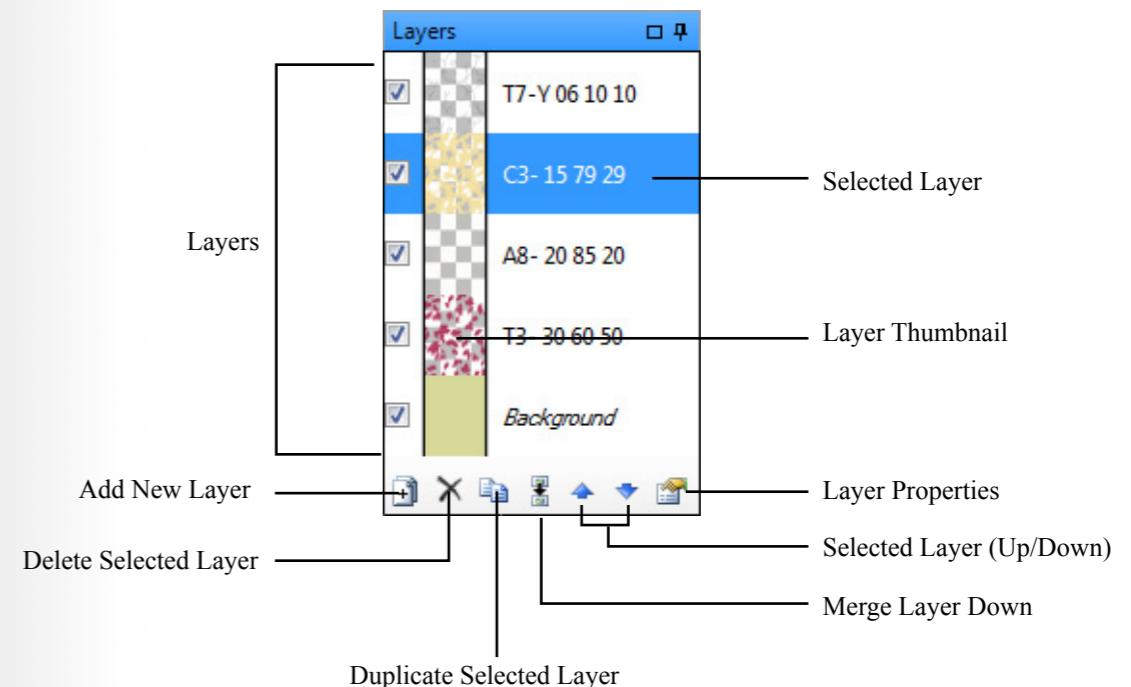


- Factory Colors



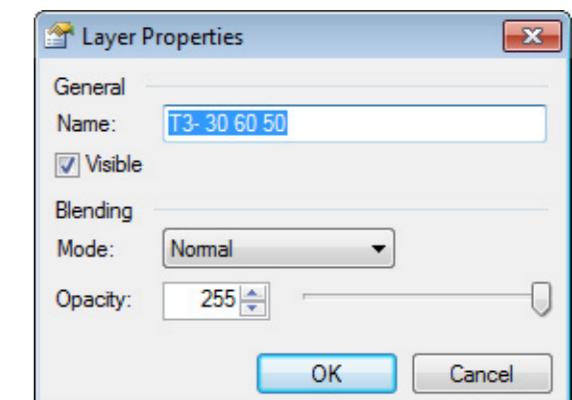
Using Galaincha

- Layers



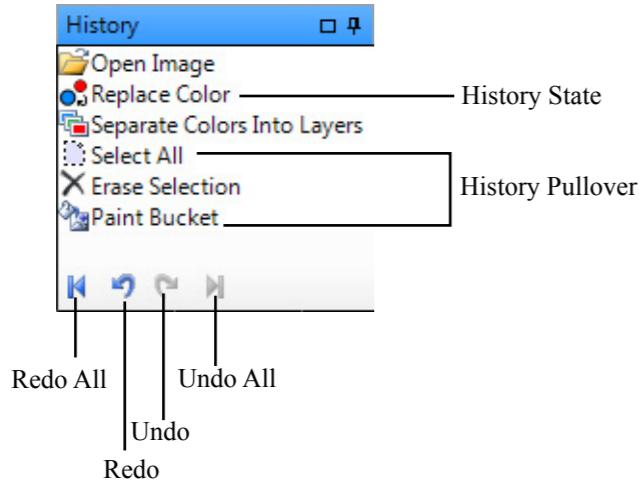
- Layer properties

Double click on a layer or layer properties icon to get addition layer properties like: name, blending mode and opacity.



• History

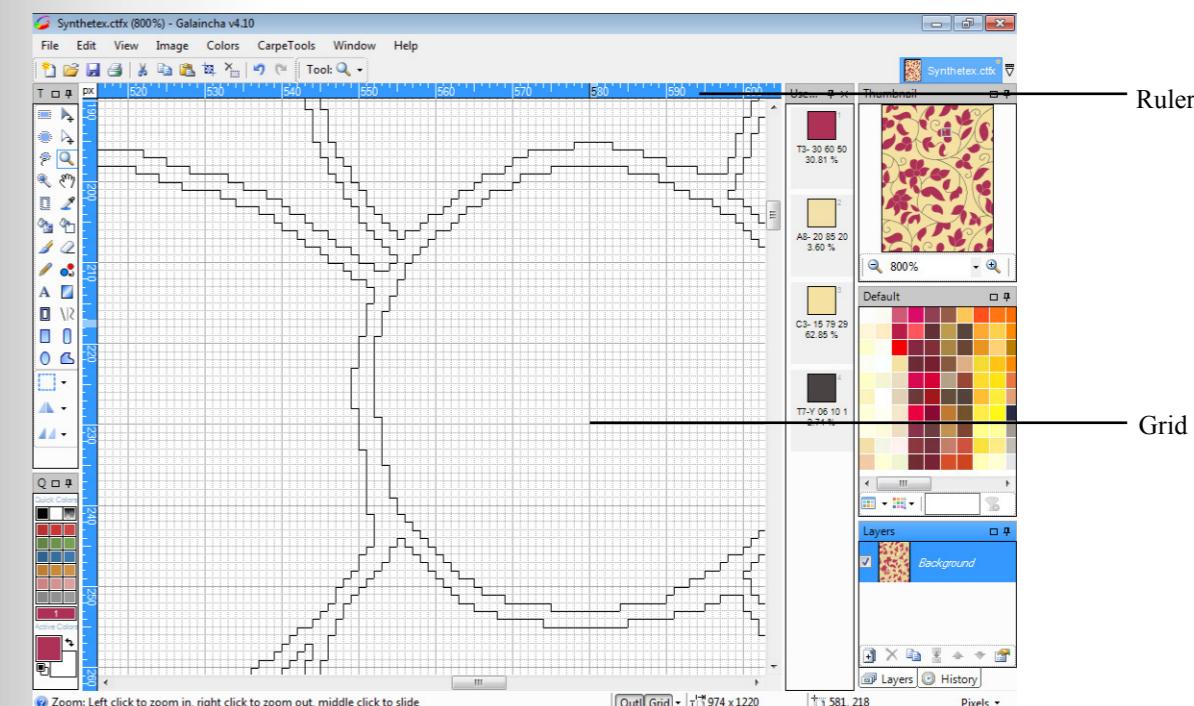
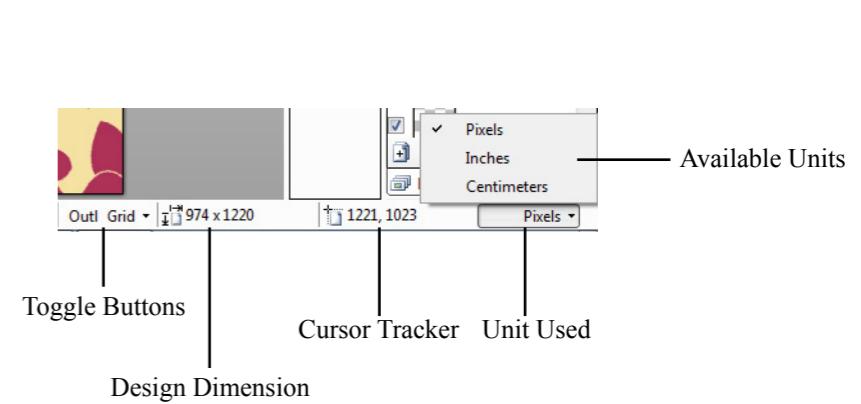
You can use the History to jump to any recent state of the design created during the current working session. Each time you apply a change to a design, the new state of that design is added to the palette.



Once you close and re open the design, all states from the last working session are cleared. The initial state of the design is displayed at the top, and new states are added to the bottom of the list. That is, the oldest state appear at the top of the list, and the most recent one at the bottom. Each state is listed with the name of the tool or command used to change the design. By default, when you select a state, the states below it are dimmed. This way you can easily see which changes will be discarded if you continue working from the selected state.

• Editing Area and Status Bar

 As you move the mouse in the editing area, the cursor tracker at the status bar at the bottom will show you the knot and line you are in, how far you are from the origin in terms of the current unit and the page that you are currently in. The Toggle Buttons are switches used to either turn on the Ruler / Grid in the work area or turn them off. The other information is static information about the carpet – The unit used and the dimensions of the carpet in terms of the Knots and Lines.



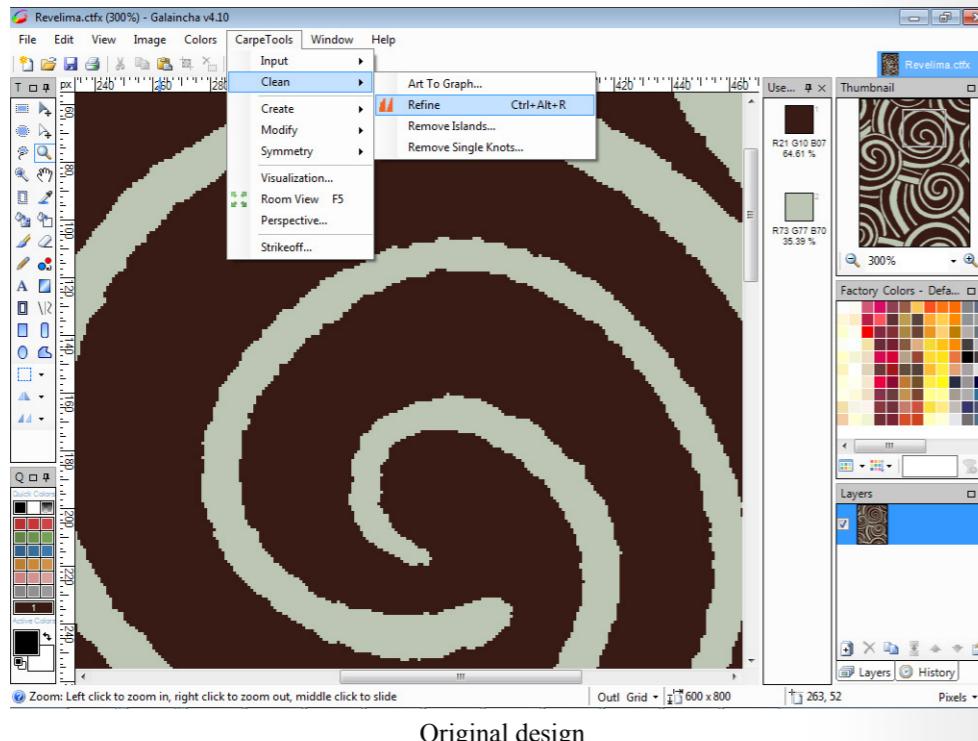
Using Galaincha

Cleaning Up

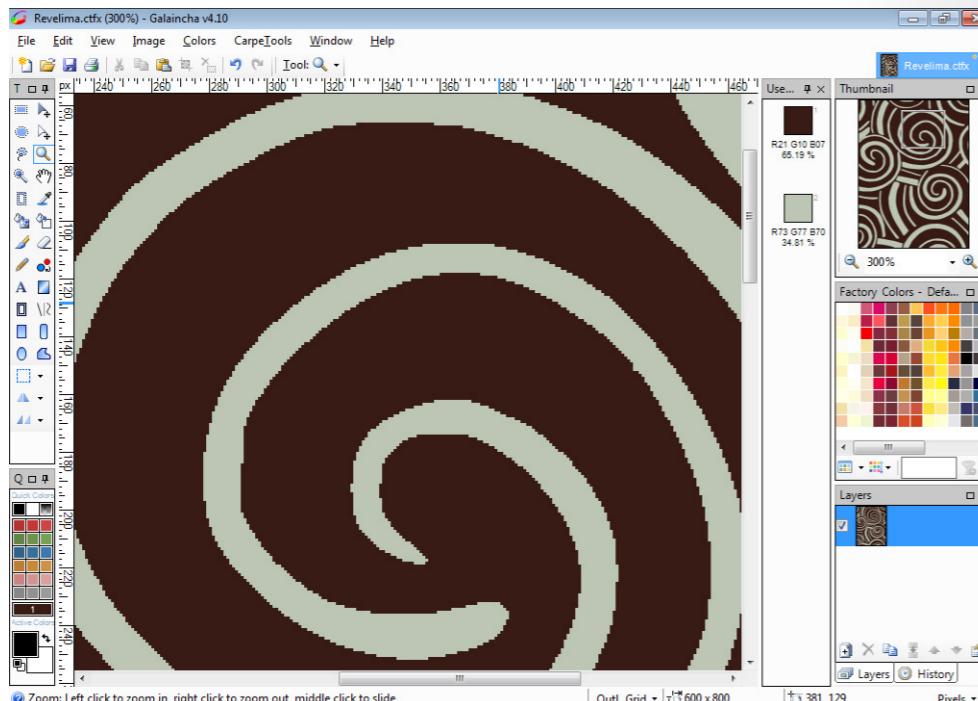
Refine

- CarpeTools> Clean> Refine (Ctrl+Alt+R)

This tool is mainly used to smooth the curves and edges of the designs. This tool can be used after performing Art to Graph/Threshold/Reduce Color. If the design have zig zag curves then it can be made smooth by using this tool.



Original design



The output after applying Refine



Using Galaincha

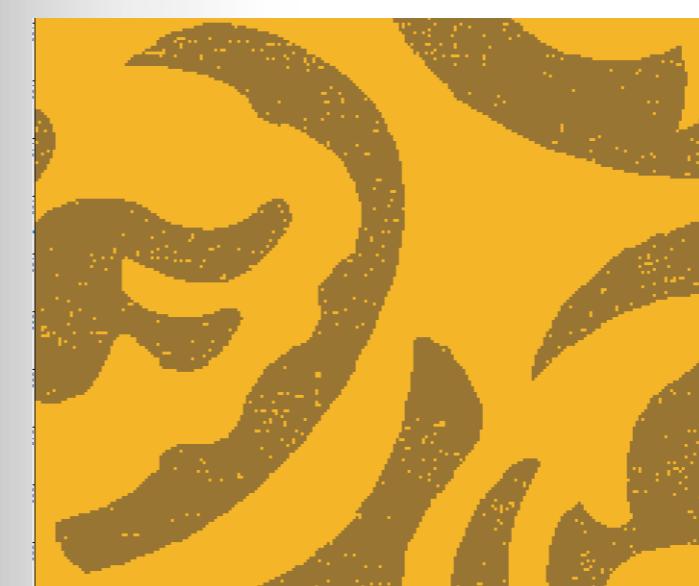
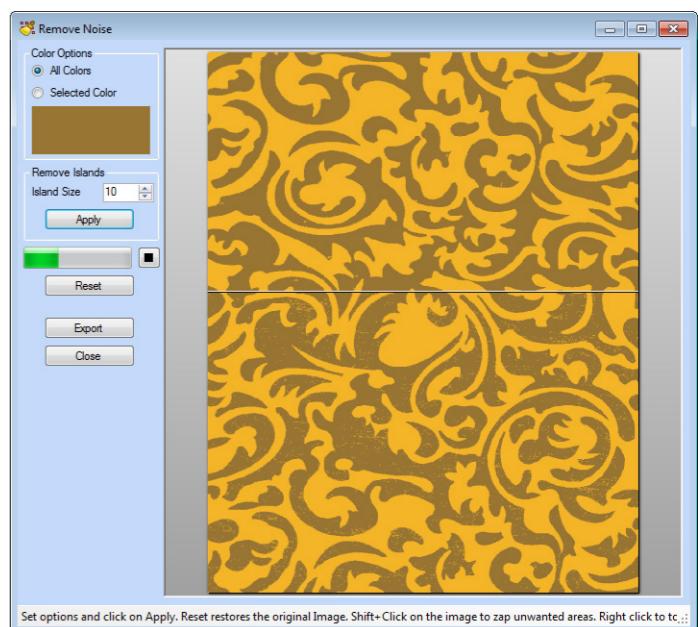
Cleaning Up

Remove Islands

- Go to CarpeTools > Clean > Remove Islands

This tool is important in the processing phase of the carpet.

While cleaning, there may be small areas of color (islands) which have to be removed. Such a situation may arise after doing Art to Graph or Threshold or Reduce Color. You can specify the size of the areas to be removed, and whether all colors need to be processed or just the selected color.



Artwork before applying Remove Islands



The output after applying Remove Islands

Using Galaincha

Cleaning Up

Remove Single Knots

- Go to CarpeTools > Clean > Remove Single Knots

This tool is similar to Remove Islands but it removes unwanted single knots from the designs.

You can apply different options to remove the single knots.



Artwork before applying Remove Single Knots



The output after applying Remove Single Knots

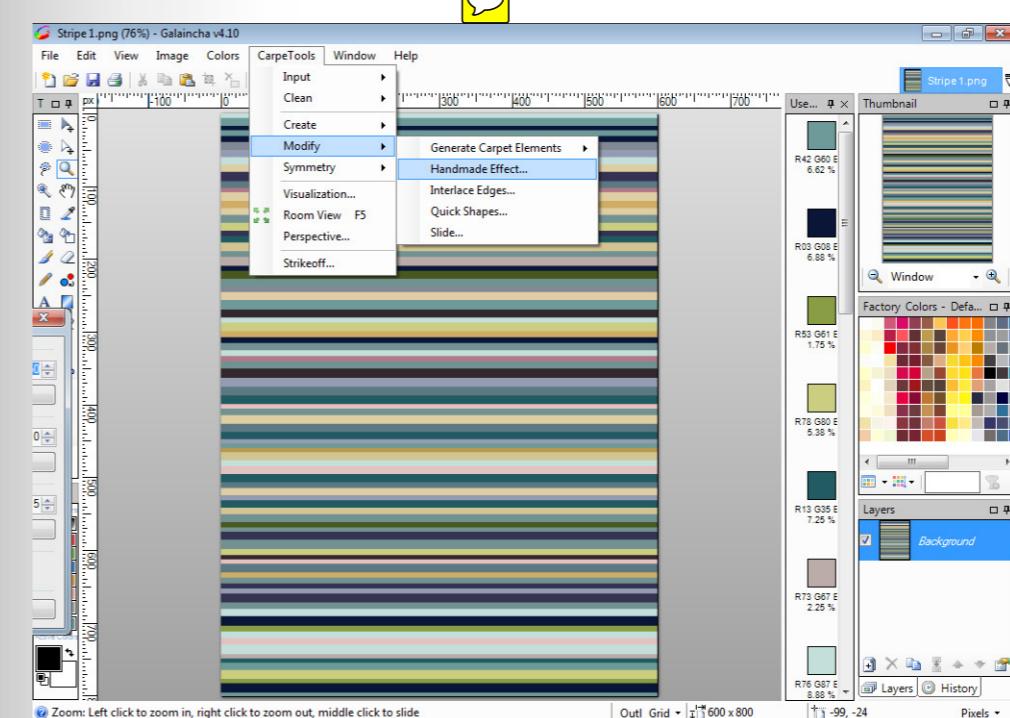
Using Galaincha

Effects

Handmade Effects

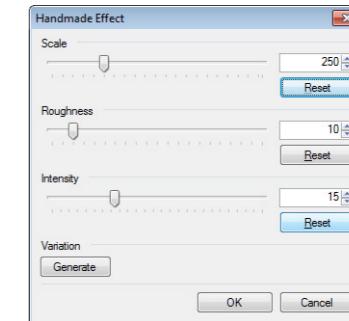
- Go to CarpeTools > Modify > Handmade Effect

This can be helpful for you if you want to create designs which looks like handmade. By using this effect, your design looks like handmade. The curves and lines are made less smooth.



Without Handmade Effects

You can change the scale, the intensity and the roughness for making the handmade effect design from the current design.



After Applying Handmade Effects

Using Galaincha

Creating Design

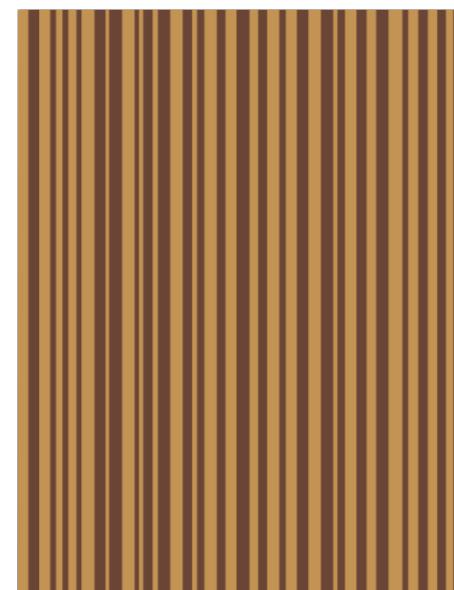
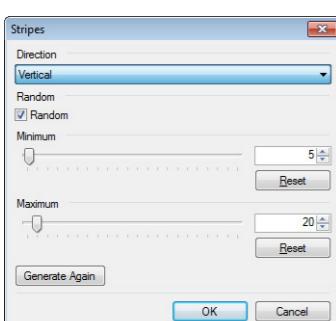
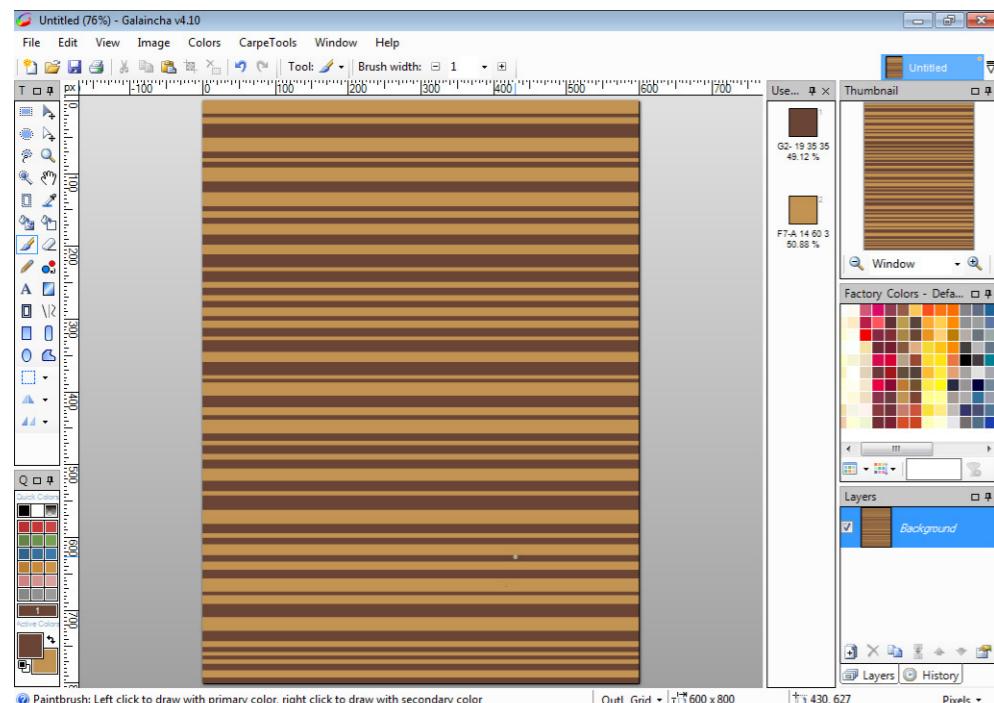
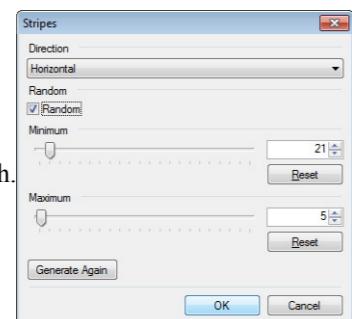
Stripes Creation

- CarpeTools > Create > Geometric > Strips

You can create Vertical or Horizontal Stripes using this tool.

This tool creates Stripes of selected width of active colors (Primary and Secondary color).

We can specify to create stripes of fixed width or random width.



Using Galaincha

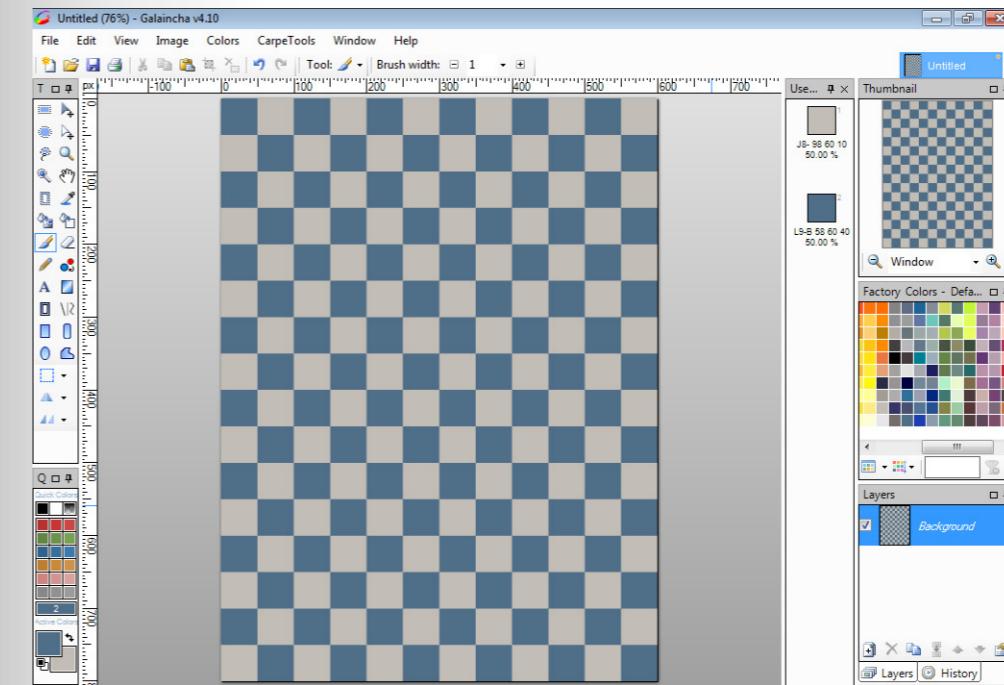
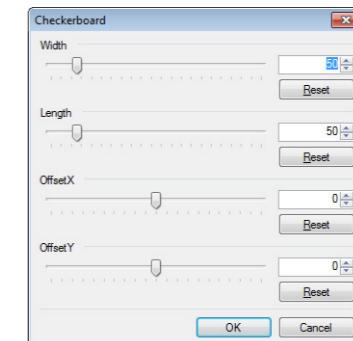
Creating Design

Checker Board

- Go to CarpeTools > Create > Geometric > Checkerboard

If you want to create two color checkerboard design, then this tool will help you.

This tool creates checkerboard of the active colors (Foreground and background color).

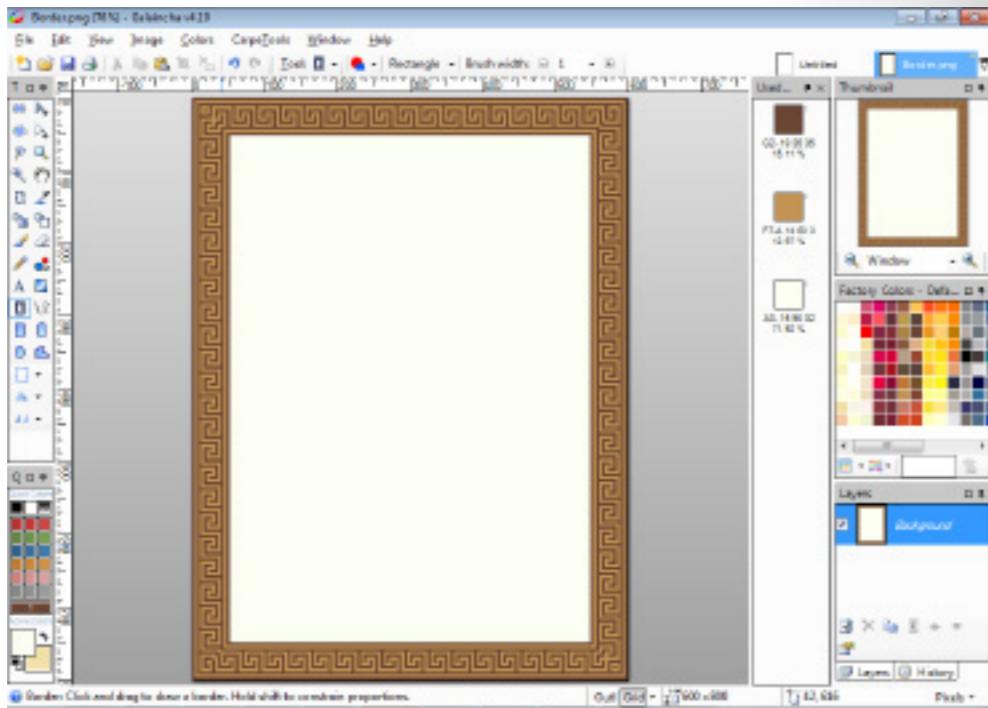
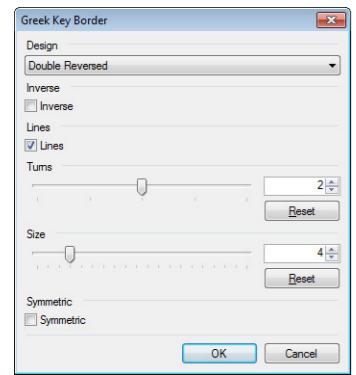


Using Galaincha

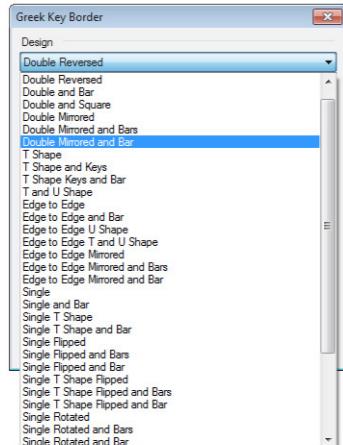
Creating Design

Greek Key Border

- Go to CarpeTools > Create > Geometric > Greek Key Border



You can also choose different border option.



Different types of border



Using Galaincha

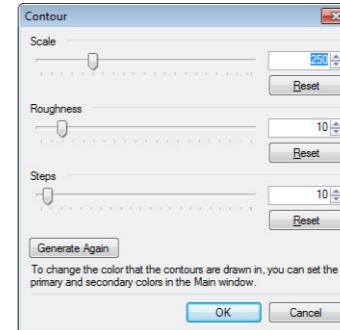
Creating Design

Contour

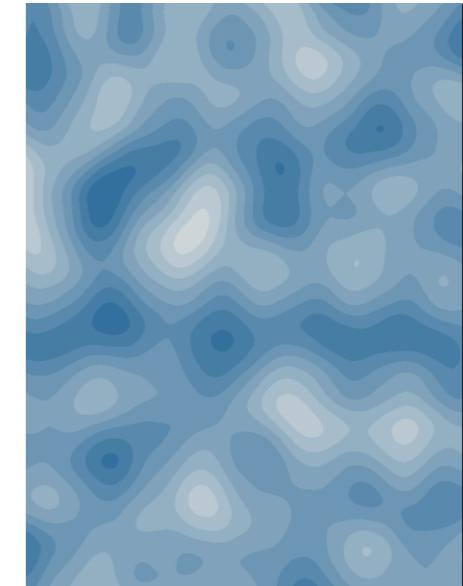
- Go to CarpeTools > Create > Irregular > Contour

It is a powerful tool to create Abstract designs.

This effect is created by the blend of foreground color and background color. As with clouds effect, when you apply this effect, the design on the active layer is replaced. Generally contour effects are applied to create effects as shown below.



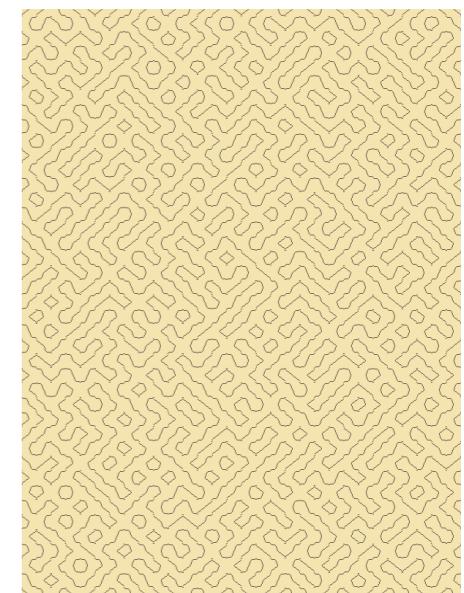
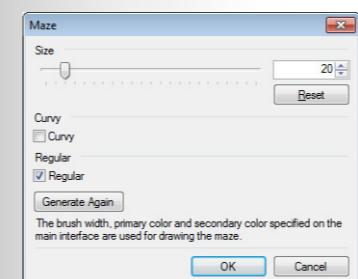
Different designs can be created by changing the scale (the size of the contour pattern), Roughness (roughness of the pattern or the edges) and the Steps (layers of the contour)



Maze

- CarpeTools > Create > Irregular > Maze

If you want to create Maze like design then you can create it by using this tool. This tool creates maze of foreground color and the background of maze is the background color. Like clouds and contour, when you use this tool, the design in the active layer is replaced.



Normal Maze Design

Curvy Maze design

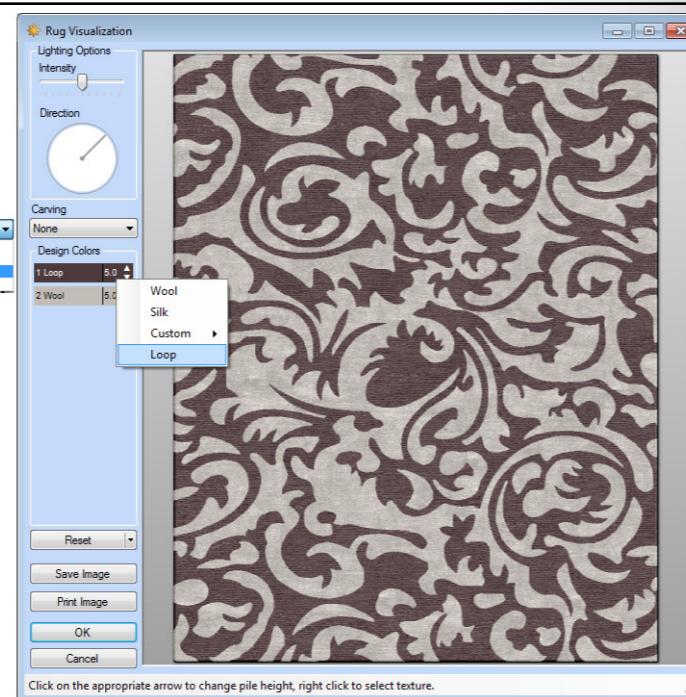
Using Galaincha

Visualization

- Go to CarpeTools > Visualization

Visualization is another mostly used tool in Galaincha software. This function helps you to visualize your design as a finished carpet. It shows the real output of the design that you have currently created. So using this function you can see how your design is going to look like when it is ready.

Also you can select the type of material (**Wool, Silk, Loop and Custom**) and also select high pile and low pile according to your needs for each color or material.



Above shown is the 3D-simulation controller of the carpet. By using this you can specify each material to each color in your design and also you can not only set high pile or low pile but also the actual size of high pile or low pile.

Also to make the carpet more accurate to the actual carpet we can select the carving (including trimming) as None, Light, Regular and Deep.

To select the material to each color, right click on the color displayed on the left hand side and select the material (Wool, Silk or Loop) and then high pile and low pile by clicking on the arrows with the colors. (up arrow for high pile and down arrow for low pile)

Visualize the different texture as you assign



Realistic visualization in Cut Option



Realistic visualization in Silk



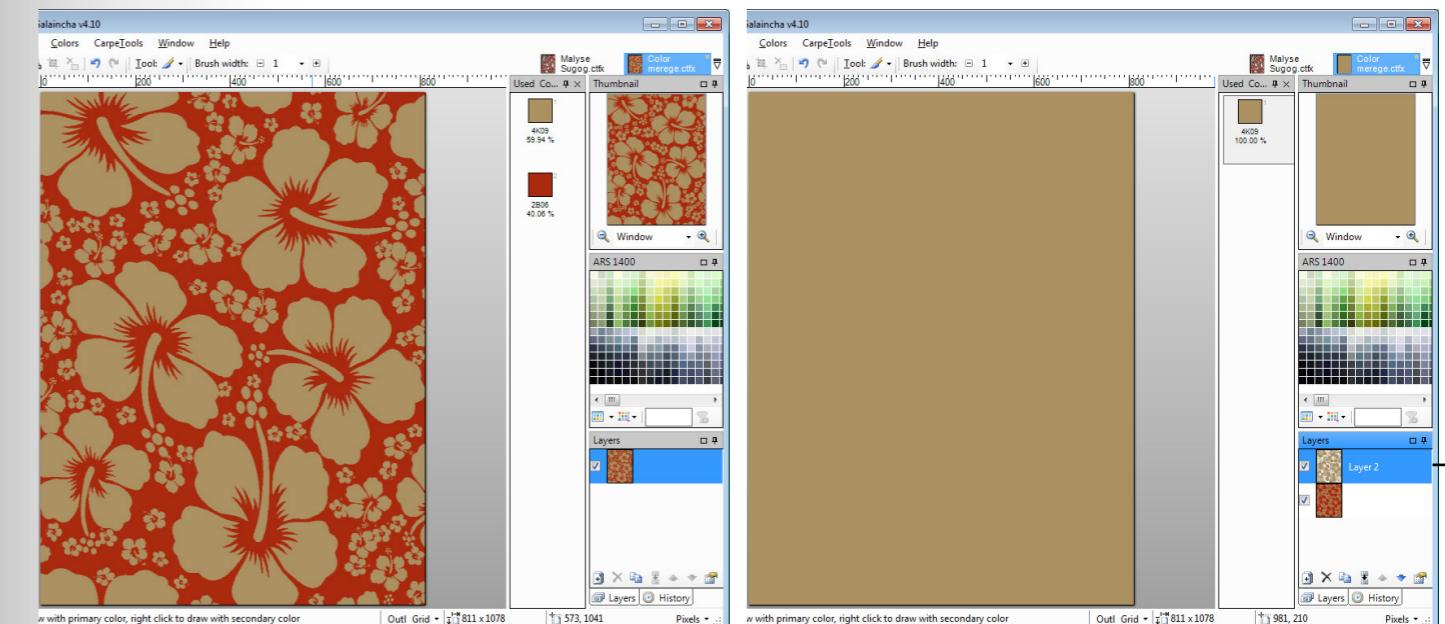
Realistic visualization in Loop and Silk



Realistic visualization in Custom texture

Visualization in Different Texture in Same Color

Hold **Ctrl** key then drag and drop a color over another to merge color and send into different layer. This option is useful to have same color but into different layers and textures.



CTRL + Dragging the color over another sends the color into new layer and merge into single color.



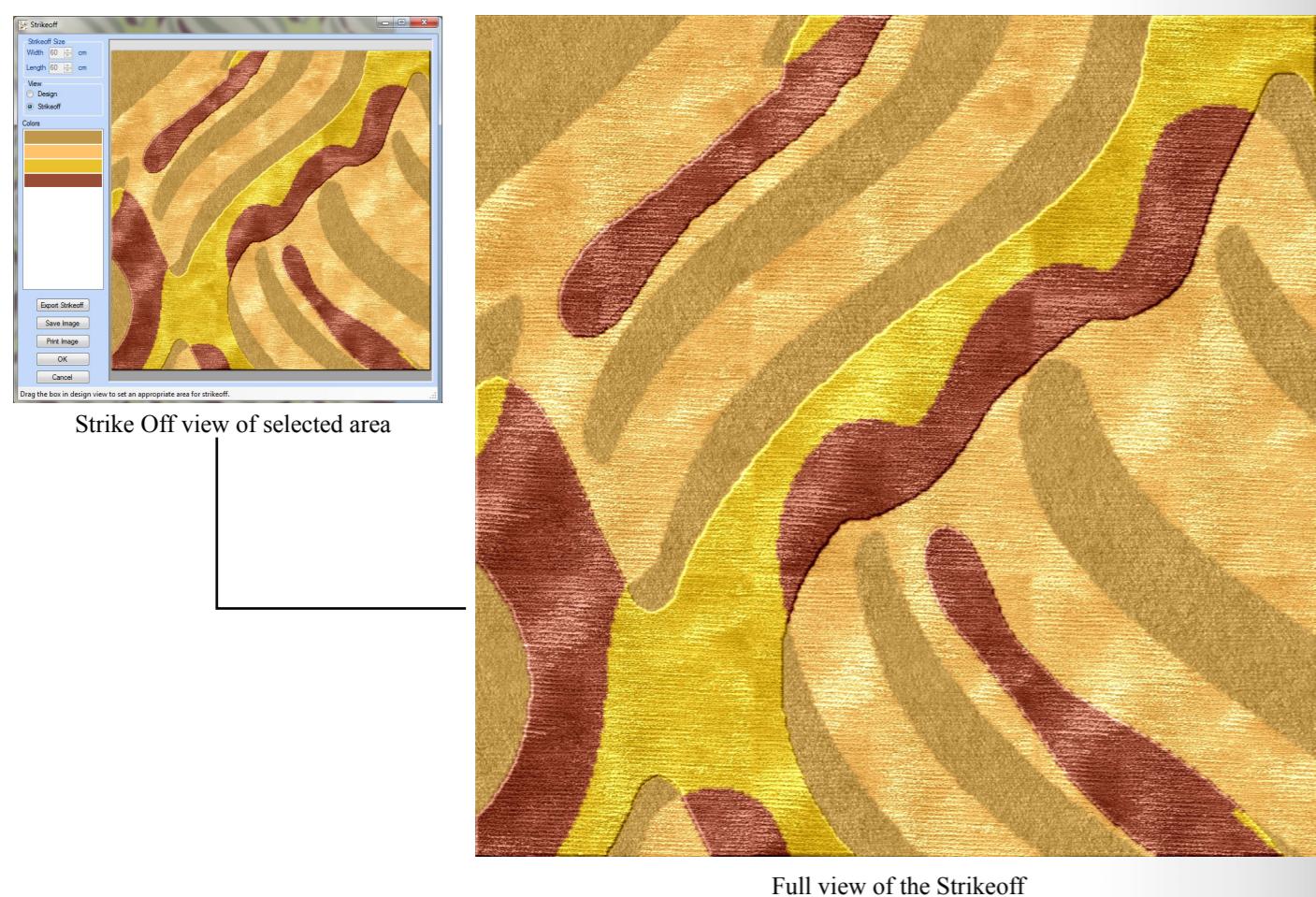
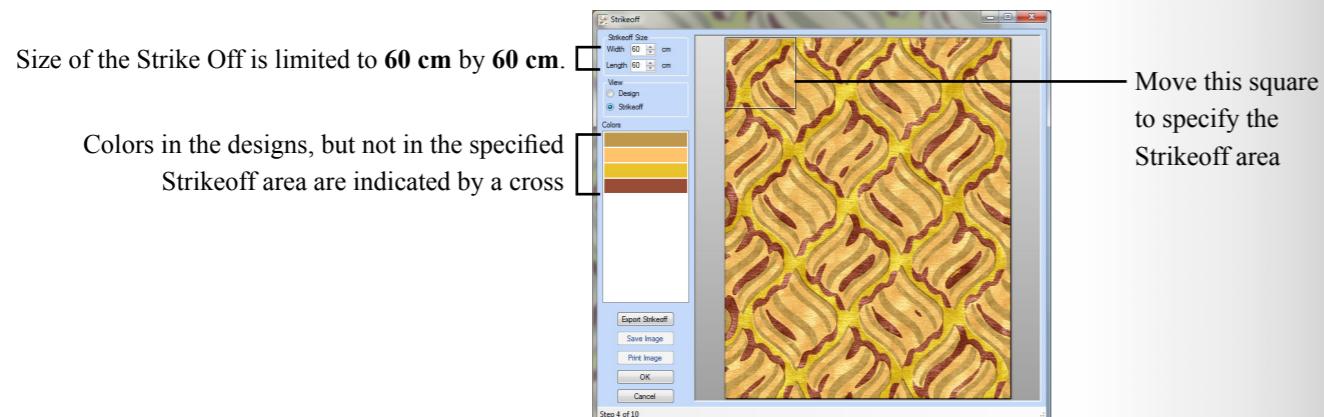
Visualization in same color and different texture

Using Galaincha

Visualization

Strike Off

- Go to CarpeTools > Strikeoff



www.galaincha.com.np

support@galaincha.com.np

Using Galaincha

Visualization

RoomView

Open the design

- Go to CarpeTools > Visualization (F5)

This is another new function that is included in the new Galaincha software. By using this function you can see your design in the real room environment. That means you can visualize how your finished carpet is going to look like when it is actually used in the real room.



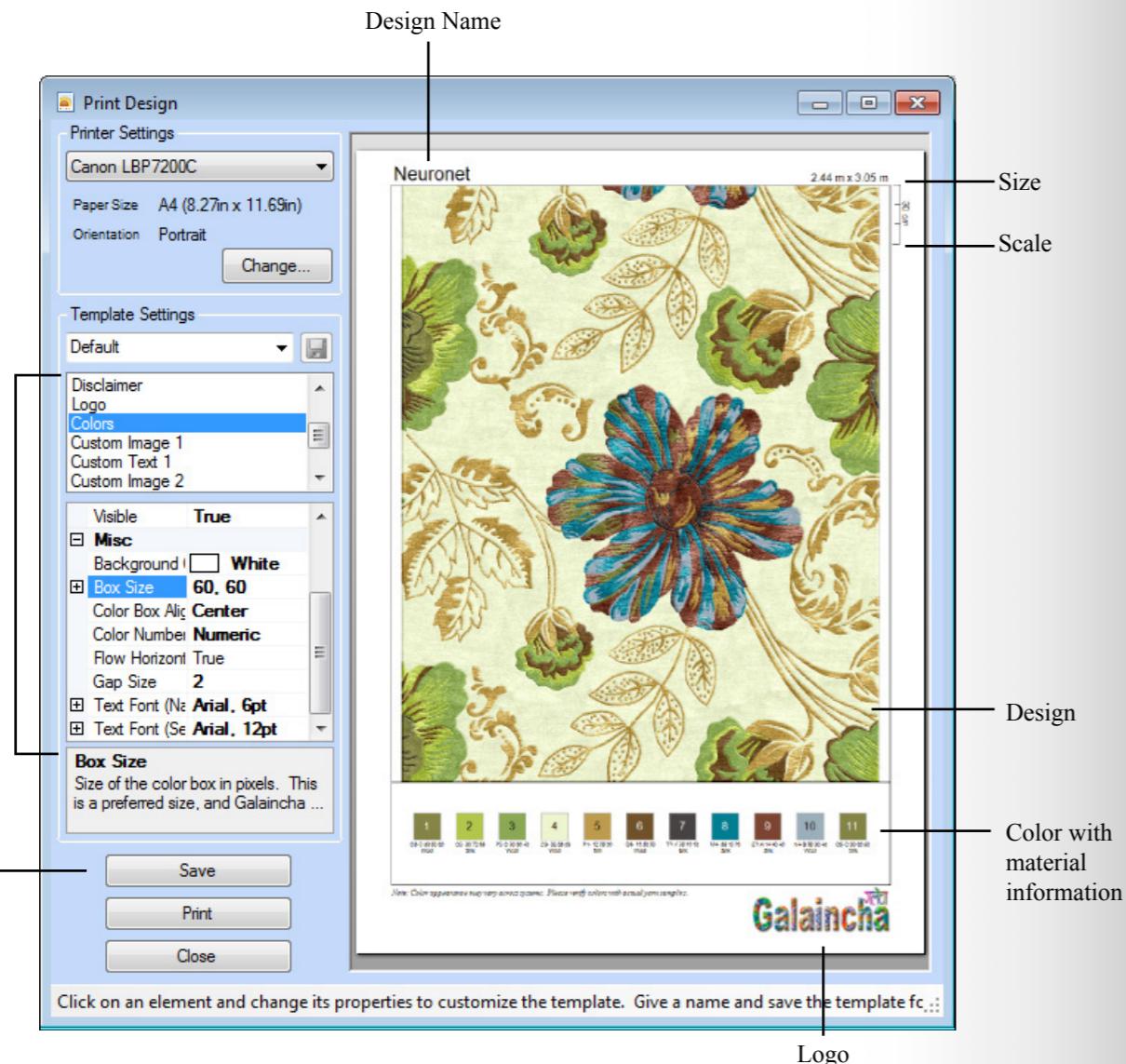
Using Galaincha

Getting Ready for Production

Design Plate

- Open the design

Go to File > Print Design



www.galaincha.com.np

support@galaincha.com.np

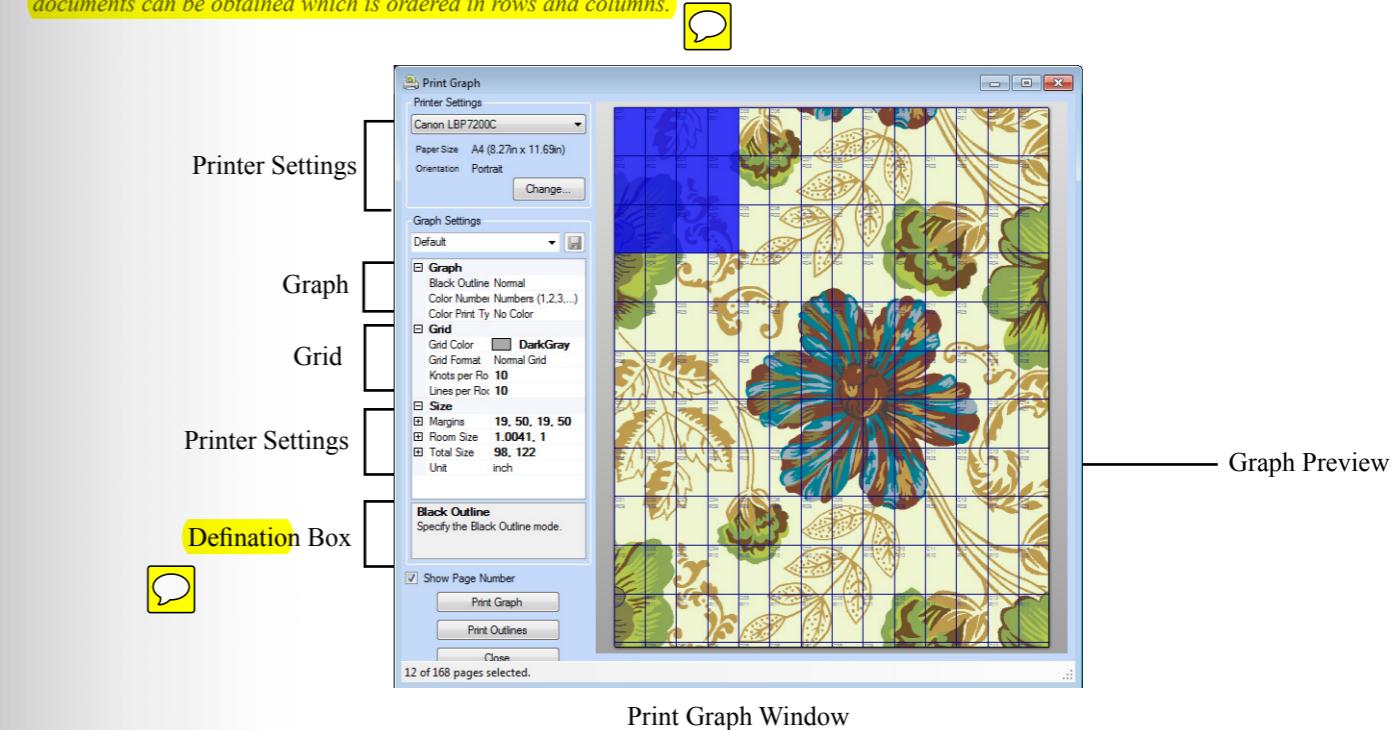
Using Galaincha

Getting Ready for Production

Print Graph

- Go to File > Print Graph (Ctrl+P)

This is another important function in Galaincha Software which helps you to print the graph of the active design in corresponding rows and columns. Printing graph is very important in carpet manufacturing process. This is mainly useful in the weaving process. By this a graph of the documents can be obtained which is ordered in rows and columns.



Printer Settings: You can change the printer name and its settings by clicking on Change button. You can print the entire design fitting into the current paper, size, or you can print the design in its actual size. Or at any resolution appropriate for your graph.

Graph: You can specify whether you want to print black outline as thick, normal or none. If you want Color Number in numbers, alphabets or without numbering. Similarly, define the color print mode from Color Print Type as **Full Color, Color Outline or No Color**.

Grid: You can specify whether and how to show Grid for the design. Change Grid Format to No Grid if you want to turn it off.

Size: You can specify knots and lines per room to be used for printing the graph. The Room Size for Print and the Rooms per Page allow you a very flexible method of specifying your printout dimensions.

Definition Box: Display description of the active Graph Settings.

Graph Preview: One cell of the grid is equivalent to one page of the printout. If you click on a cell then it will turn into the blue cell meaning the ones that will be printed. You can select any page by clicking on the cell or multiple pages by dragging. If you want to select all cells for print then press **Control +A (Select All)**.

Click on a blue cell to deselect it, so that it won't be printed.

Right clicking on a cell results in a context menu.

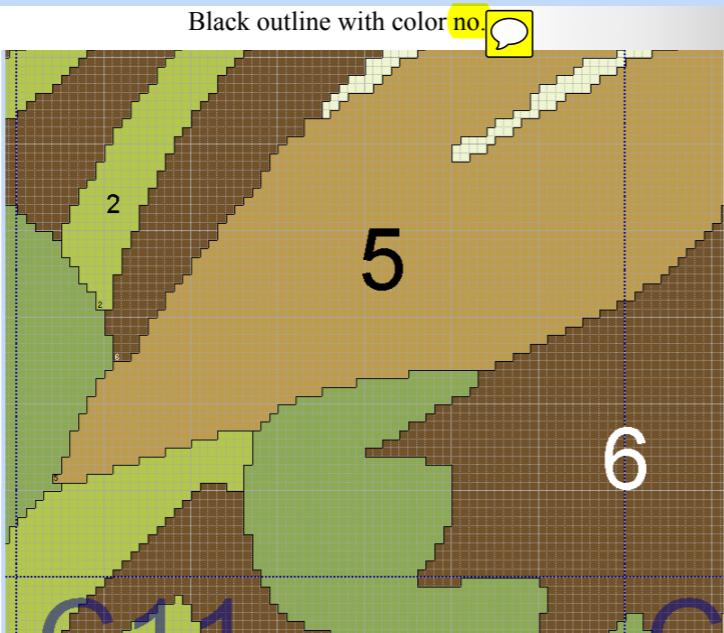
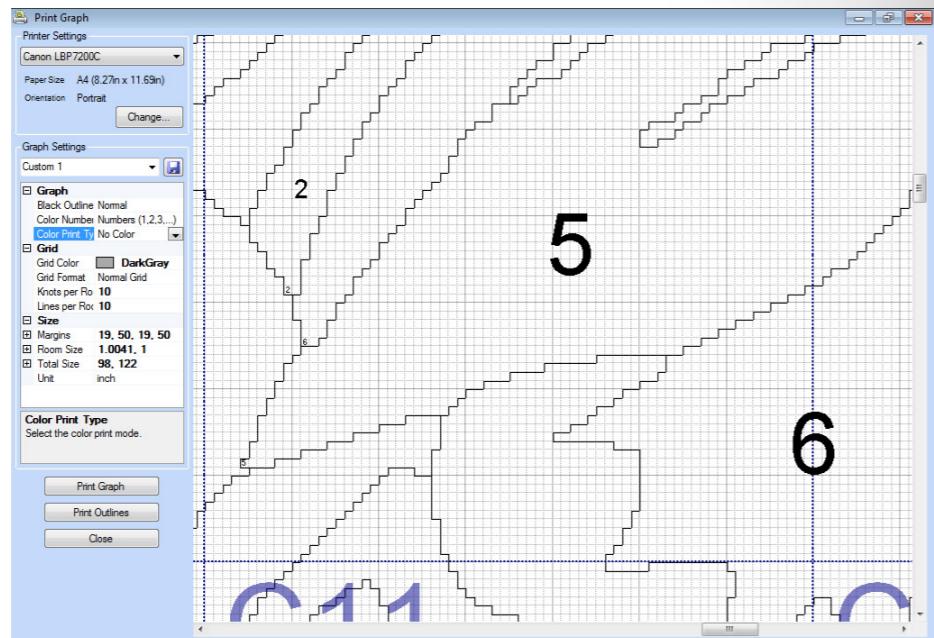
Print Graph

To Select Cells, **Ctrl + left click mouse button** or drag along the required Cells. You can right-click on particular Cells to zoom it. Please note that only the selected cells get printed so you have to select the required cells before printing. If you have to print all Cells then you can select all cells by pressing **Ctrl+A**.

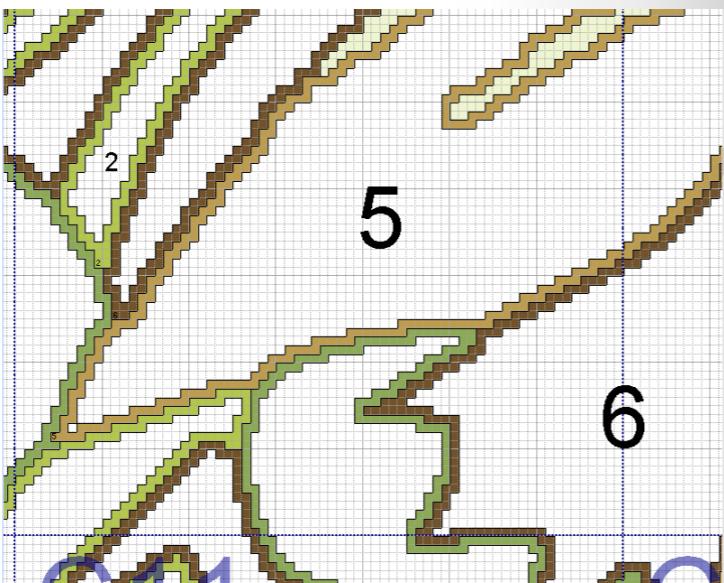
Using Galaincha

Getting Ready for Production

- Print Graph (Ctrl+P)



Black outline with color no.



Color outline graph

www.galaincha.com.np

support@galaincha.com.np

Using Galaincha

Getting Ready for Production

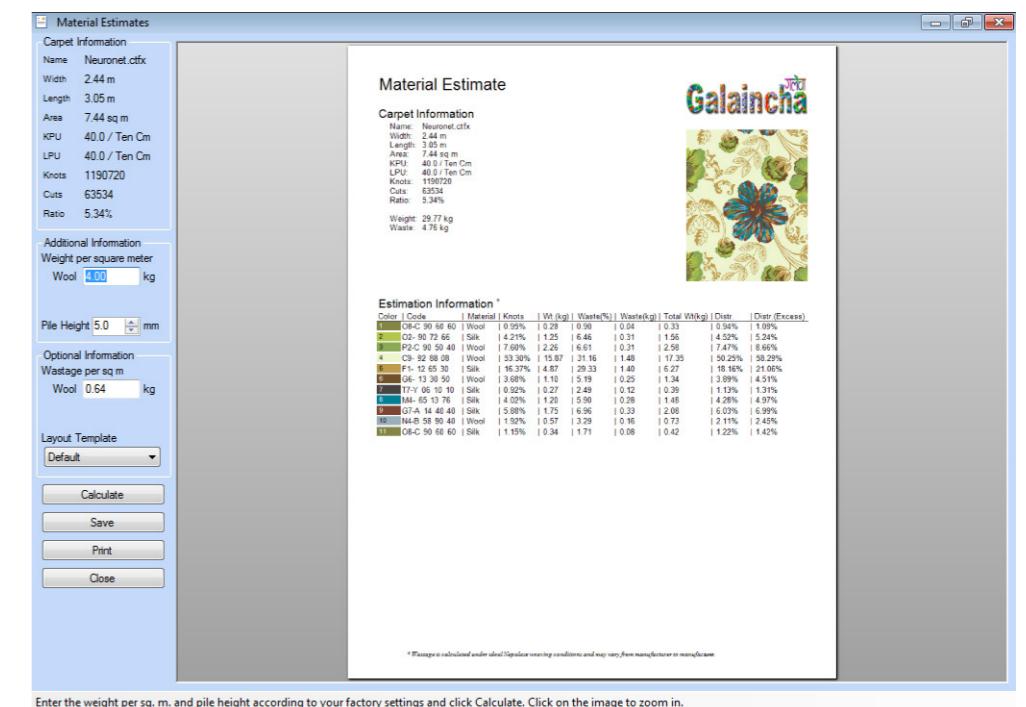
Material Estimation

- Go to Colors > Material Estimate

This tool is most important and mostly used tool in the Galaincha Software. By using the Material Estimate function we can know how much yarn is to be used, wasted and other information before the actual production process takes place.

Galaincha software estimates the consumption details of the raw material used in a particular design in color wise breakdown. The Material Estimate enables you to know the percentage of consumption material beforehand to project the cost of the custom rug. Go to menu Colors, select Material Estimate.

The Material Estimate window shows you the carpet information and estimation information. It gives you the size and quality, and the total weight of carpet based on your production environment. You can print this information too.



Using Galaincha

www.galaincha.com.np

Galaincha V4 Shortcuts

Key for Working with Image

Result	Key
Create New File	Ctrl + N
Open File	Ctrl + O
Close File	Ctrl + W
Save File	Ctrl + S
Save As	Ctrl + Shift + S
Print Graph	Ctrl + P
Image Resize	Ctrl + R
Canvas Resize	Ctrl + Shift + R
Crop Selection	Ctrl + Shift + X
Rotate 90° Clockwise	Ctrl + H
Rotate 90° Counter Clockwise	Ctrl + G
Rotate 180°	Ctrl + J

Key For Viewing Image

Result	Key
Cycle Forward Through Documents	Ctrl + Tab
Cycle Backward Through Documents	Ctrl + Shift + Tab
Zoom to Window	Ctrl + B
Actual Size (100%)	Ctrl + Shift + A
Zoom In/Out	Ctrl + +/-
Zoom to Selection	Ctrl + Shift + B
Switch to Hand tool (When not in text edit mode)	Ctrl + Spacebar
Scroll up or down 1 screen	Page Up or Page Down
Scroll left or right 1 screen	Shift + Page Up or Page Down
Move View to Extreme Left or Extreme Right	Home or End
Show Image List	Ctrl + Q

Keys for Using Layer Palette

Result	Key
Add New Layer	Ctrl + Shift + N
Display Layer Properties	Double-click Layer
Merge Layer	Ctrl + M
Flattern Layer	Ctrl + Shift + F
Delete Current Layer	Ctrl + Shift + Del
Duplicate Current Layer	Ctrl + Shift + D

Key for Selection and Editing

Result	Key
Select All	Ctrl + A
Deselect	Ctrl + D
Add to Selection	Ctrl + Left Click
Subtract from Selection	Right Click
Exclude Overlapping from Selection	Ctrl + Right Click
Invert Selection	Ctrl + I
Constrain Marquee to Square or Circle <i>(If not other selection are active)</i>	Shift Drag
Select Area of Similar Color	Shift + Left Click
Invert Area by Similar Color	Ctrl + Shift + Left Click
Copy Selection	Ctrl + C
Cut Selection	Ctrl + X
Copy Merge	Ctrl + Shift + C
Paste	Ctrl + V

Key For Using Brush Tool

Result	Key
Increase Brush Width]
Decrease Brush Width	[
Width in 5 increments	Ctrl + [or]

Keys for Using Color

Result	Key
Select Current Color as	Left or Right Click Color
Primary/Secondary Color	1-6
Select Color from First Row to Sixth Row	

Swap Primary and Secondary Color

X

Keys for Image Color Adjustment

Result	Key
Auto Level	Ctrl + Alt + L
Black and White	Ctrl + Shift + G
Curves	Ctrl + Shift + U
Invert Colors	Ctrl + Shift + I
Levels	Ctrl + L
Sepia	Ctrl + Shift + P



Alternative Technology

Tafuaswan Marg, Khusibun, Nayabazar
GPO Box 5327, Kathmandu, Nepal
Tel: +977. 1.4387977 / 4389747
www.alternative.com.np
info@alternative.com.np

