

Tool box

1. Rectangle Select

You may use this to define a rectangle or square (when used with the Shift Key) selection region.

2. Ellipse Select

You may use this to draw an ellipse or circle (when used with the Shift Key) selection region.

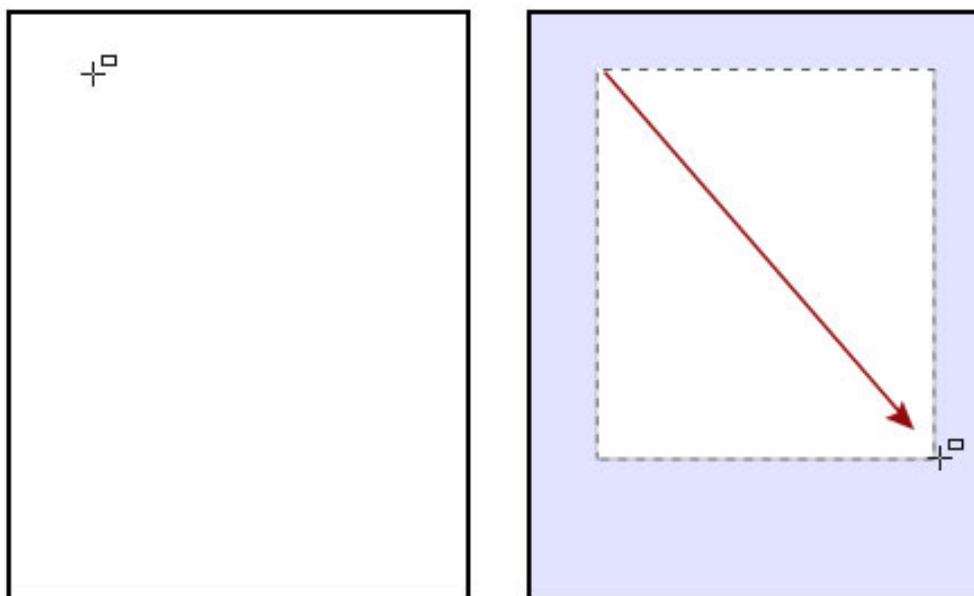
3. Lasso Select

You may use this to draw a freeform selection region.

These tools are the primary methods for selecting an area of the design for modification, deletion, copying, or cropping. The basic use of these tools is simple, and is similar to the methods used for drawing shapes with the Shape Tools.

Simply draw a selection by using the left mouse button and dragging the mouse around until the shape is how you want it. To remove the selection you may either single-click anywhere while a selection tool is active, or you may use the [Edit> Deselect](#) menu item (also available in the Toolbar .

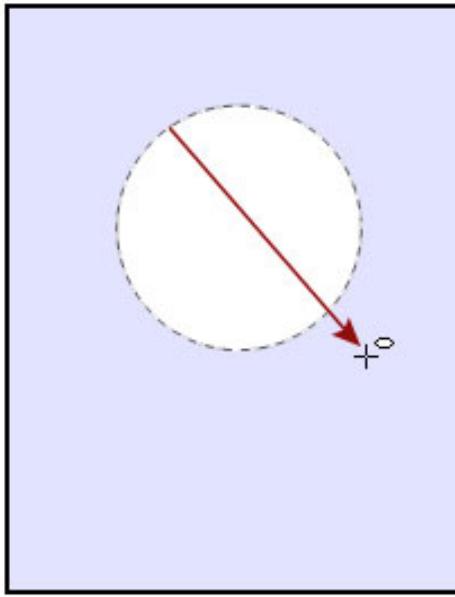
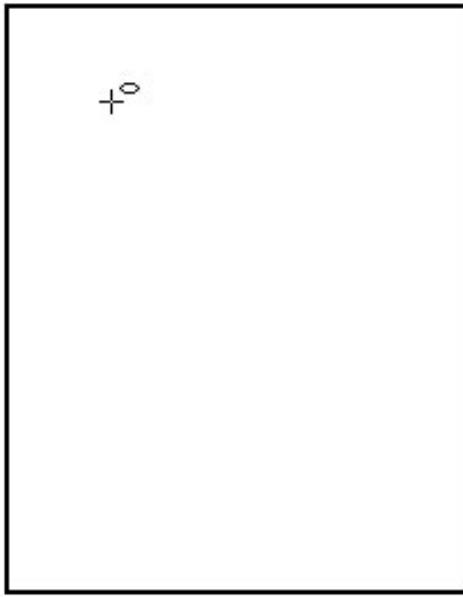
When a selection is active on the image, a dashed outline will be drawn to indicate what area is selected. If one of the selection tools is active, there will also be a blue highlight applied to the un-selected area. When you switch to another tool, the blue highlight will be removed so that you may get better color accuracy.



Start dragging Rectangle Select tool from the corner of a design(left), selection is active with a dashed outline indicating selection area (right)

These tools also allow you to alter a selection in one of four different combination modes: subtraction, addition, inversion, and intersection. The first three modes are also known as exclusion, union, and exclusive-or ("xor"). For a quick reference to these commands, see [Keyboard & Mouse Commands](#). Also, selections may be moved, resized, and rotated: see [Move Tools](#) for more information.

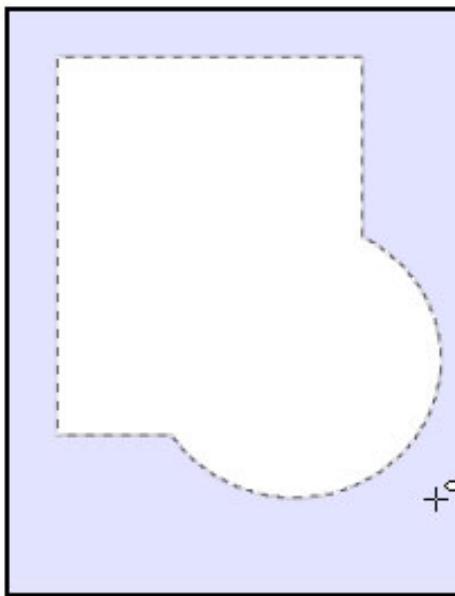
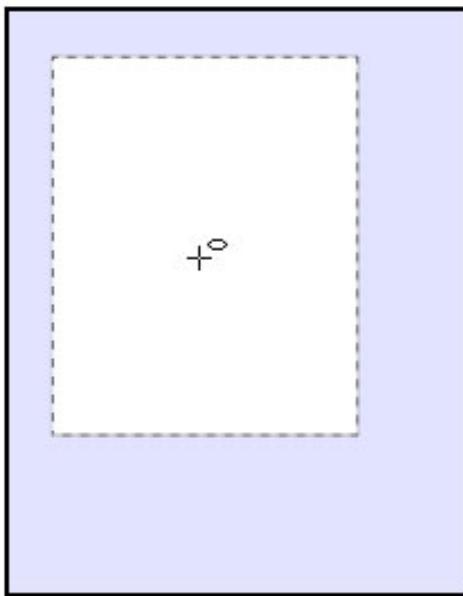
In order to create a new selection, or to replace the currently active selection, just draw with the left mouse button. The behavior will be similar to the shape tools. You may hold down the Shift key while using the Rectangle Select or Ellipse Select tools to constrain the shape to be a square or a circle, respectively. The following circle selection was made using the Ellipse Selection tool:



First hold down Shift Key, then start dragging(left), circle selection is active with a dashed outline indicating circle selection area(right)

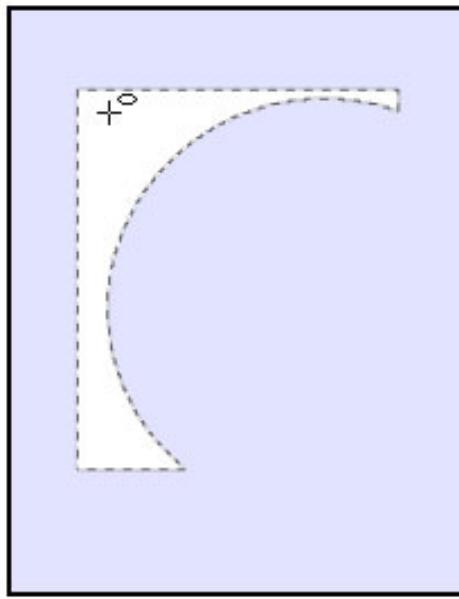
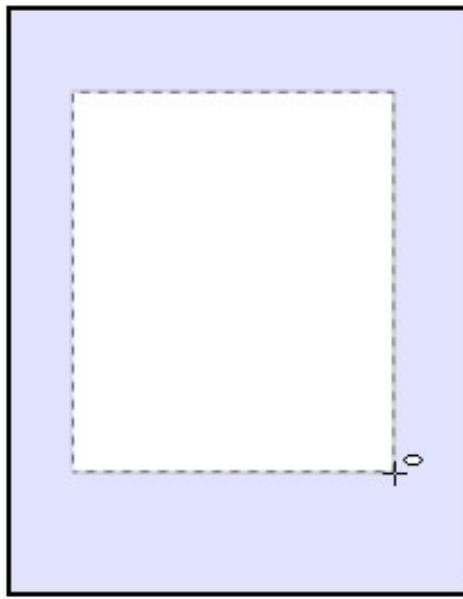
If you want to modify an existing selection, you can either use the toolbar or the keyboard shortcuts described in the following paragraphs. (A full list of all keyboard shortcuts and commands is also available [here](#).)

To add on to an existing selection, simply hold down the Ctrl key while drawing a selection. This allows you to easily select two areas of the design that are not connected to each other, or extend a selection to adjacent areas. The following selection was made by drawing a circle selection using the Ellipse Select tool, followed by drawing a square using the Rectangle Select tool while holding down the Ctrl key:



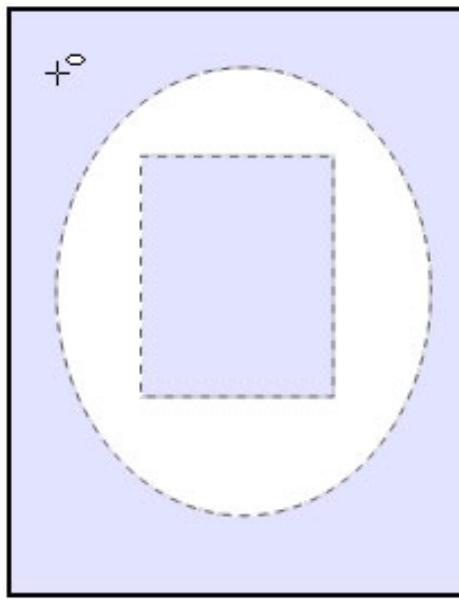
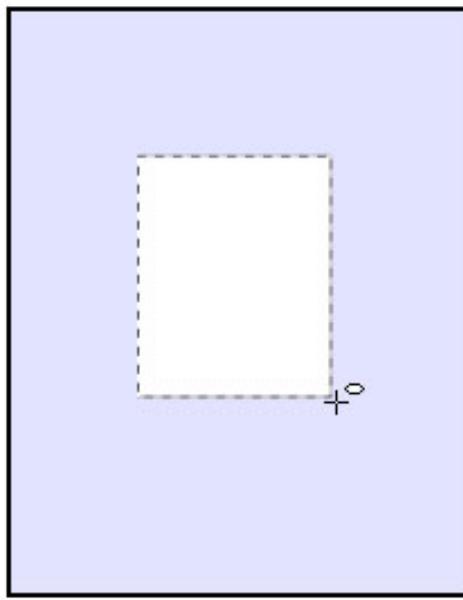
Existing selection(left), hold down Ctrl Key and drag to make additional selection(right)

To remove portions from an existing selection, click right mouse down while drawing a selection. This lets you carve out parts of the selection that you are not interested in. This lets you easily do selections like the following, which was accomplished by drawing one rectangle with the Rectangle Select tool, and then drawing another circle inside of it:



Existing selection(left), right mouse down to remove selection from it(right)

The third selection mode is that of inversion ("exclusive-or") and is possible by holding down Ctrl while using the right mouse button (instead of the left mouse button) while drawing part of a selection. This will cause active areas of the selection to become inactive, and vice versa. This allows you to create selections like the following, made using the Ellipse Select and Rectangle Select tools:



Existing selection(left), holding Ctrl Key right mouse down to make inversion(right)

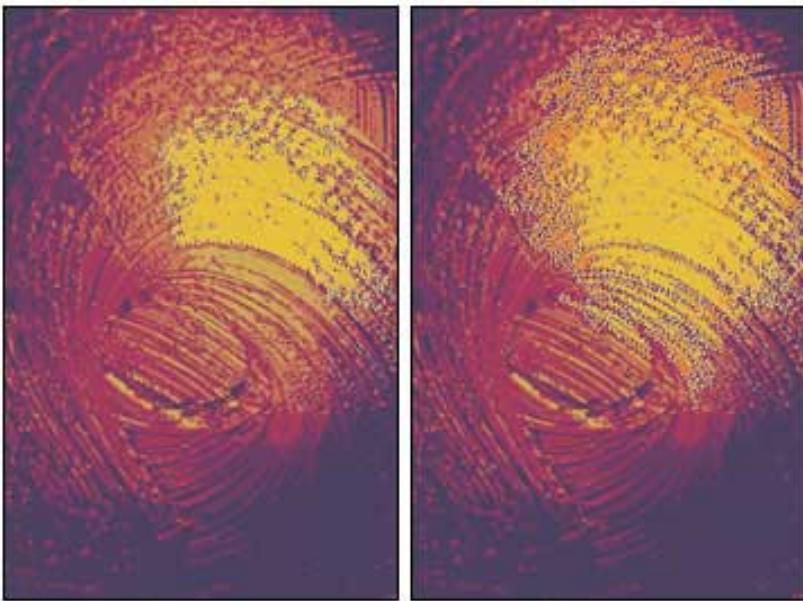
Magic Wand

The Magic Wand tool allows you to select areas of color similar to the way the other selection tools allow you to select a given shape. Unlike the other selection tools, however, the Magic Wand tool takes into consideration factors such as the actual content of the design and the current tolerance setting. In many cases, all that needs to be done to select a given area of the design is to simply click on it.

The Magic Wand tool works similarly to the Paint Bucket, except that instead of filling the area with color it will select that area.

Tolerance

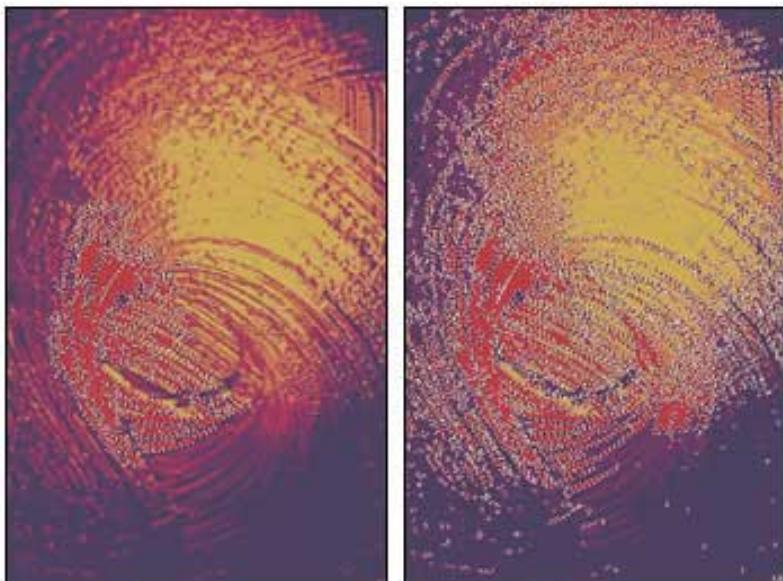
Similar to the Paint Bucket tool, Magic Wand's results can be adjusted by tuning the tolerance. Determines the similarity or difference of the pixels selected. Enter a value in pixels, ranging from 0% to 100%. A low value selects the few colors very similar to the pixel you click. A higher value selects a broader range of colors. The effect of adjusting the tolerance value is shown below:



Magic Wand with tolerance set to 25%, selection doesn't capture enough of the design(left), Magic Wand with tolerance set to 50%, selection captures the area of interest(right).

Extending selections with the Magic Wand Tool

Sometimes it is not possible to select a given region using only one click. Frequently, getting just the right selection can be difficult when the desired area is not near one solid color. To make selections like this, it works well to repeatedly use the Magic Wand with a low tolerance value, extending the selection each time to capture slightly more of the desired region with each click.



Initial selection(left), Magic wand being used multiple times, extending the selection each time by clicking a new area while holding Ctrl. (right)

Similar Color Selection

The Magic Wand normally limits the selection to only include the areas of the design that are touching and are of a similar enough color. It is possible, however, to make a selection based only on color, ignoring all boundaries and requirements for contiguity. This can be accomplished by simply holding Shift while performing any of the other Magic Wand tasks (including selection subtraction and extension).

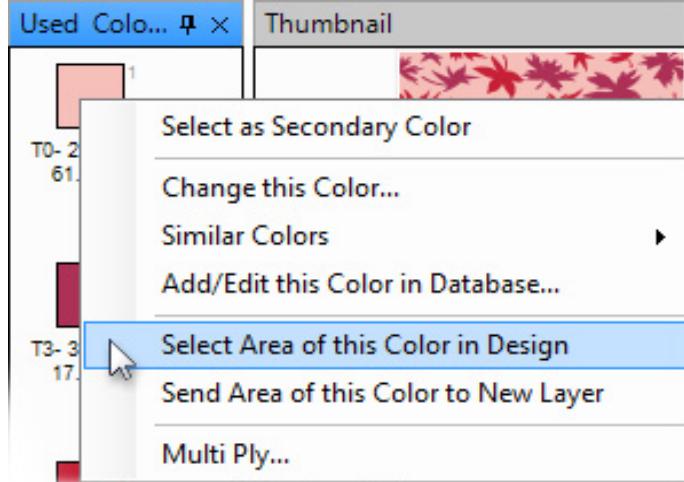


Using Magic Wand tool click on brown area to make selection(left), hold down Shift Key click on the same color include the same color area (middle),click Del Key to delete the selected area(right)



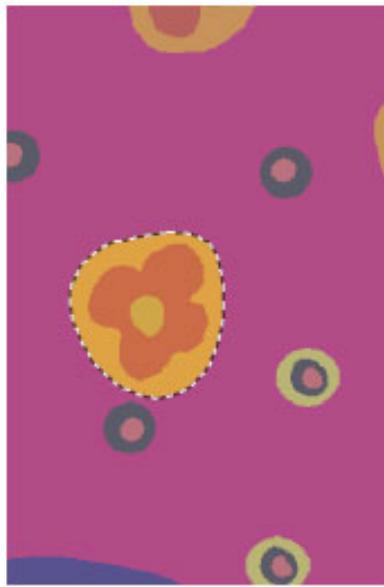
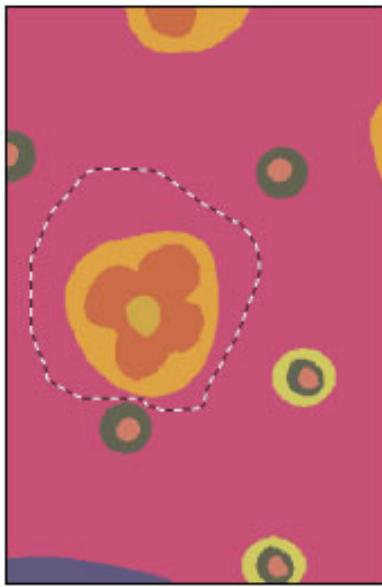
Similar Color Selection

From Used Colors Bar, right click on the color that you want to make selection and choose *Select Area of this Color in Design*. You can also send selected area of the color to new layer as well.



Selection By Exclusion

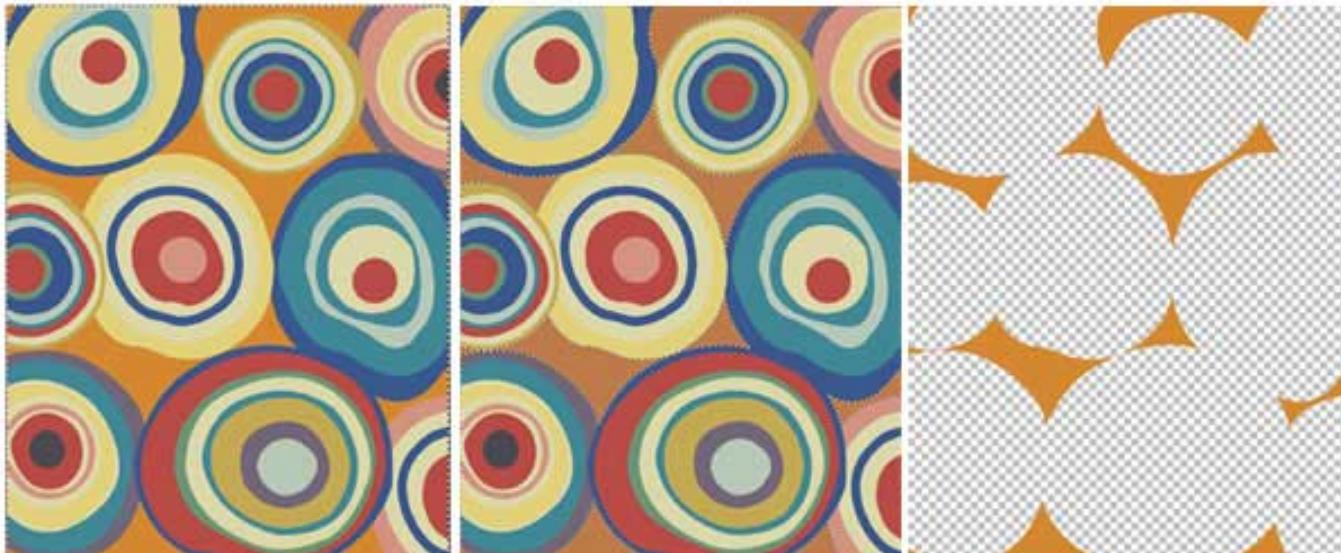
It also works well to make a basic selection with a tool such as the lasso tool, then use Magic Wand to refine the selection. This method is particularly effective when the subject is identified by the lack of fine detail outside of a given region.



An initial selection is made using the lasso tool(left), then the Magic Wand tool is used to exclude the area that is not intended to be selected by clicking in the region to exclude with the right mouse button(right).

Tips:

Quick Invert Selection



Select All design by Edit> Select All(left), then holding Shift Key right clicking mouse to include only the brown areas of the design(right)

Move Tools

• Move Selected Pixels

This allows user to move, rotate and scale a selection outline along with the pixels that are selected. When this tool is active, the blue highlight of the selection will not be drawn so that you can have better color accuracy.



The selected portion is moved with the Move Selected Pixels tool

- **Move Selection** ↗

This allows you to move, rotate and scale a selection outline but not the pixels that are selected. This is useful for refining exactly which pixels you want to have selected. When this tool is active, a blue highlight will be added to the selected region so that you can have better accuracy for seeing which pixels are selected and which ones are not. When the Move Selection tool is used, the pixels that were selected are not affected.



The selected area is scaled with the Move Selection tool

Tips:

Reposition Selection

Drag with the left mouse button anywhere except on a nub to move the selection.



Initial position(left), the selection is moved with the Move Selection tool(right)

Resize Selection

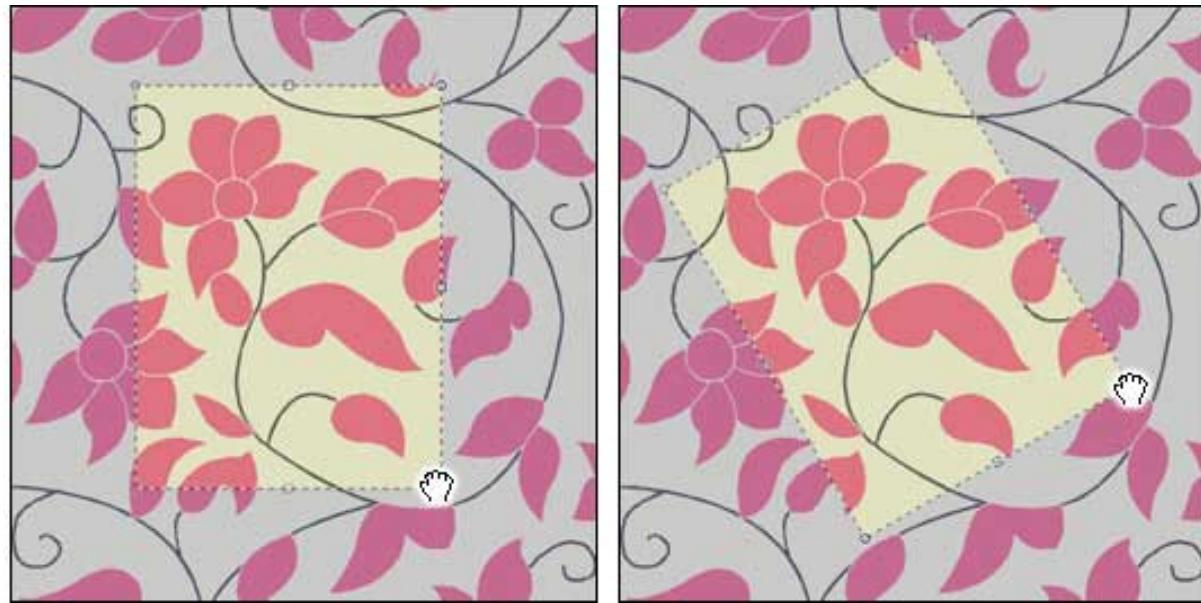
Move the mouse on top of one of the nubs and the mouse cursor will change to a hand cursor. Click and drag to resize the selection. If you are moving one of the nubs on the corner of the image, you may hold down Shift to maintain the selection's original aspect ratio (its proportions).



Initial position(left), the selection is resized with the Move Selection tool(right)

Rotate

Drag anywhere with the right mouse button to rotate the selection. While you rotate the selection, an indicator in the center of the selection will be drawn to indicate the center of rotation, and the current angle. It looks like a circle with a line drawn through it. Note that the angle of rotation is also displayed in the Status Bar. While rotating, you may constrain the angle of rotation to a multiple of 15 degrees by holding down the Shift key.



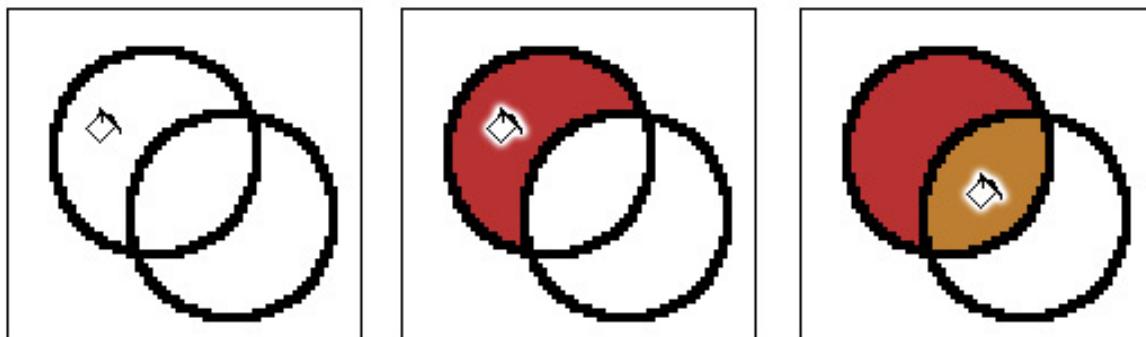
Initial position(left), the selection is rotated with the Move Selection tool(right)

Paint Bucket Tools

This tool may be used to fill adjacent pixels with a specific color value to the pixels you click. You can position the cursor on the area that you wish fill with color and then click the left mouse button to fill with the primary color, or click the right mouse button to use the secondary color.

The region that gets filled is defined as the area surrounding where you clicked that has a uniform color. The tolerance of this definition of uniformity is controlled with the tolerance slider in toolbar.

The paint bucket will also use the fill style that you have chosen in the Toolbar.



Two circles drawn(left), left mouse clicked to fill primary color(middle), right mouse clicked to fill secondary color(right)

Note: You can use Paint Bucket tool to re-paint a similar colored area.



Original design(left), left clicked to paint an area with Primary Color(middle), Shift + left clicked to re-paint all similar colors in design (right)

Note: Right click to paint an area with Secondary Color, shift + right click to re-paint all similar colors with Secondary Color in design

Zoom Tool

- If you want to magnify the design or get closer to it, you can use left mouse button. The zoom percentage is increased to the next power-of-two percentage (e.g., 100%, 200%, 400%, 800%, 1600%, 3200%).



Actual size (zoom 100%) (left), zoom in 300% (middle), zoom in 600% (right)

- If you want to reduce the view of the design, you can use right mouse button. The minimum magnification level is 10%.



Actual size (zoom 100%) (left), zoom out 50% (middle), zoom out 25% (right)

Tips:

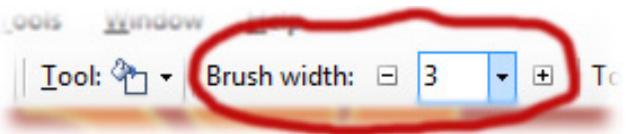
Shortcuts

- To zoom in a design [Ctrl + +]
- To zoom out a design [Ctrl + -]
- To display a design at 100% [Ctrl + Shift + A]

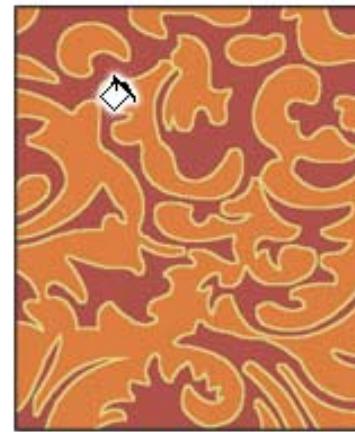
4. To zoom to window [Ctrl + B]

Outline Tool

You can use the Outline command to paint a colored border around a selection or similar color. You can also define the size of outline from Brush width.



1. To create the Outline, choose a primary color by [Color Picker](#) tool.
2. Left click mouse on an area of similar color to create outline. You can use Ctrl + left click for inside outline or Shift + click to outline all similar colors in design.



Original design(left), left clicked to outline(middle), Shift + left clicked to outline all similar colors in design(right)

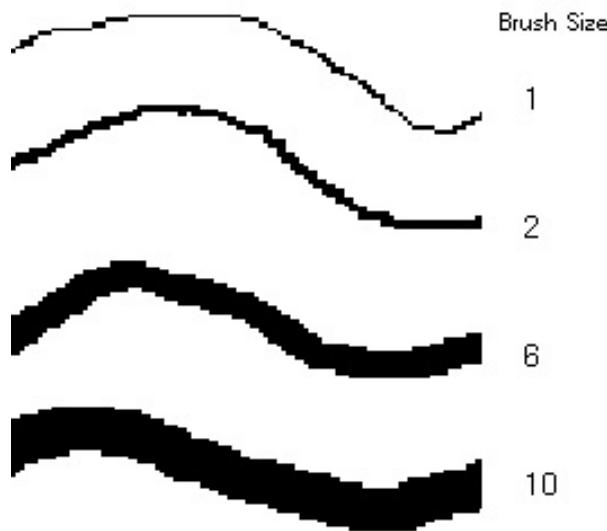
Note: Right click mouse to create outline of secondary color.

Paintbrush Tool

This is one of the primary tools used for drawing. You can configure the brush size and fill style using the controls in the toolbar. To draw using this tool, simple left click and drag the mouse.

When using the Solid Brush fill style, the primary color is used. If you are using a different file style, both the primary and secondary color will be used for the different parts of the pattern. If you use the right mouse button to draw instead of the left mouse button, the roles of the primary and secondary colors will be reversed.

The following example shows the brush being used to draw a brush stroke in various brush sizes.



Brush Size

1

2

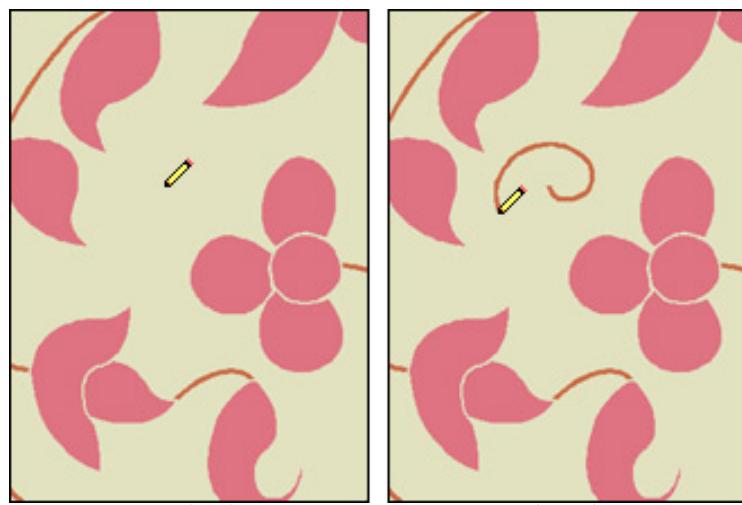
6

10

Note: To draw a straight line, click a starting point in the design. Then hold down Shift, and click an ending point.

Pencil Tool

The pencil can be used for drawing 1 pixel at a time, or what is essentially a non-antialiased freeform brush. This is similar, but not the same, as using the Paintbrush with a brush setting of 1 and without antialiasing. Left click mouse to draw freeform with primary color.



Original design(left), drawing with Pencil Tool(right)

Note: Right click to use the secondary color to draw

Eraser Tool

This tool is useful for erasing parts of the design. Click and drag through the area you want to erase. Note, however, that it works by marking areas of a layer as being transparent. This may result in a checkerboard pattern being shown. This pattern is simply used to indicate areas of the design that are transparent -- it is not actually part of the design.

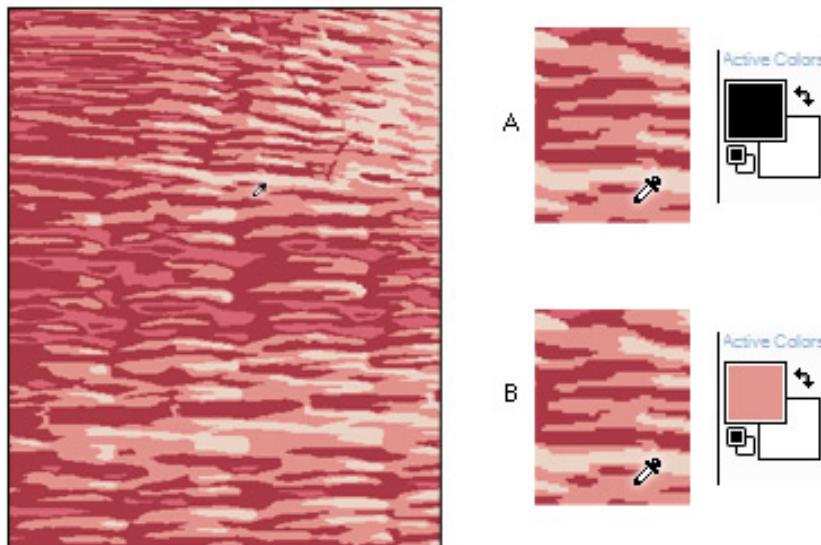
This tool is also useful while working with multiple layers. If you have portions of a layer that you want to show through to the top layers, you can use the eraser tool on those top layers. You can also use the eraser to return the affected area to a state selected in the History palette.



Original design(left), an area been erased by Eraser Tool(right)

Color Picker Tool

The color picker can be used to transfer the pixel on the current layer at the mouse cursor's position to either the primary or the secondary color. If you left click, the primary color will be changed. Right clicking will change the secondary color.

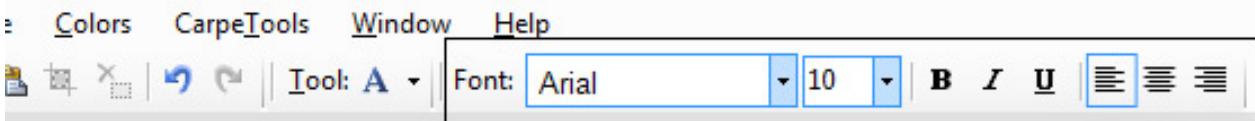


Selecting a primary color with the Color Picker tool

A. Point the picker to pick a color **B.** Click on the design to assign the selected color as new primary color

Text Tool

This tool allows you to type text on to the current layer. While this tool is selected, you may click on the canvas to place the text cursor. While this cursor is blinking you may type to insert text. The Text Controls in the Toolbar can be used to change what font is used, the size of the font, formatting, and justification.



While you are typing, you may notice the presence of a control located below and to the right of the blinking text cursor. This control is a square with four arrows inside of it, and it pulsates slowly in order to distinguish it from the image that you are working on. This is called the nub, and may be used to move the text before you have finished with it. If you click and drag the nub, the text will move along with it.

If you hold down the Ctrl key, the nub and cursor will not be visible until you release the Ctrl key. This is useful if you need to preview exactly how the text will appear without the distractions of the cursor and the nub.

If you tap the Ctrl key, the nub will disappear. If you tap the Ctrl key again, it will come back.

While typing, you may press the Esc key to finish the text and render it to the layer. Once you have finished with text, it may not be modified except by undoing it and retyping the text. To be precise, after the text is rendered it no longer exists in the design as text, but only as pixels and that is why this limitation exists.

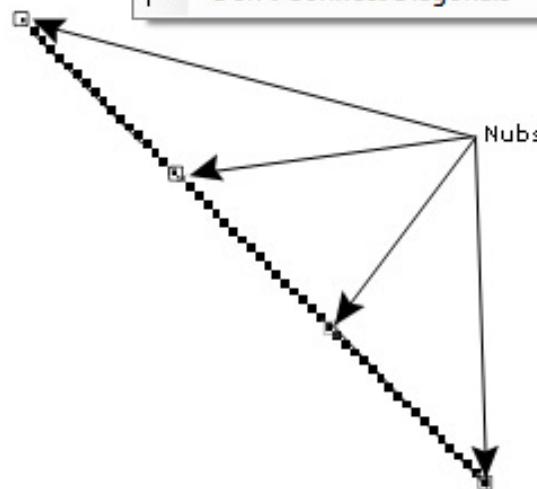
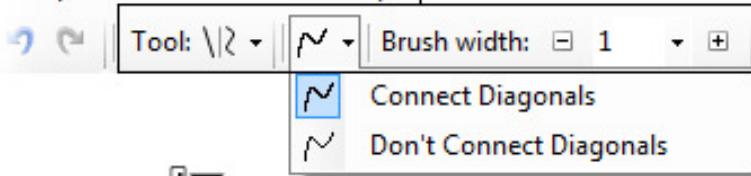
You may control the color of the text by setting the primary color in the Colors Window. The text will also use the current file style, and antialiasing and alpha blending settings.

Line / Curve Tool

This tool may be used to draw lines and curves. These two abilities are grouped in to one tool because it is possible to stipulate that a line is simply a perfectly straight curve; therefore, this tool always draws curves, but "lines" simply have no curve applied to them.

Drawing a line is simple: click where you want the line to start and then drag over to the ending point and release the mouse button. By holding down the shift key before you release the mouse button, you may constrain the line to an angle that is a multiple of 15 degrees. At this point, you will see four handles, or nubs, appear on the line. If you only want to draw a line, you may press the Enter key at this point to finish the line. You may also simply draw elsewhere to begin a new line.

The handles pulsate so that they are easier to distinguish from the rest of the design:



At this point, you may curve the line by dragging the nubs. If you use the left mouse button for dragging, then the line will be curved. Essentially, the curve will be drawn such that it always goes through each point. However, if you use the right mouse button then you will draw what is known as a Bézier curve. With this method, the curve will not necessarily go through each point, but you will be able to draw curves that are not possible with the cubic spline method.



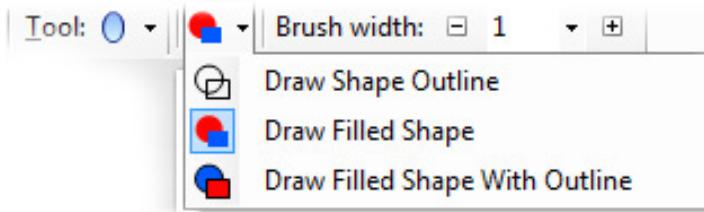
Curve: Don't Connect Diagonals(left), Connect Diagonals(right)

Shape Tools



Each of these tools may be configured using the controls in the Toolbar. To draw a shape, click and drag with the left mouse button. The primary color will be used for the outline (if applicable), and the secondary color will be used to fill the interior of the shape (if applicable).

If "Draw Filled Shape" is selected, then the shape will be filled with the primary color. If you draw with the right mouse button, the roles of the primary and secondary colors will be reversed.



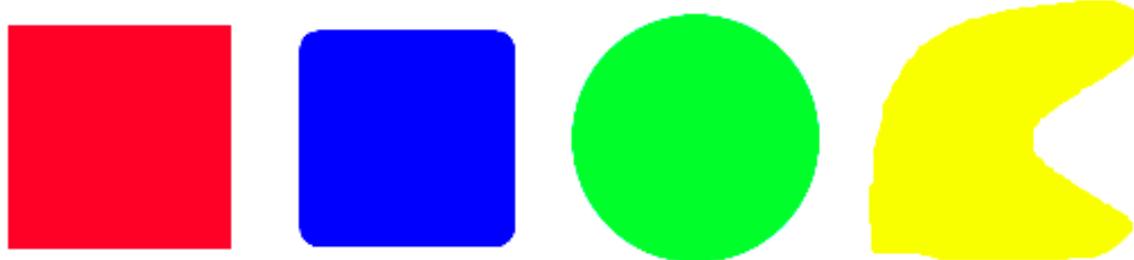
For the first three tools, you may hold down the Shift key to constrain the shape to be a square, rounded square, or a circle, respectively.

The following images show how shapes look when the appropriate shape-drawing option in the toolbar is selected:

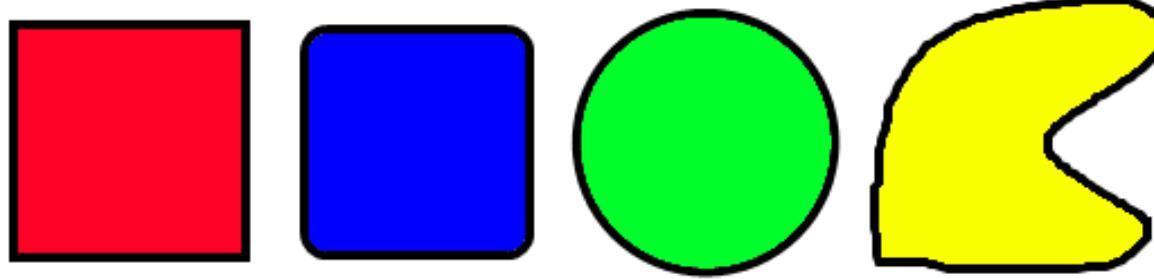
Outline only:



Interior only:



Outline and Interior:

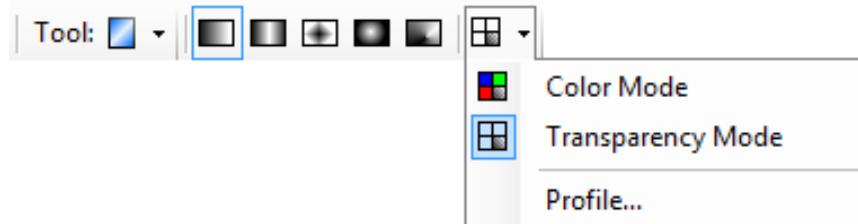


Gradient Tool

The Gradient tool creates a gradual blend between multiple colors and draw it in several formats. With its transparency mode, you can also "fade" or "blend" two images together.

Gradient Types

Each gradient type can be chosen from the Gradient section of the toolbar:



Drawing a Gradient

To draw a gradient, simply click and drag on the canvas as if you were drawing a line. The gradient will be drawn as you move the mouse which should let you quickly figure out the placement for the gradient you want to draw. The starting point (where the mouse is pressed) and ending point (where the mouse is released) affect the gradient appearance, depending on the Gradient tool used. After you release the mouse button, you will be able to adjust the gradient control points by moving the circular nubs. Right-clicking on a nub will swap the roles of the primary and secondary colors. If you move a nub while holding both mouse buttons, then both nubs will be moved.

1. Color Mode

The default type of gradient is a color gradient that affects all color channels and the alpha channel. The gradient will be drawn such that it fades from the primary color to the secondary color. If you use the right mouse button, then the roles of the primary and secondary colors will be reversed. The gradients in the first column above were drawn using the default colors of black and white.

2. Transparency Mode ("Fading" / "Blending")

The special transparency mode can be used to fade out part of an image. This can also be quite useful for blending two images together. To access this mode, click on the button that controls the Gradient mode in the toolbar and select Transparency Mode

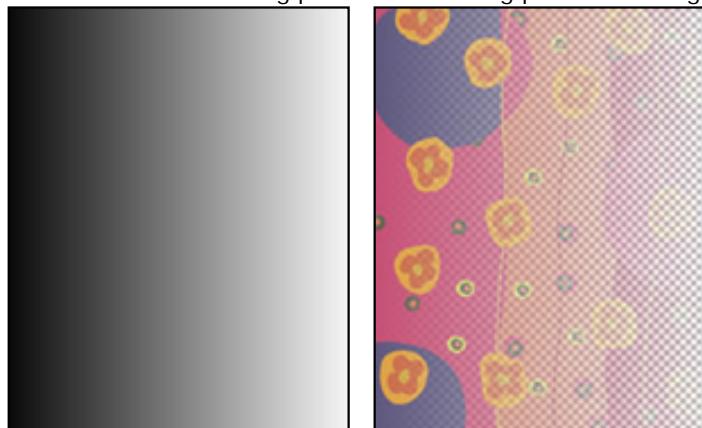
The first column of gradients below shows how the gradient looks when drawn in Color mode with two opaque colors (alpha value of 255). The second column shows the effect of drawing a gradient with the Transparency Mode on the following image:

Original design



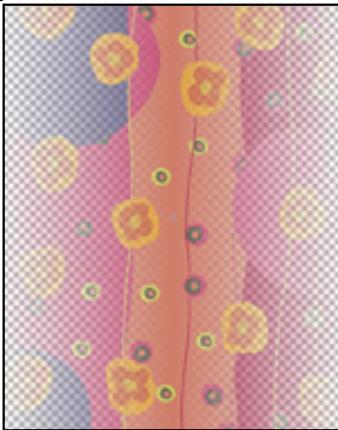
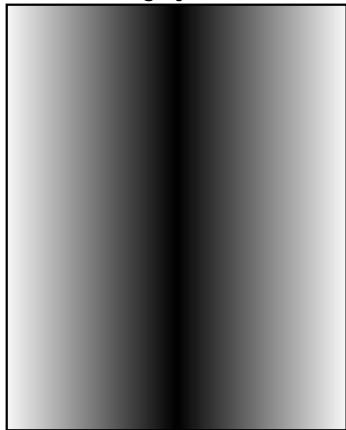
Linear

Shades from the starting point to the ending point in a straight line.



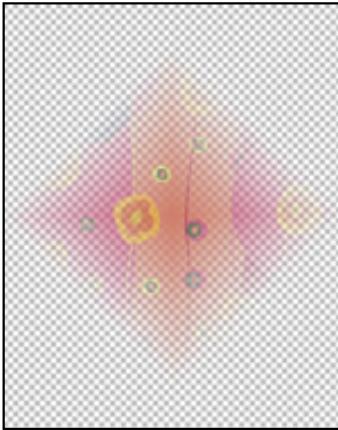
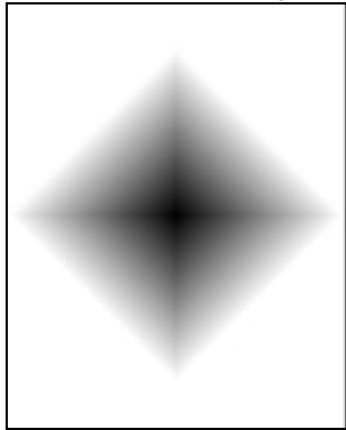
Linear (Reflected)

Shades using symmetric linear gradients on either side of the starting point.



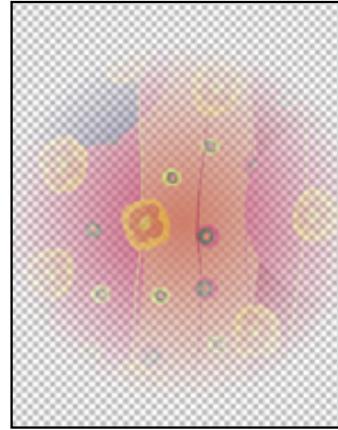
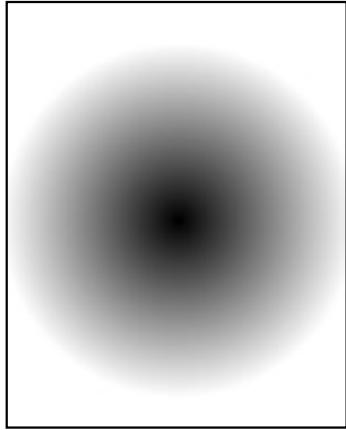
Diamond

Shades from the starting point outward in a diamond pattern. The ending point defines one corner of the diamond.



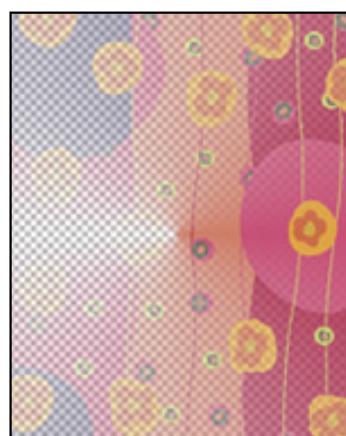
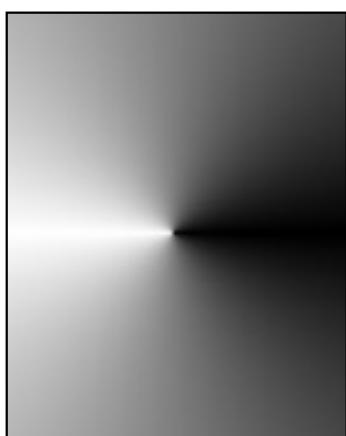
Radial

Shades from the starting point to the ending point in a circular pattern.



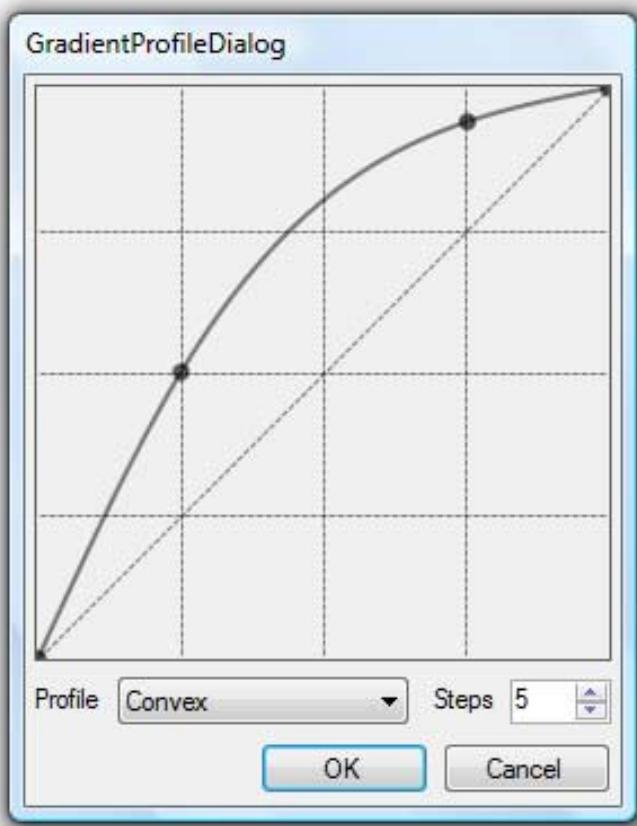
Conical

Shades in a counterclockwise sweep around the starting point.

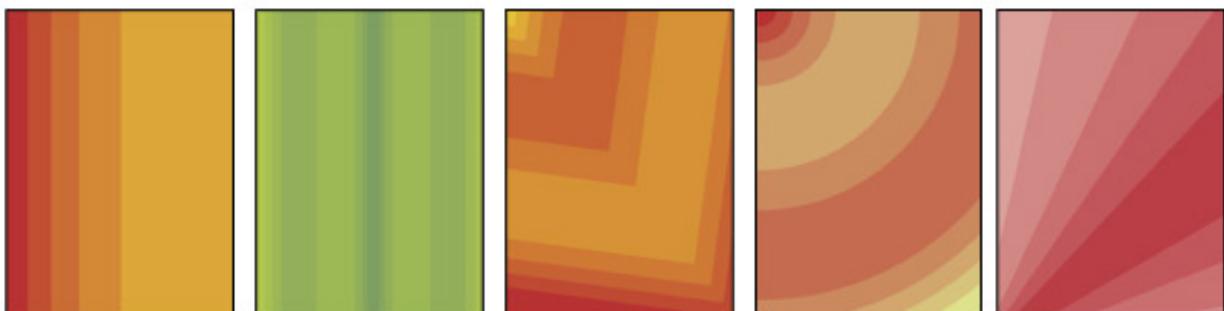


3. Profile...

You can control the gradient fills or create your own gradient type by defining the profile. Choose a predefined gradient Profile and define the number of gradient steps to draw gradient. If you want you can also create your own gradient pattern from the curves box to adjust the entire gradient range.



Gradient Profile Dialog Box

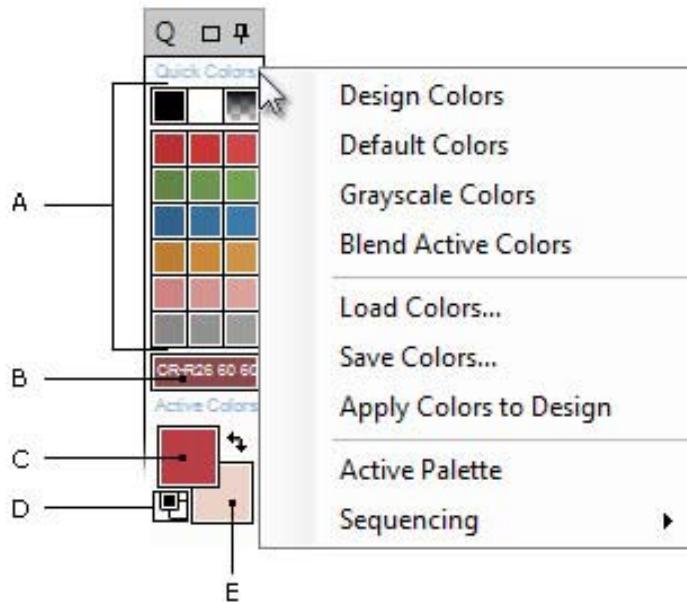


Profile defined gradient fills

Note: You can also apply Gradient Texture in design. [CarpeTools> Create> Textures> Gradient...](#)

Quick Colors Tool

Quick Colors provide an easy way to access frequently used colors. Custom sets of quick colors can be saved as a library for reuse.



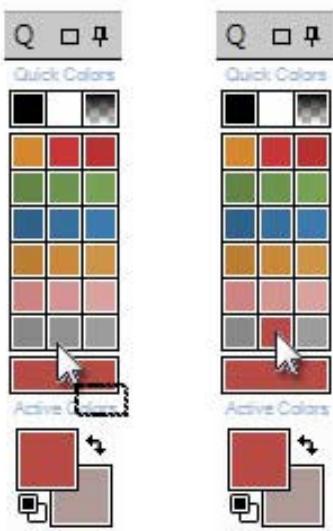
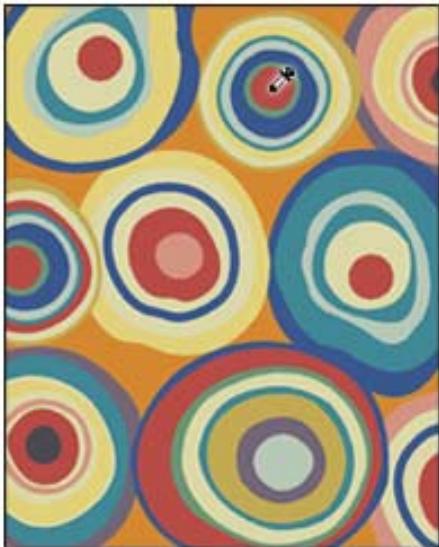
Color Bar

A. Color Swatches B. Active Color C. Primary Color D. Set the default Primary and Secondary Color E. Secondary Color

- **Color Swatches:** Thumbnail of quick colors.
- **Active Color:** Displays color and color sequence at the mouse cursor's position. Right click on *Active Color* if you want it to display color based on *Quick Colors*.
- **Primary Color:** Galaincha uses Primary Color to paint, fill and outline selections when left mouse button is clicked. You can designate a new *Primary Color* using the Color Picker tool, clicking on Quick Colors, Used Colors or the Factory Colors palette.
- **Set default color:** The default *Primary Color* is black, and the default *Secondary Color* is Transparent.
- **Secondary Color:** Galaincha uses Secondary Color to paint, fill and outline selections when right mouse button is clicked. You can designate a new *Secondary Color* by right clicking on Quick Colors, Used Colors or the Factory Colors palette.

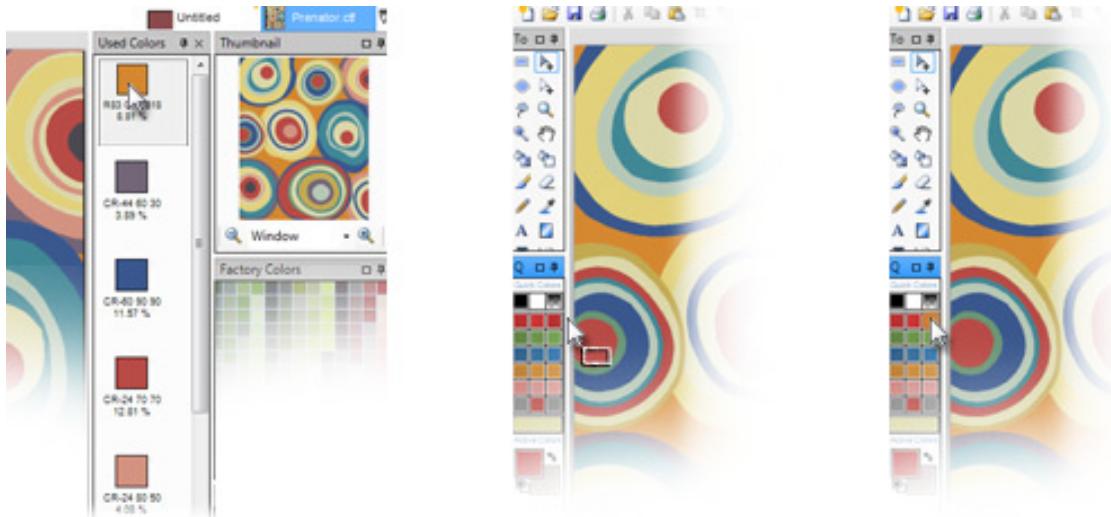
Adding Color to Quick Colors

- **Using Color Picker**



Using **Color Picker** tool, click on color that you want to add to **Quick Colors** so that it becomes **Primary Color**(left), dragging the **Primary Color** to swatch(middle), drop the color to replace(right)

• From Used Colors bar



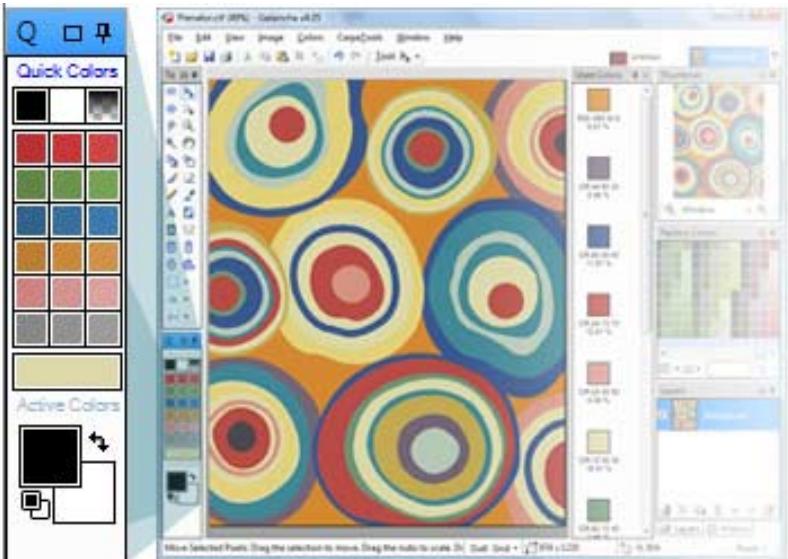
Click and drag the color that you want to add to **Quick Colors** from **Used Colors Bar**(left), dragging the color from Used Colors Bar(middle), drop the color to replace(right)

Note: Click on the title *Quick Colors* to customise display order of colors

- **Design Colors:** Display every individual colors used in the active design.
- **Default Colors:** Return to the default set of colors.
- **Grayscale Colors:** Display the spectrum of colors from black to white.
- **Blend Active Colors:** Display the spectrum of colors between the current primary color and the current secondary color.
- **Load Colors:** You can load a file containing color tables.
- **Save Colors:** You can save color sets that are displayed in Quick Colors.
- **Apply Colors to Design:** Apply colors to the active design as order from quick colors sequence.

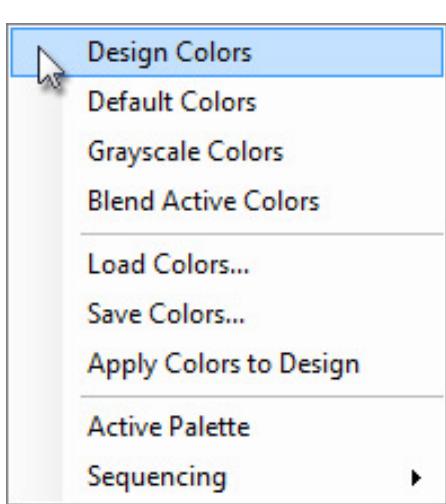
The first column below shows which option is selected. The second column shows the result in Quick Colors.

Design



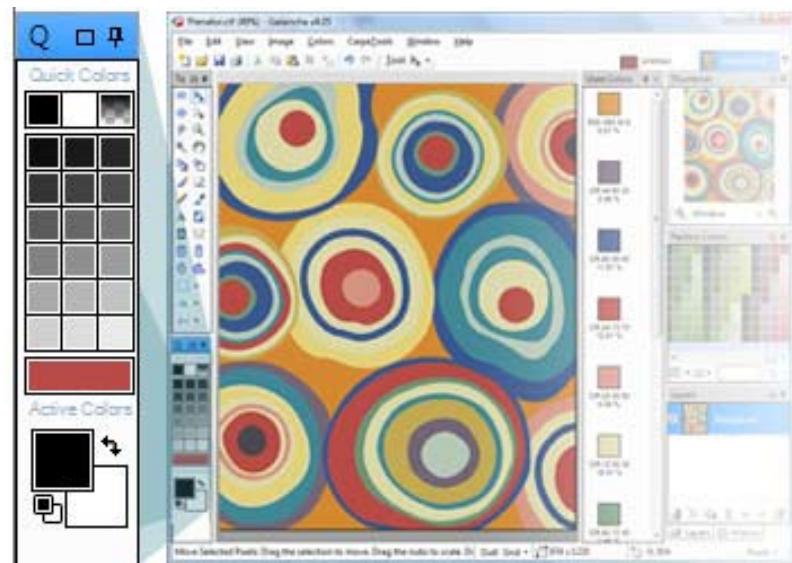
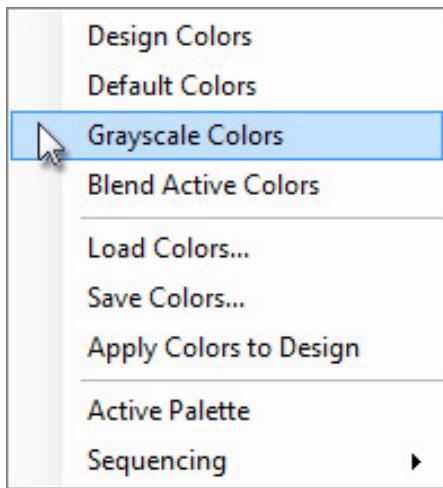
Default Quick Colors

Design Colors



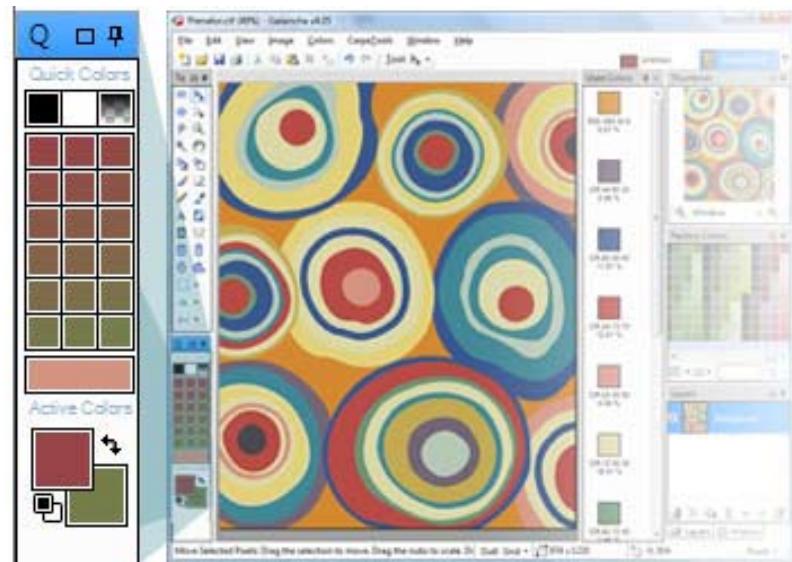
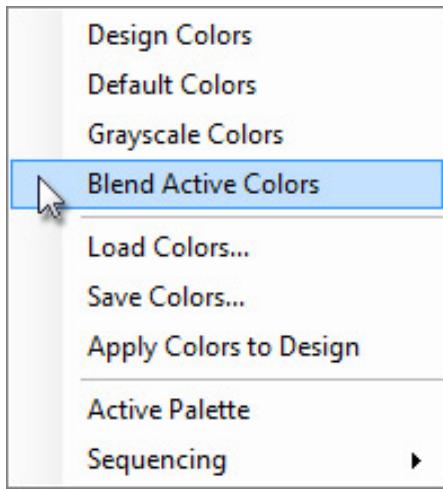
The colors used in active design is loaded in Quick Color

Grayscale Colors



Display the spectrum of colors from black to white in Quick Color

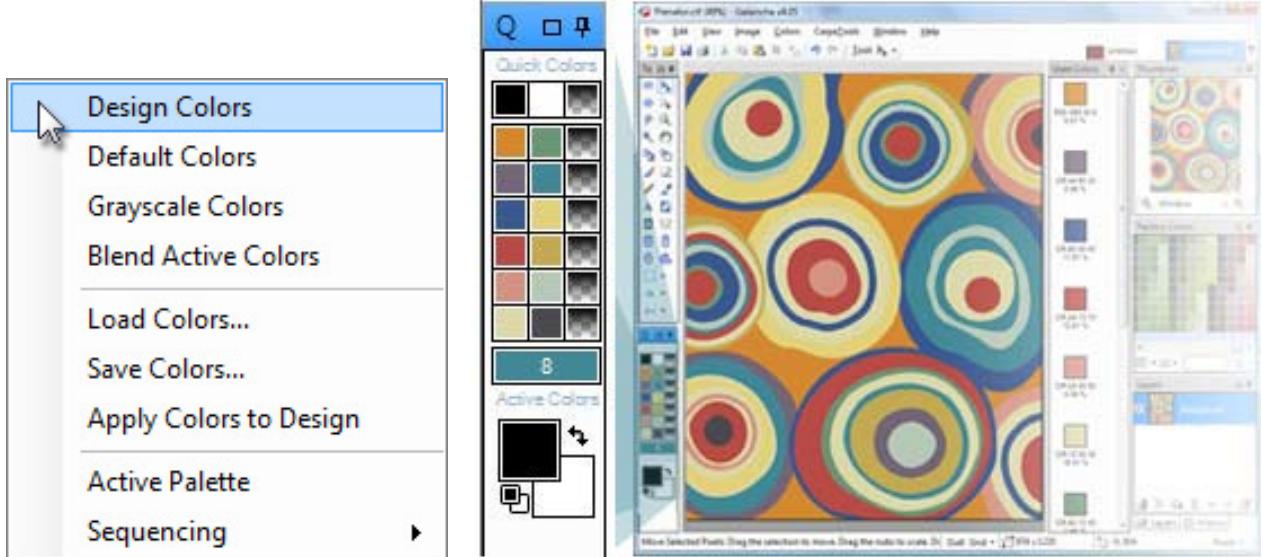
Blend Colors



Define a new Primary and Secondary color and it will display the spectrum of colors between them

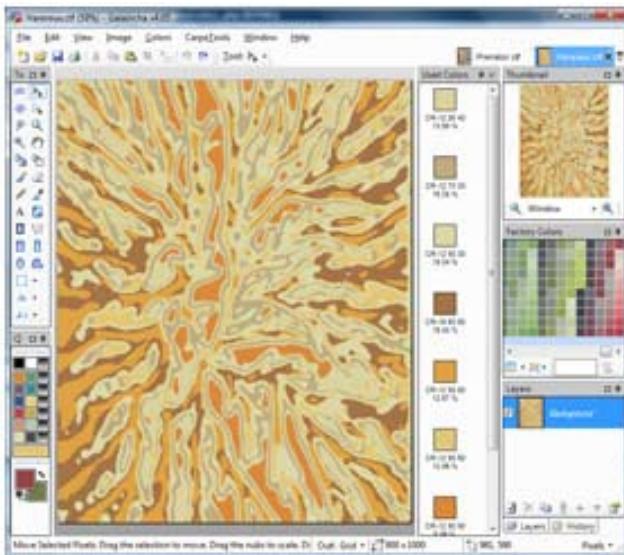
Apply Colors to Design

1. Load the colors used in the design to **Quick Colors** as reference

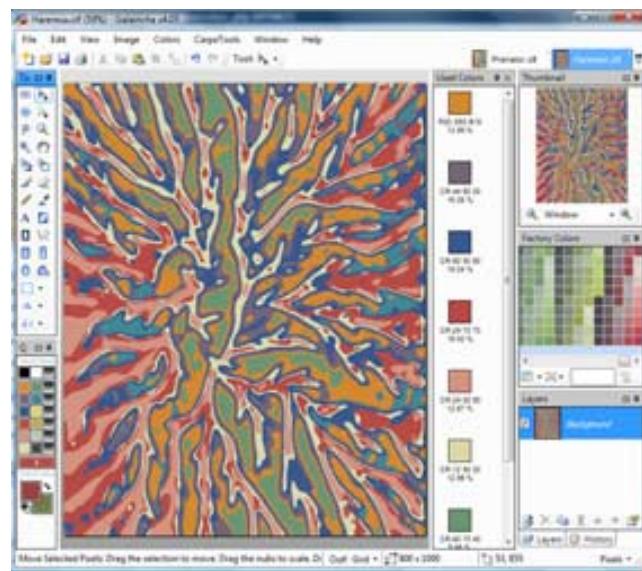
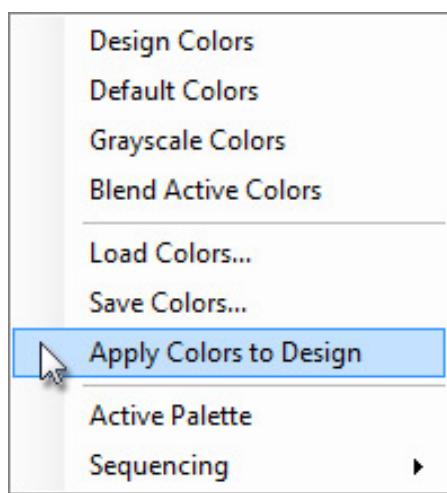


Load the colors used in active design in Quick Color

2. Open the design where you want to apply the colors

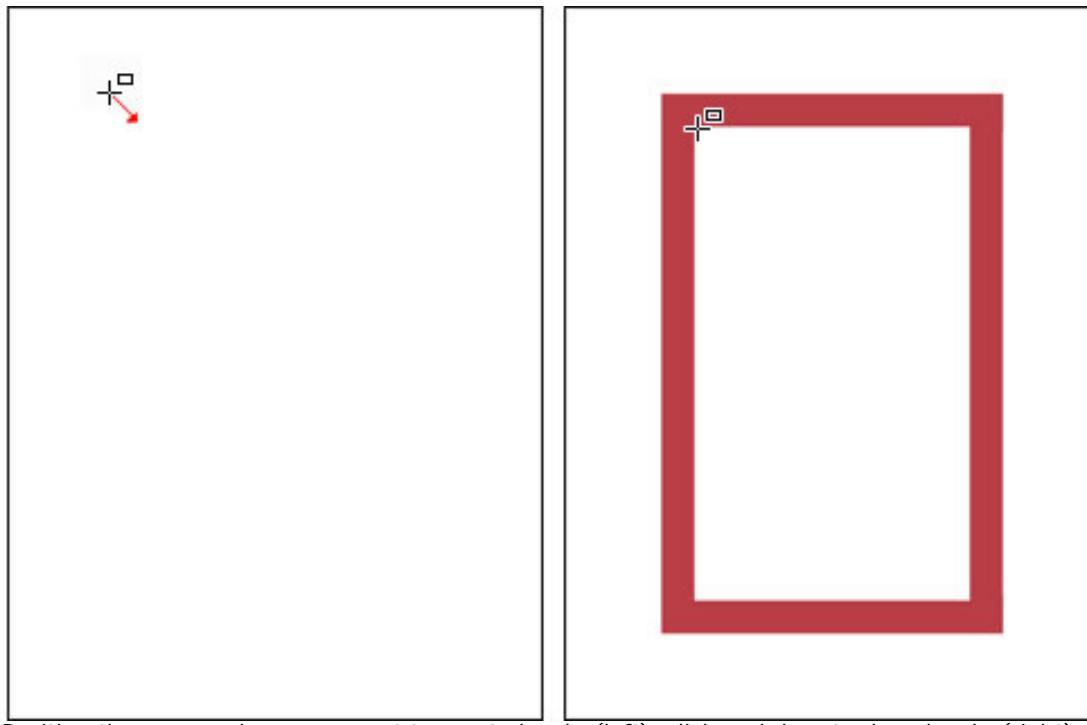


3. Now apply colors to the design



Border Tools □

Border tool reduces the difficulties of creating border designing. Simply click and drag to create border.



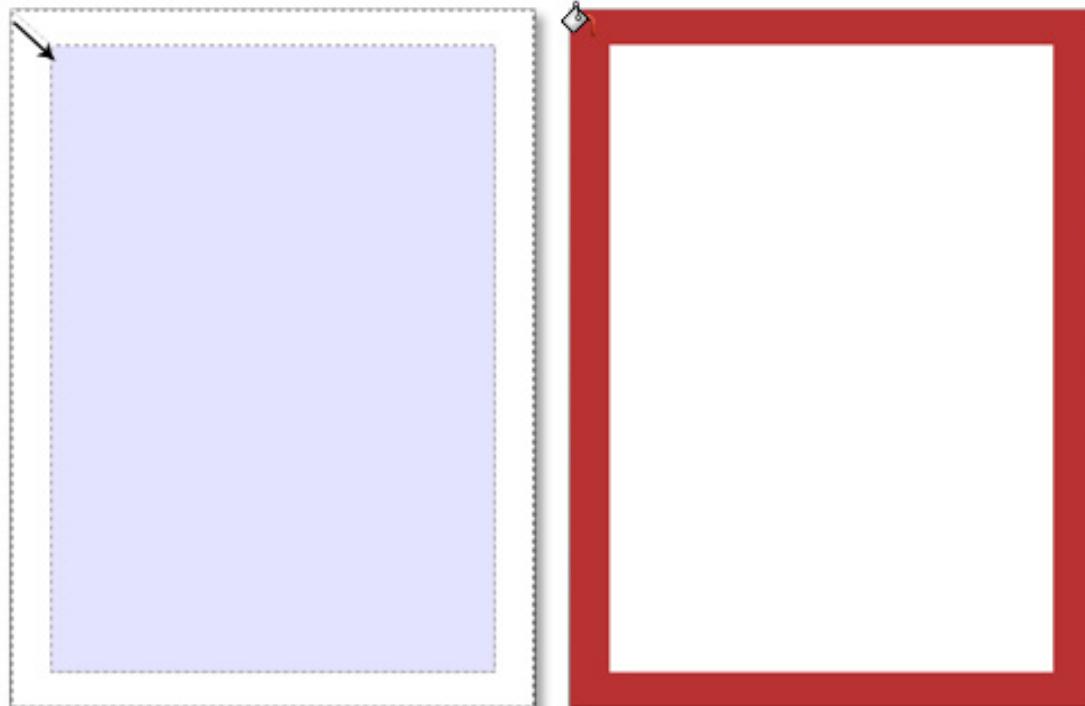
Position the cursor where you want to create border(left), click and drag to draw border(right)

 Please visit the online flash demo of [Creating Border](#)

Note: Hold shift to constrain proportions

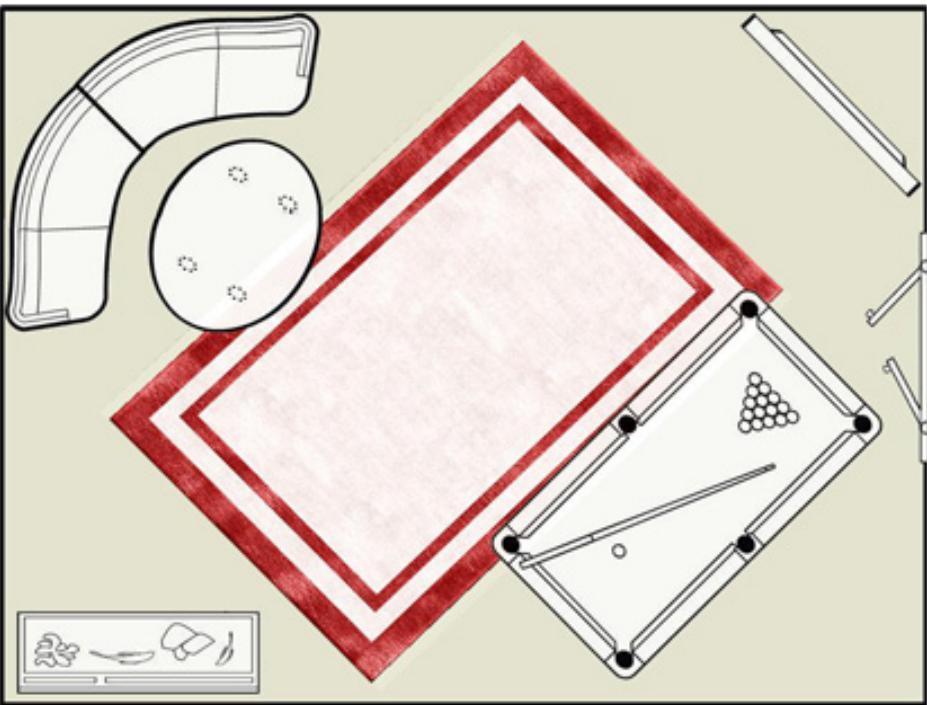
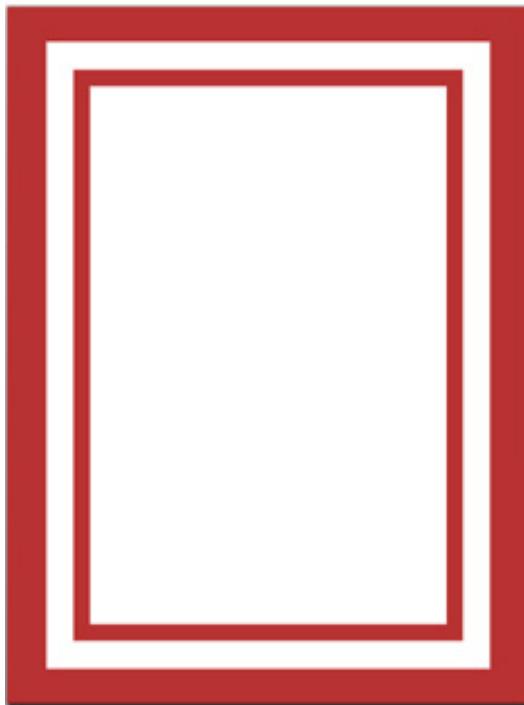
Border Select Tool

Border tool reduces the difficulties of creating border designing. Simply click and drag to select a border. White shade is the selected area where as the gray shade is non-selected area.



Position the cursor where you want to create border selection then click and drag for selection (left), with help of paint bucket fill the color (right)

Note: Right click to subtract, ctrl+ left to add, ctrl+ right to invert, holding down shift to constrain to square



Border design (left), same design in a floor plan (right)

Pan Tool

When you are viewing the design in higher magnification, the design view may be larger than your computer monitor. Use the Pan tool to drag the design on the screen to see all parts of the design. Pan grips the design at a point and brings it across the screen as you move your mouse to navigate the design.



Dragging the Pan tool to navigate the another area of design

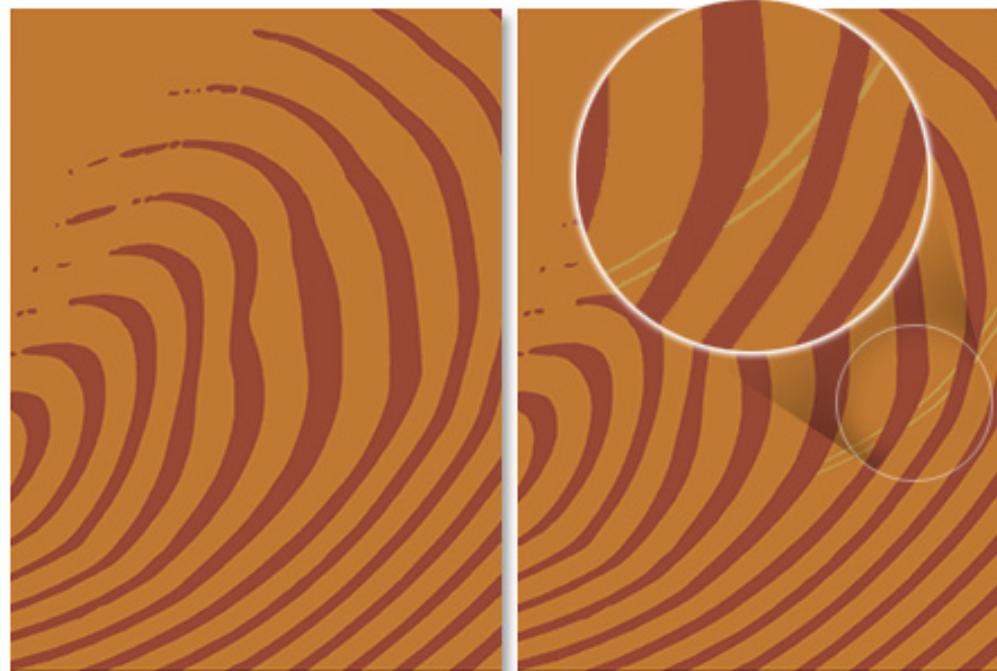
Note: To use the Hand tool while another tool is selected, hold down the spacebar as you drag in the design.

Drag the proxy view area (colored box) in the [Navigator palette](#)

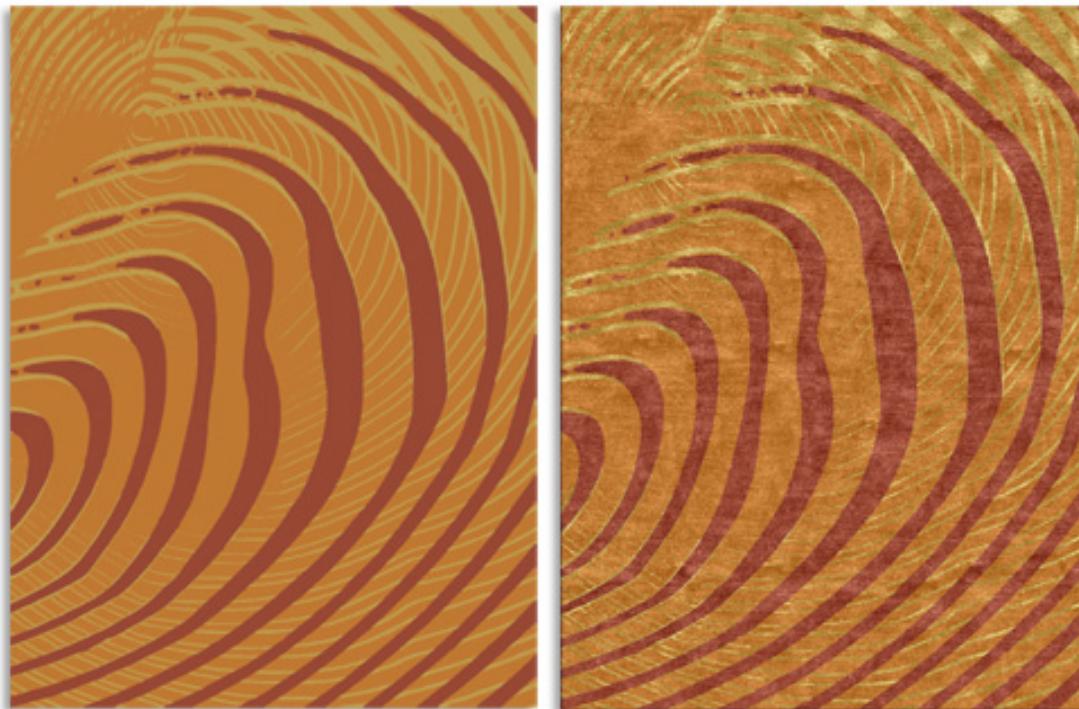
Selective Color

This tool is very useful when you want to paint a color locking a specific color element of the design so that the locked elements remain as they are.

1. Pick a color that you want to use on a design. When you click on the color, it will be defined as your Primary color (A)
2. Select the Selective Color tool from the toolbox
3. Holding down Ctrl key, right click on a color that you want to lock. The right clicked color will be defined as your Secondary color (B)
4. Click and drag in the design to paint. You will see that the locked elements doesn't get painted.



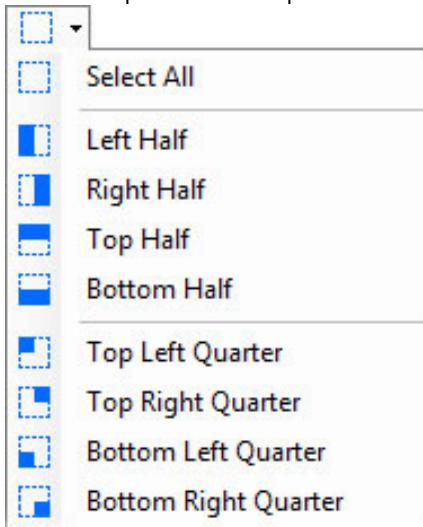
Primary color (A) as the color you want to paint with, Secondary color (B) as that color that you want to lock (left); original design (center), the locked doesn't get painted (right)



The result (left), simulation view (right)

Select

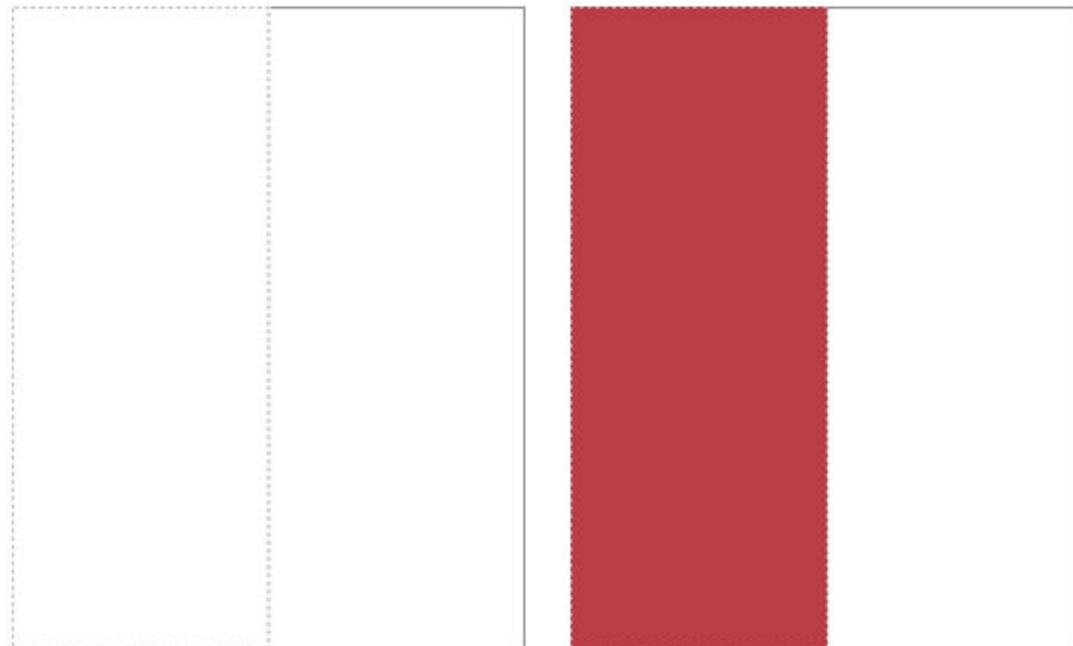
Process is predefined step to make the work much easier. The icon on the front will distinct the operation of selection.



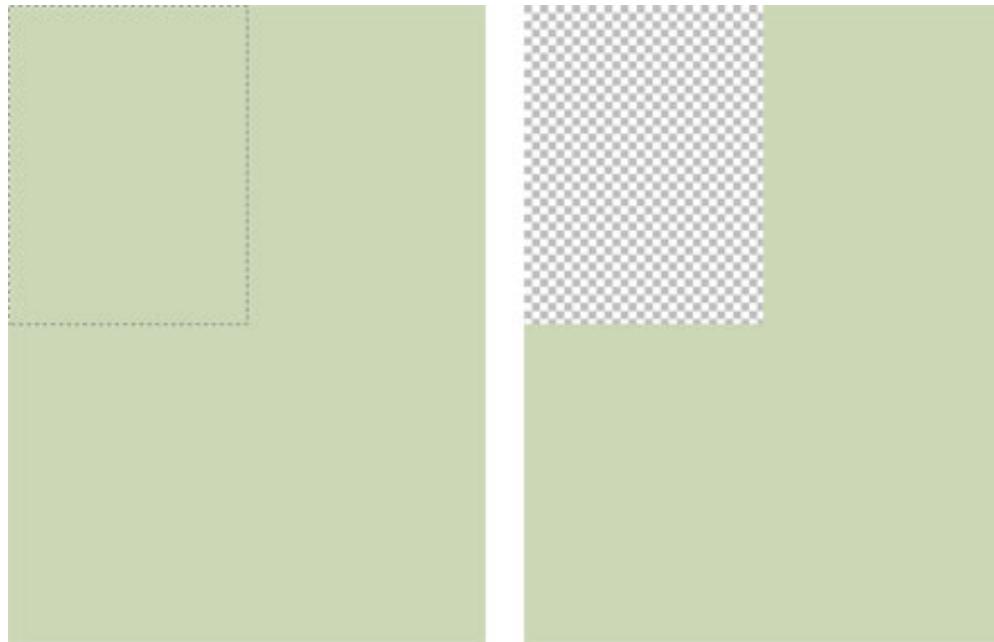
Available Select Process

- Select All:** To select whole design
- Left Half:** To select left portion of design
- Right Half:** To select right portion of design
- Top Half:** To select top half of design
- Bottom Half:** To select bottom half of design
- Top Left Quarter:** To select top left quarter of design
- Top Right Quarter:** To select top right quarter of design
- Bottom Left Quarter:** To select bottom left quarter of design
- Bottom Right Quarter:** To select bottom right quarter of design

Process



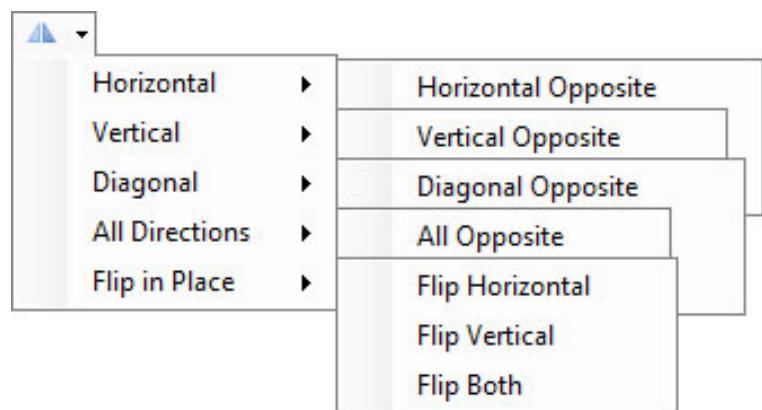
Left half selection process(left), selection been filled up(right)



Top left quarter selection process(left), selection been deleted(right)

Mirror

You want to copy the selected portion of design in opposite direction, you can use Mirror process.



Available Mirror Process

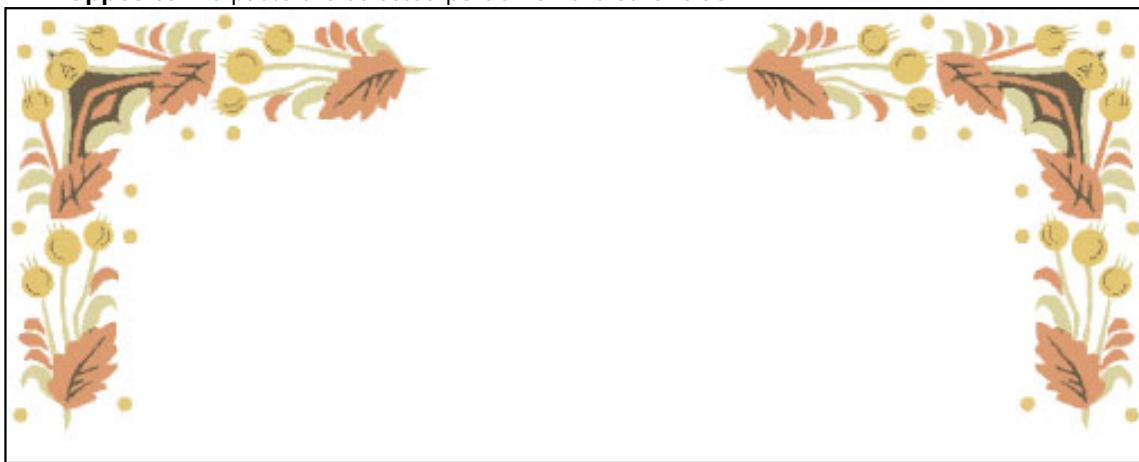
Design (Selected Portion)



Mirror Style

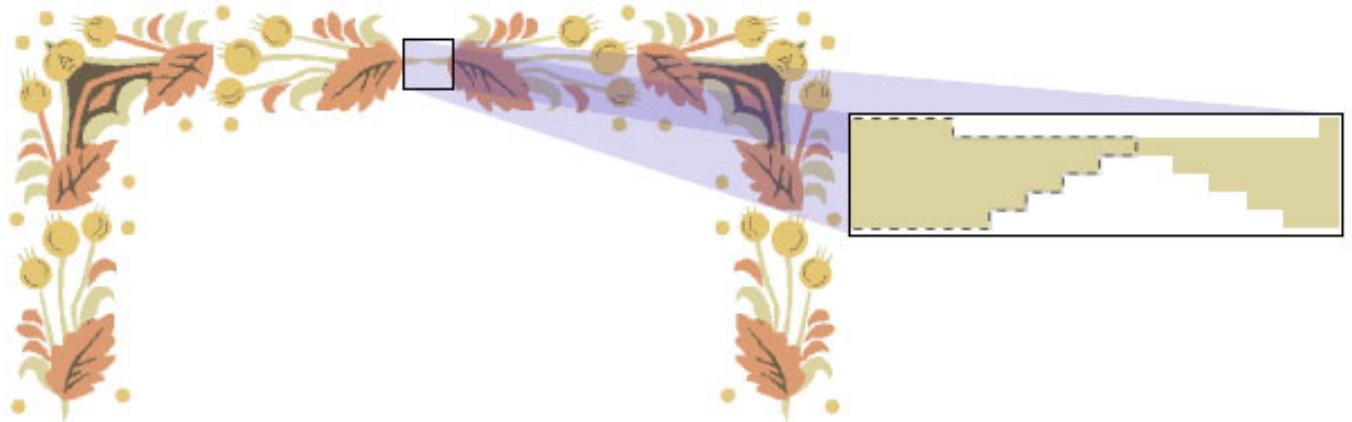
Each process in mirror can be used in three different style, 1.**Opposite**, 2.**Immediate** and 3. **Hinged**

- **Opposite:** To paste the selected portion on the other side



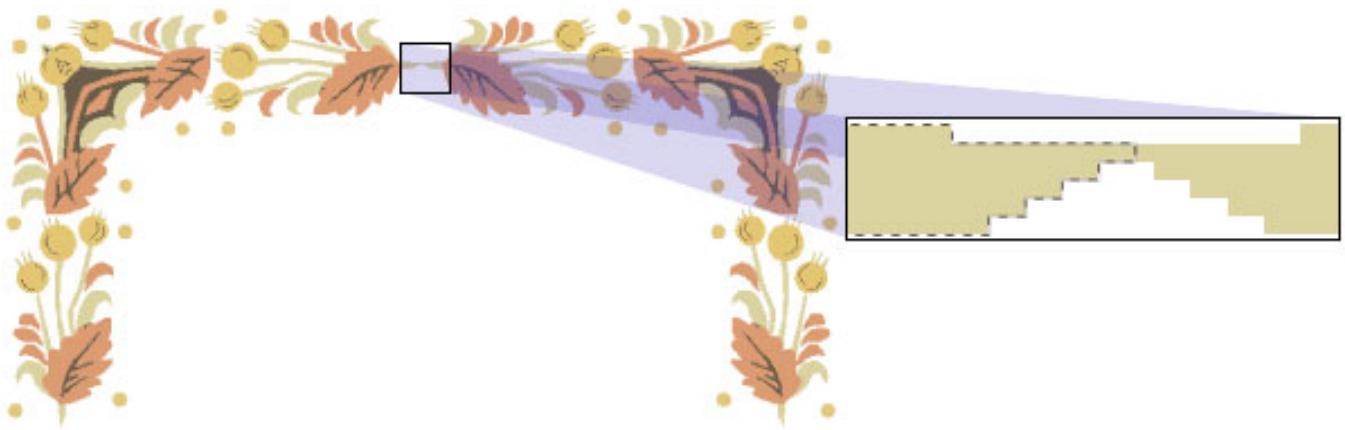
Horizontal Opposite

- **Immediate:** Flip and paste the selected portion of the design



Horizontal Immediate

- **Hinged:** It works just like *Immediate* but, paste the selection one knot less



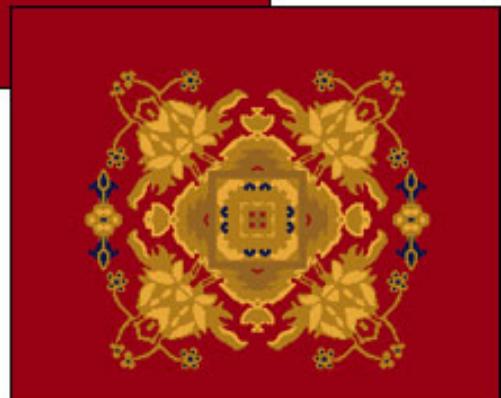
Horizontal Hinged

Mirror Type

Vertical Mirror



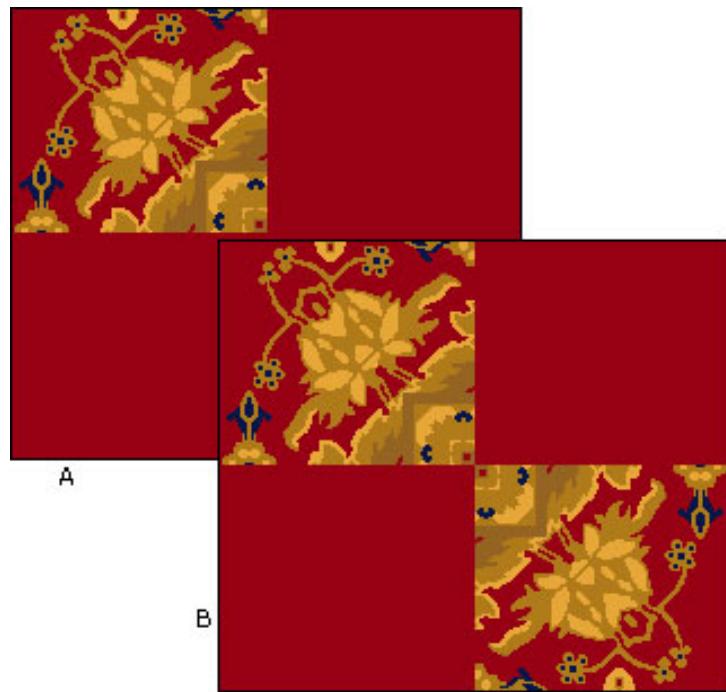
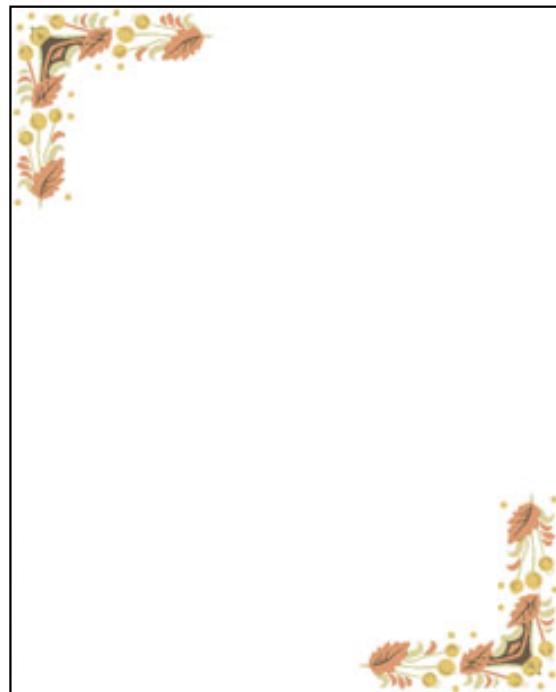
A



B

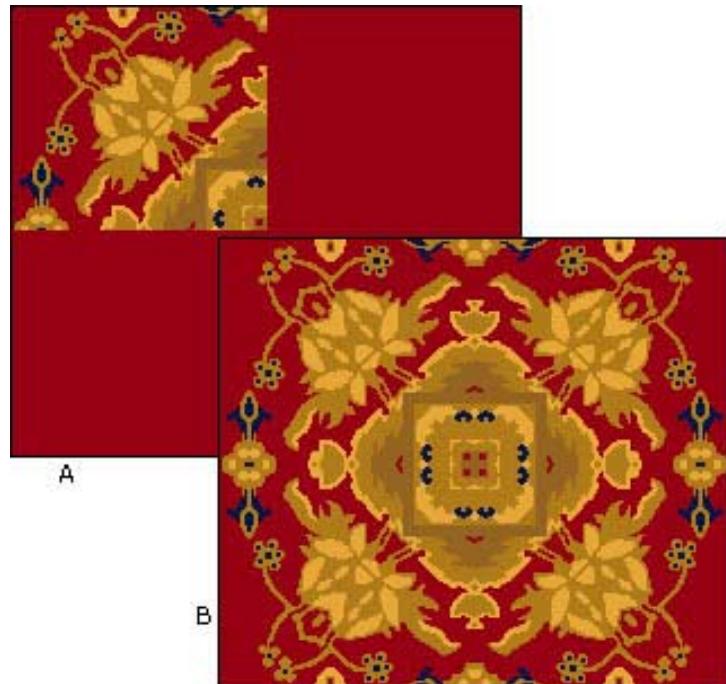
Vertical Opposite Mirror, **A.** Original Design **B.** Vertical Immediate Mirror

Diagonal Mirror



Diagonal Opposite Mirror, **A.** Original Design **B.** Diagonal Immediate Mirror

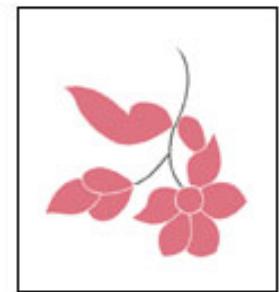
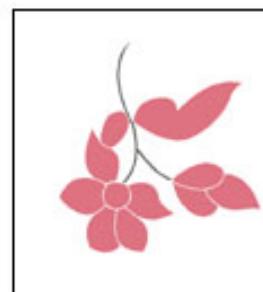
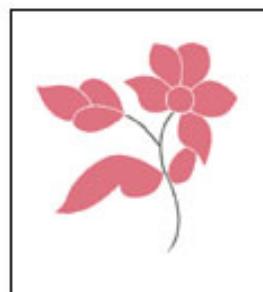
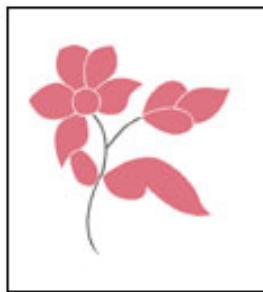
All Directions



All Directions Opposite Mirror, **A.** Original Design **B.** All Directions Immediate Mirror

Flip

Let you flip selected portion of a design in different style, Horizontal, Vertical or Both



A

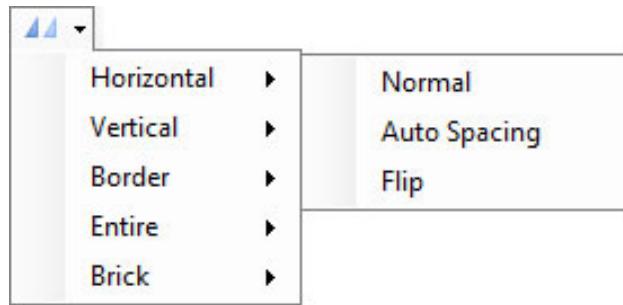
B

C

D

Replicate

You want to replicate the selected portion of design, you can use Replicate process.



Available Replicate Process

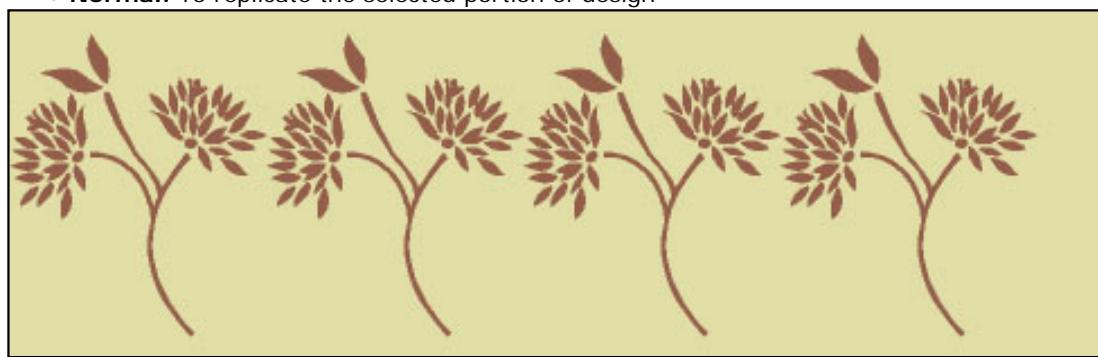
Design (Selected Portion)



Replicate Style

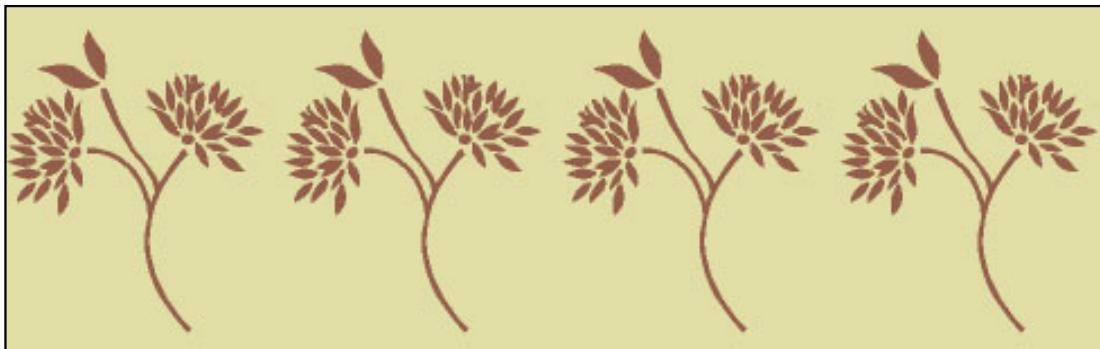
Each process in replicate can be used in three different style, 1.**Normal**, 2.**Auto Spacing** and 3. **Flip**

- **Normal:** To replicate the selected portion of design



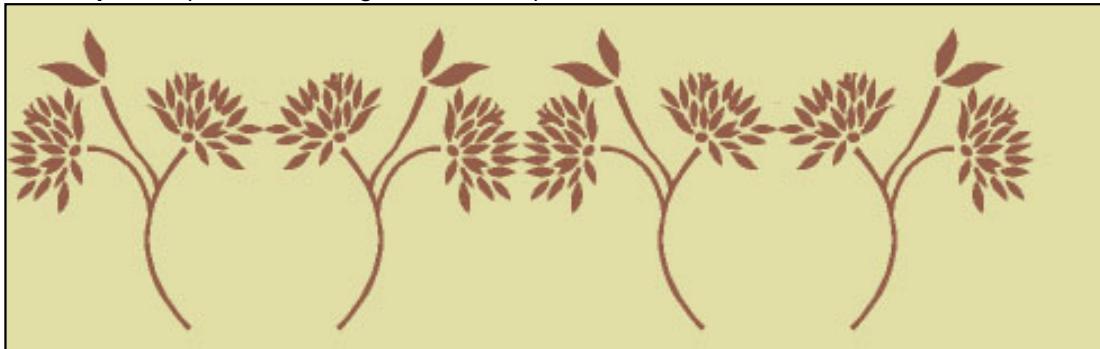
Horizontal Normal Replicate

- **Auto Spacing:** Galaincha will automatically calculate the available space and will replicate the design to auto fill the space.



Horizontal Auto Spacing Replicate

- **Flip:** To replicate the design in normal-flip manner



Horizontal Flip

Replicate Type

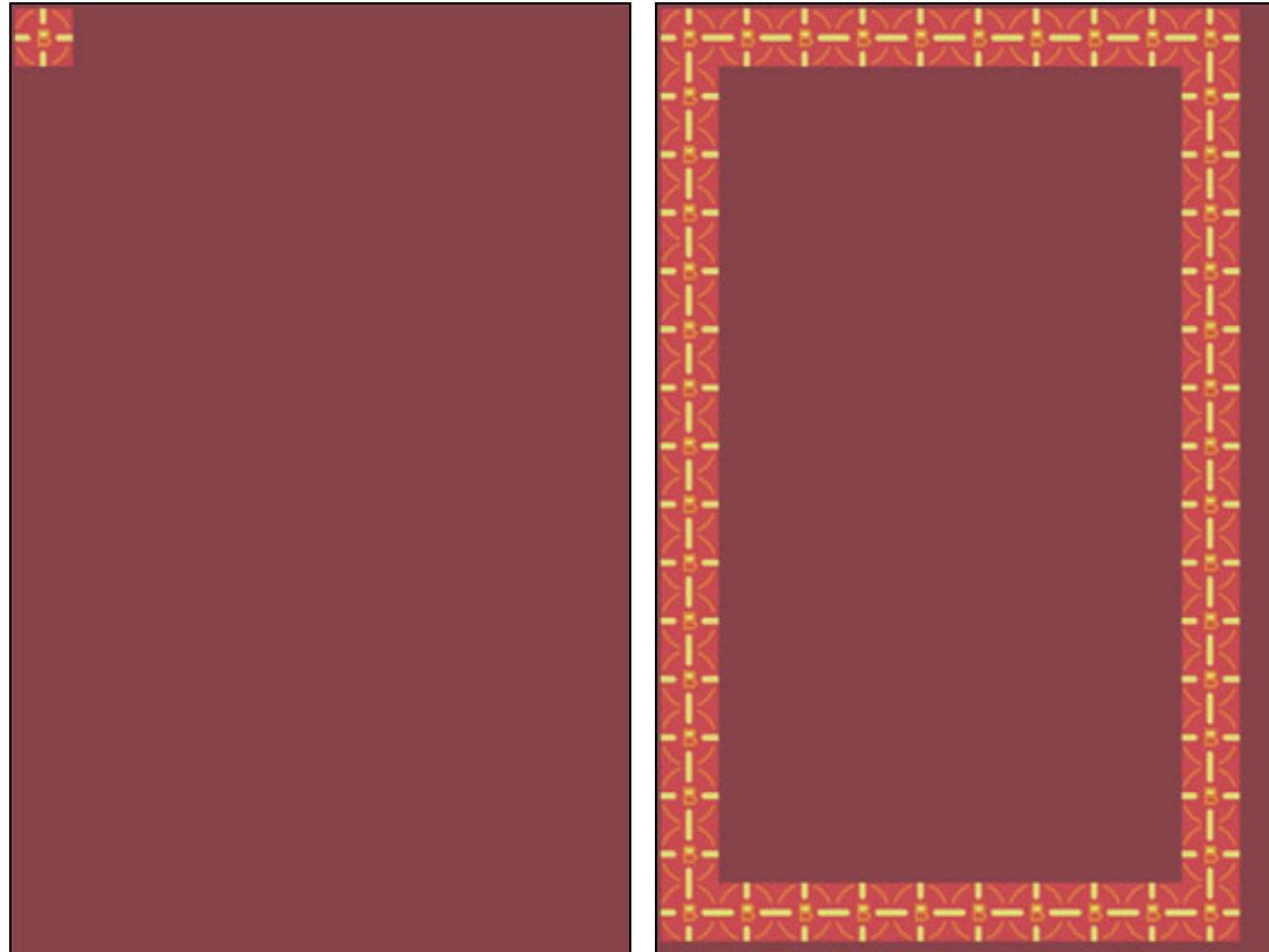
Vertical: To replicate the selected area in vertical manner.



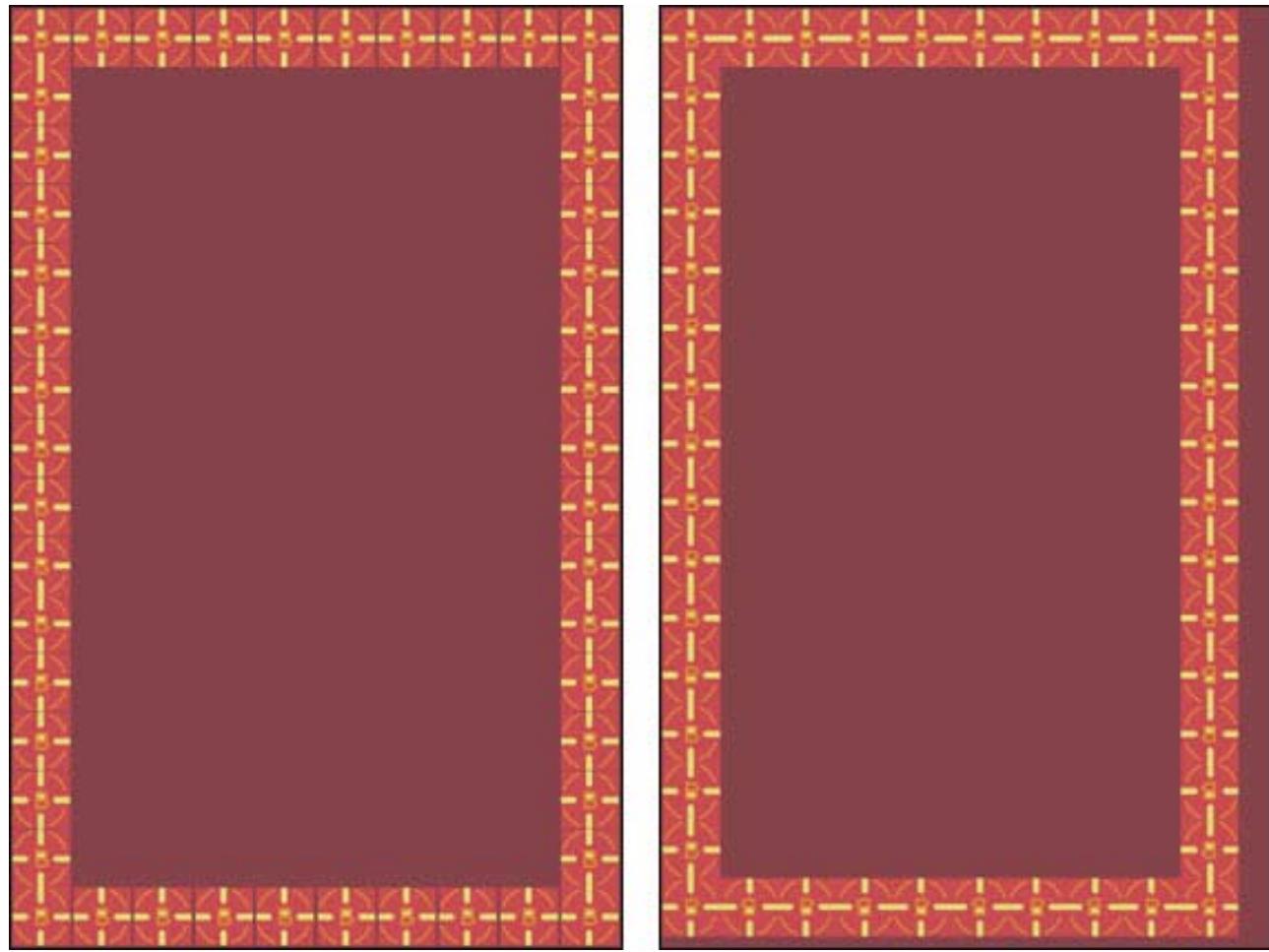


Vertical Replicate(left to Right): Original design, Normal Replicate, Auto Spacing Replicate, Flip Replicate

Border: To replicate the selected area to create border.

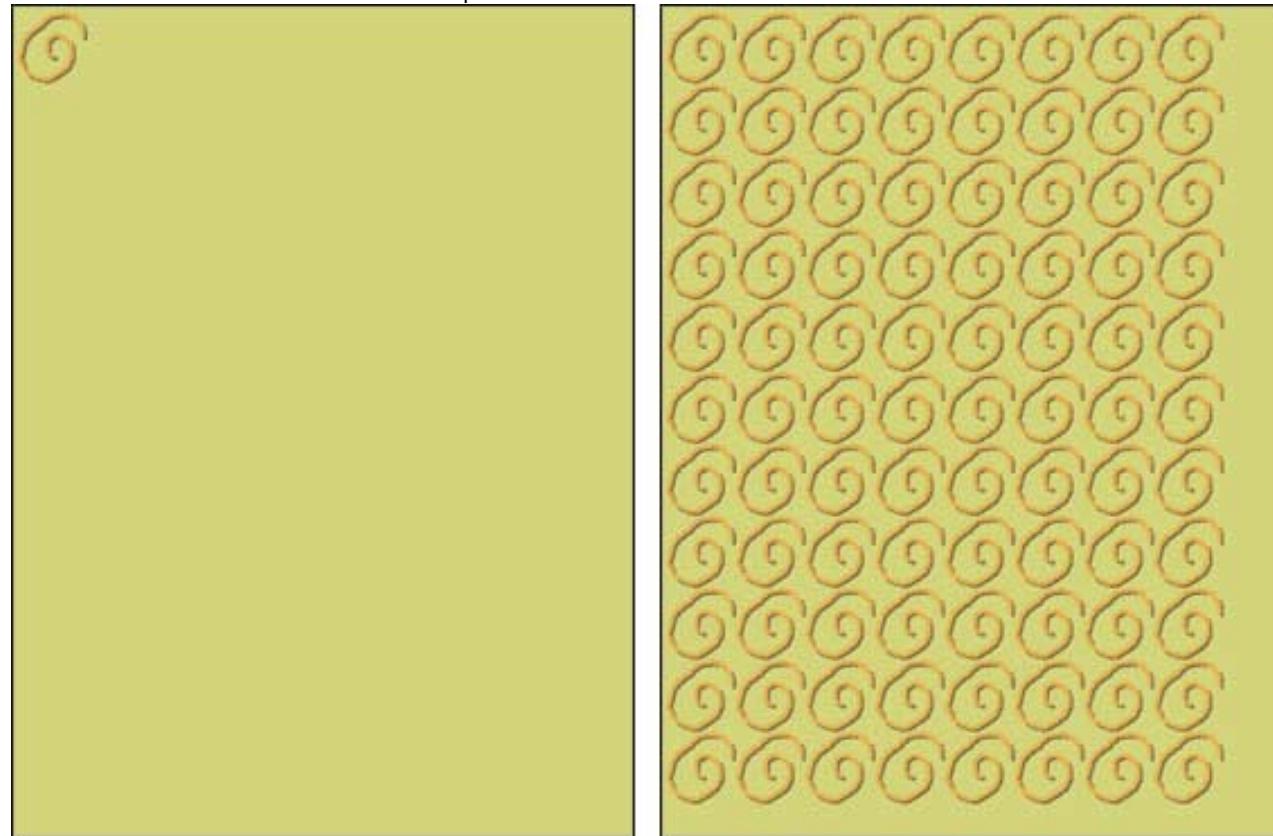


Original Design(left), Border Normal Replicate(right)

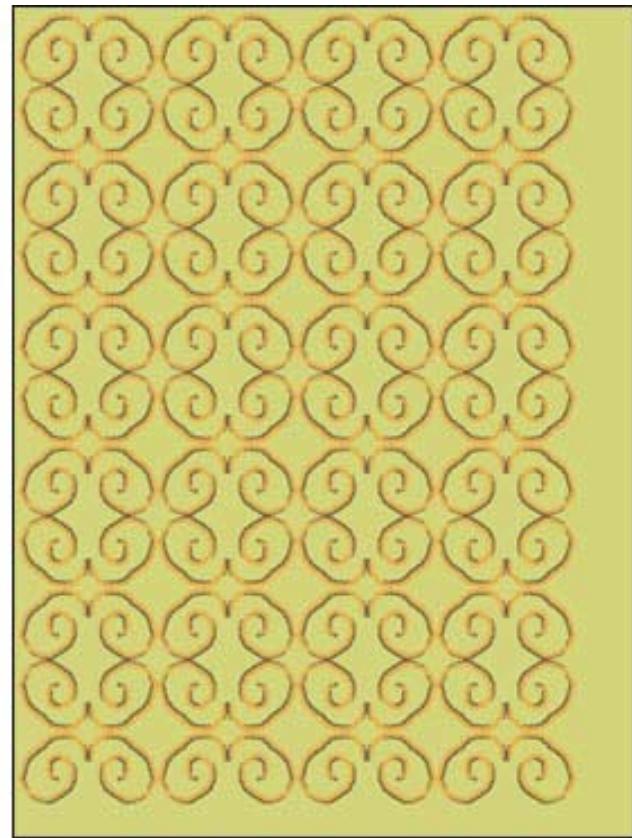
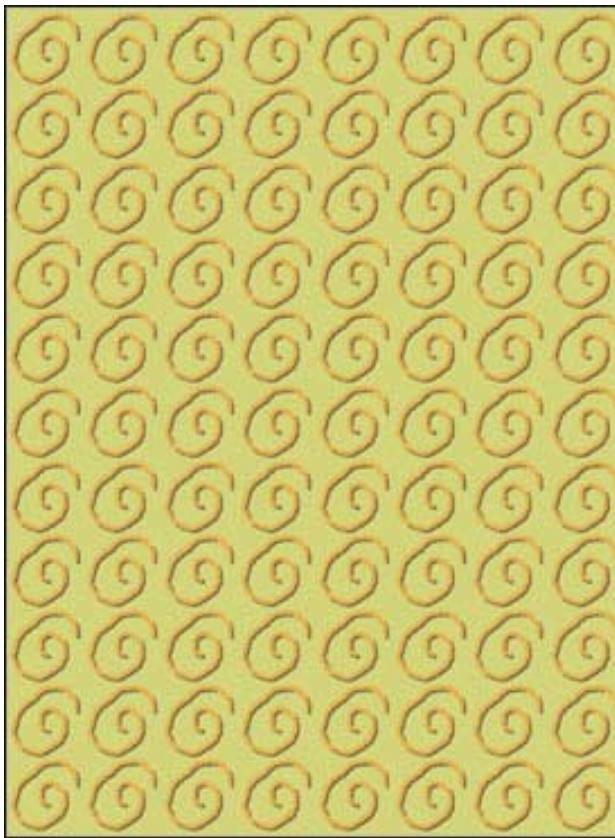


Border Auto Spacing Replicate(left), Border Flip Replicate(right)

Entire: To fill the entire canvas with replicate

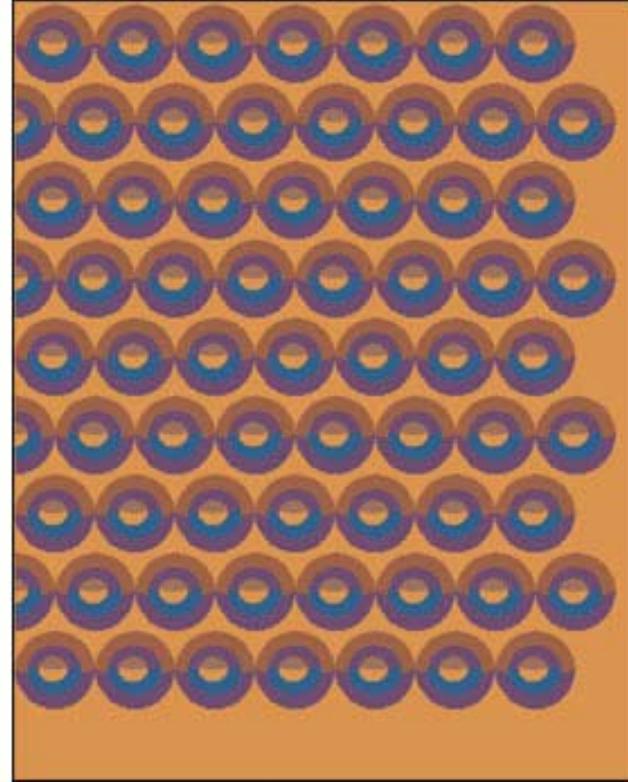


Original Design(left), Entire Normal Replicate(right)

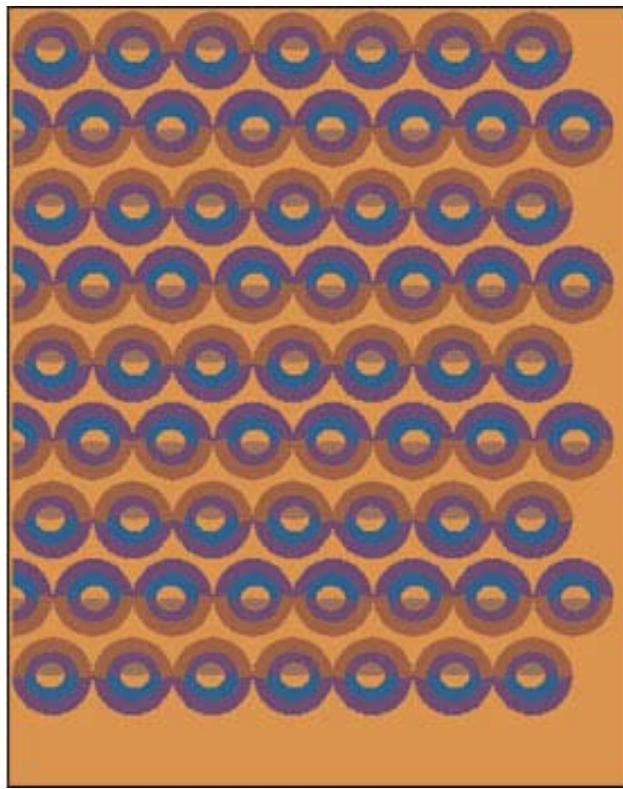
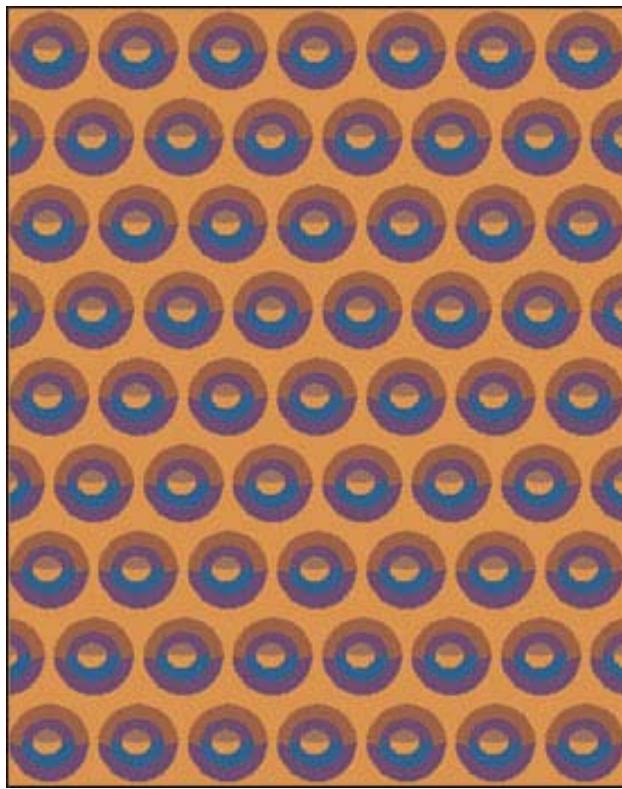


Entire Auto Spacing Replicate(left), Entire Flip Replicate(right)

Brick: To fill the entire canvas in brick pattern replicate

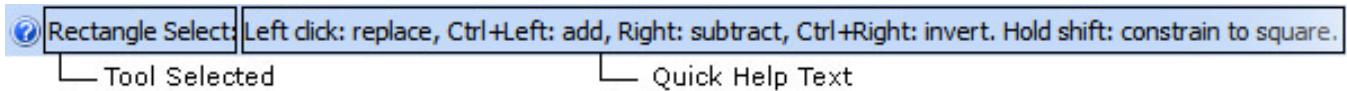


Original Design(left), Brick Normal Replicate(right)



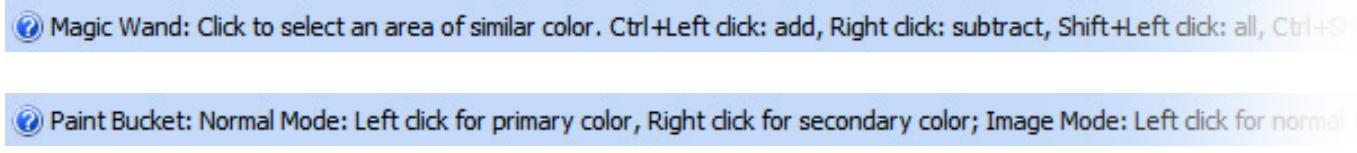
Brick Auto Spacing Replicate(left), Brick Flip Replicate(right)

Status Bar

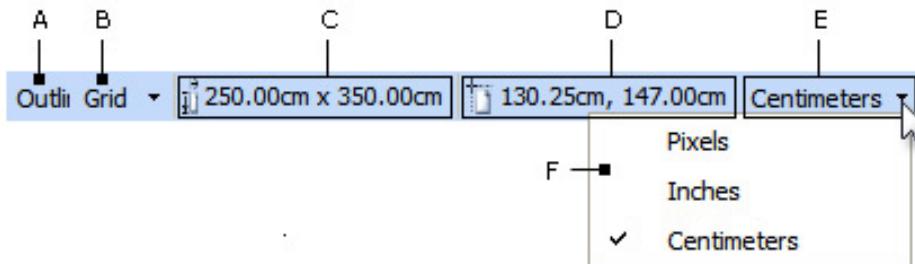


The *Status Bar* contains help, and information that is very useful while working in Galaincha software. Whenever you select a tool, this section of the toolbar will contain some quick help text that summarizes how to use the tool. Some tools, such as the Line/Curve Tool, will change displayed help text depending on what actions you have already performed. Many tools will also use this area to display information about what you are currently doing, such as the size or length of a selection or shape.

Some examples:

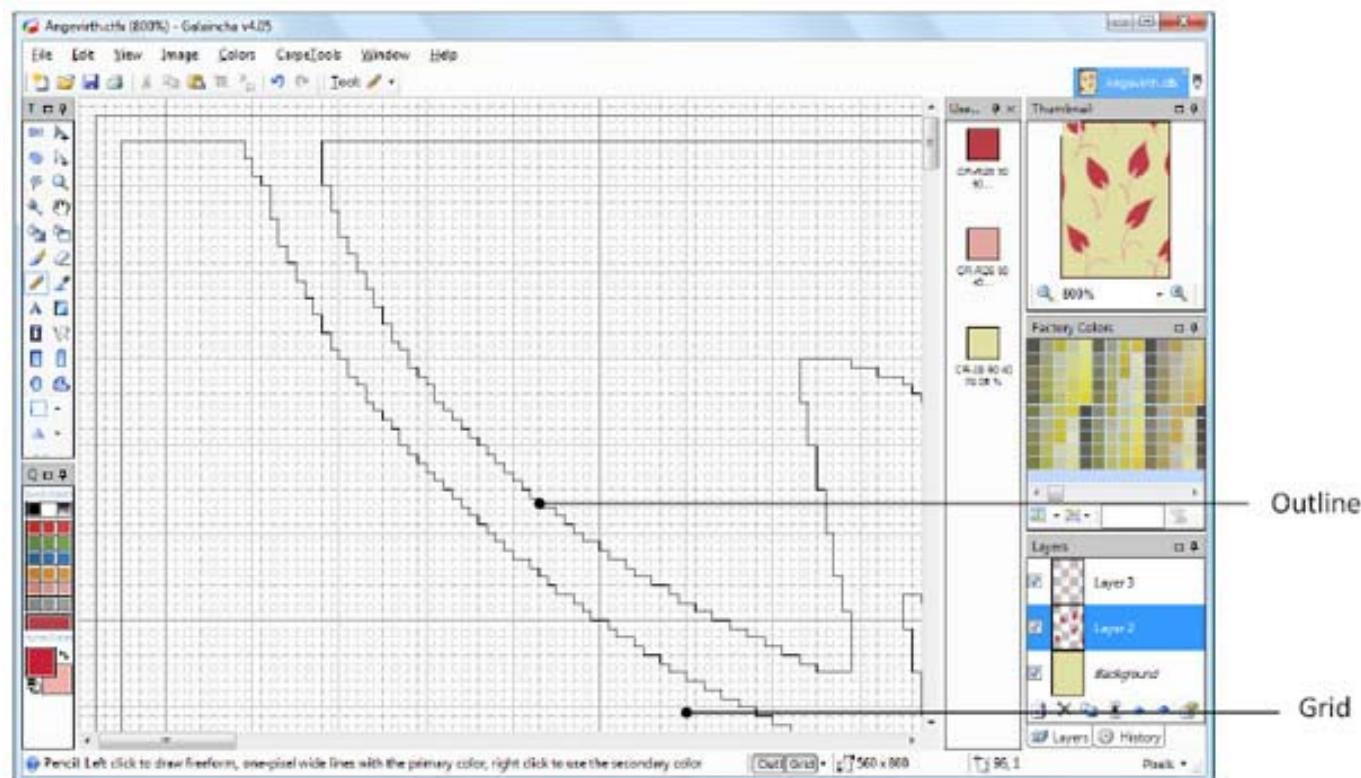


Quick Tab



A. Outline View B. Grid View C. Design Dimension D. Cursor Tracker E. Unit Used F. Available Units

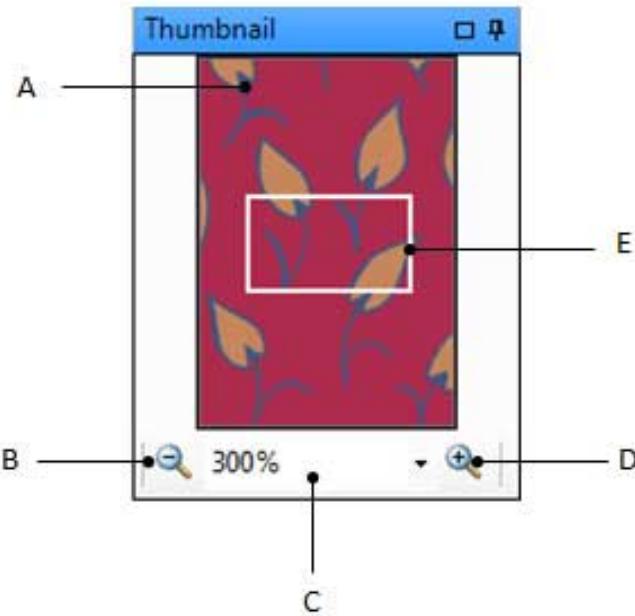
- Grid View:** Grid is useful when you want to perform precise per-knot editing. [More...](#)
- Design Dimension:** This displays the current size of the design. It will display the dimensions of the design in pixels, inches or centimeters depending on what you have chosen in the *Available Units*.
- Available Units:** You can change the appropriate units of display in Pixels, Inches, Centimeters.
- Cursor Tracker:** This will display the current cursor location in design-relative coordinates. It will display these units of pixels, inches or centimeters depending on what you have chosen in the *Available Units*.



Outline and Grid View

Palette

Thumbnail

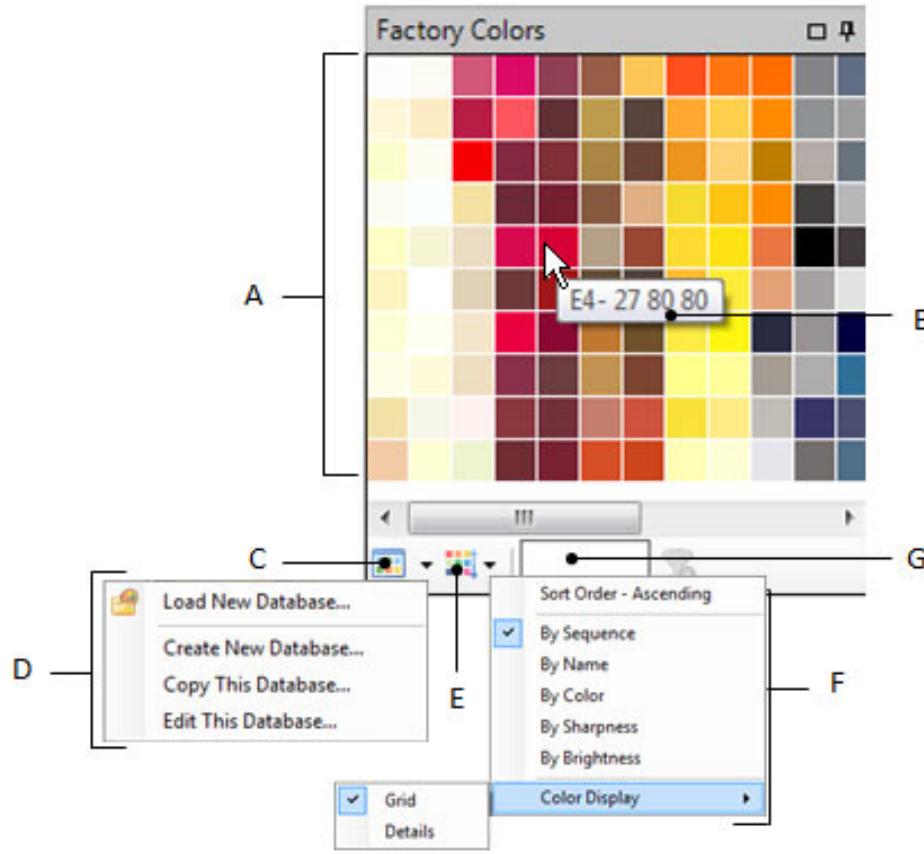


Thumbnail

A. Thumbnail Display of Active Design **B.** Zoom Out Button **C.** Zoom Text Box **D.** Zoom In Button **E.** Proxy Preview Box

You can use the Design Thumbnail to quickly change the view of your active design. The white box in the Thumbnail (called the proxy view area) corresponds to the currently viewable area in the window. To move the view of a design, drag the proxy view area in the design thumbnail.

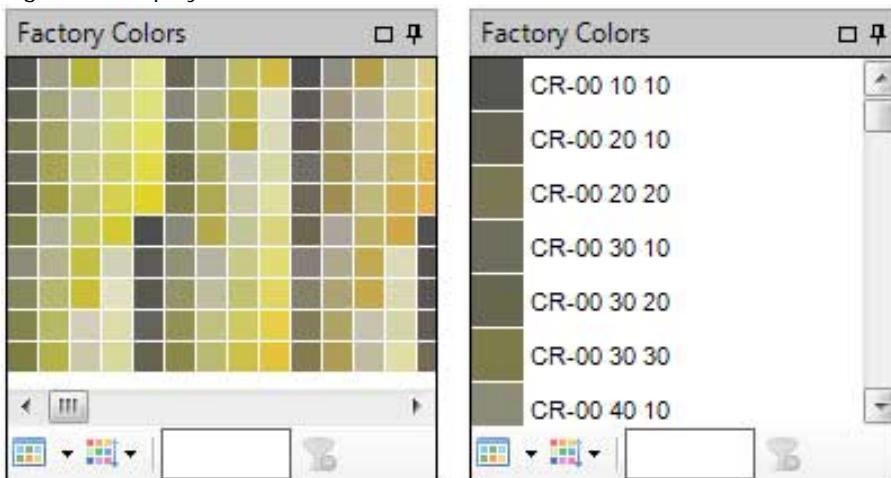
Factory Colors



Factory Colors

A. Colors Set B. Color Name C. Manage Color Database D. Sub menu of Manage Color Database E. Sort Colors F. Sub menu of Sort Colors G. Search Colors

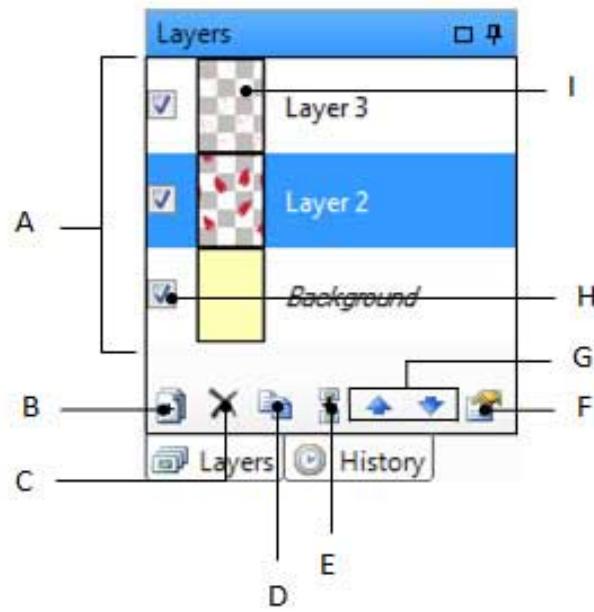
- **Color Set:** Thumbnail of available colors in the current database.
- **Color Name:** Display the name of color.
- **Manage Color Database:** Custom sets of color can be saved as a library for reuse. Factory color can also be saved in a format for sharing with clients. The colors appear exactly the same across applications as long as your color settings are synchronized with them.
 - **Load New Database:** Load colors to factory colors. Select the color database file you want to use, and click Load.
 - **Create New Database:** You can create your own custom colors set and save it as a database. You can save colors in a database and load or remove them from it as you need them.
 - **Copy This Database:** You can copy the current database file to another file.
 - **Edit This Database:** You can add, edit or delete color from current database. You can either export the current set of colors or append the colors to the current factory colors.
- **Sort Colors/Color Display:** The set of colors that is seen in *Factory Colors* window can be re-arranged in multiple ways and can change color display method from Grid to Details or vice-versa.



Color Display: Grid (Left), Details (Right)

- **Search Colors:** Enter name of a color that you want to find. As you type on, color starting with the name will be visible.

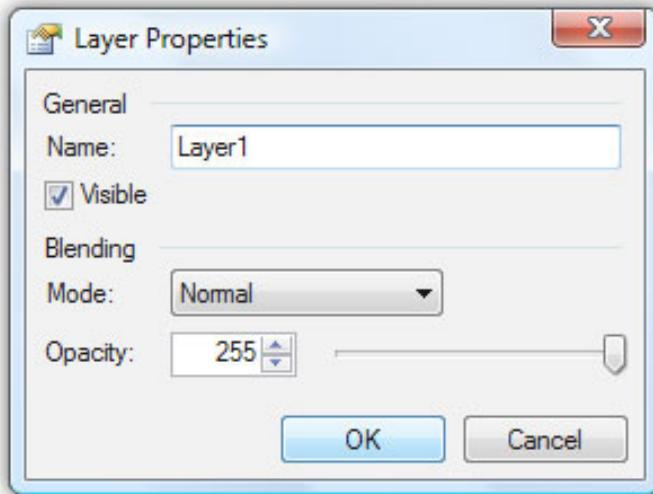
Layers



Layers

A. Layers **B.** Add New Layer **C.** Delete Selected Layer **D.** Duplicate Selected Layer **E.** Merge Layer Down **F.** Layer Property **G.** Move Selected Layer(Up / Down) **H.** Show / Hide Layer **I.** Layer Thumbnail

- **Layers:** Layers are like sheets of stacked acetate. You can see designs through transparent areas of a layer to the layers below. You can reposition a layer and can also change the opacity of a layer to make content partially transparent.
- **Add New Layer:** To create a new layer in the Layers palette.
- **Delete Selected Layer:** To delete selected layer
- **Merge Layer Down:** To make two different layers stacked on top of another into one single layer. When you merge layers, the data on the top layers replaces any data it overlaps on the lower layers. The intersection of all transparent areas in the merged layers remains transparent.
- **Layer Property:** You can get addition layer properties like- Layer name, Blending mode and Opacity of the selected layer.

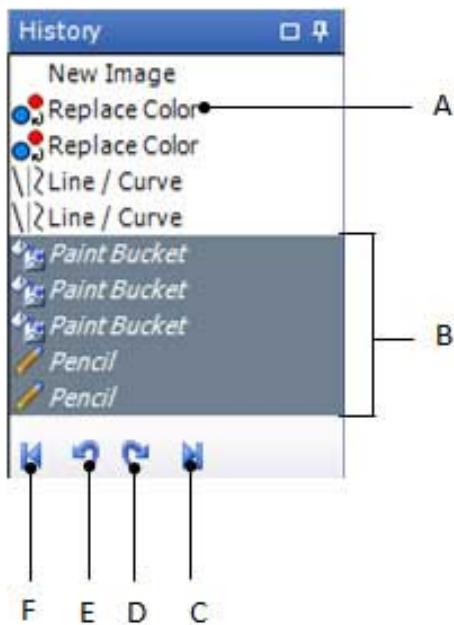


- **Move Selected Layer (Up/Down):** Move the selected layer up or down in the Layer palette or you can also drag the layer up or down.
- **Show/Hide Layer:** Click on the check box to hide its content of the design. Click again on the check box to redisplay the content.
- **Layer Thumbnail:** Thumbnail view of content present in the layer.

Note: Only visible layers are printed.

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.

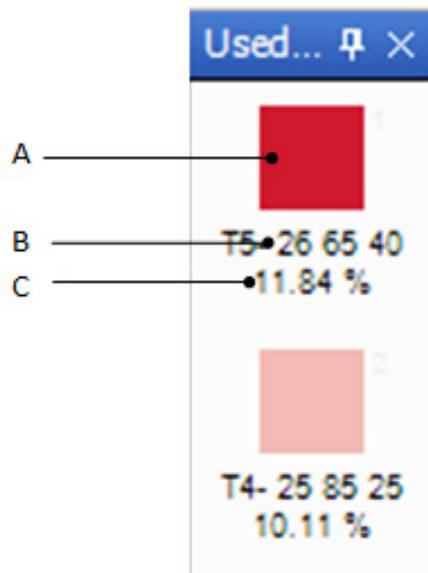


History

A. History State **B.** History Pullover **C.** Redo All **D.** Redo **E.** Undo **C.** Undo All

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 appears 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.

Used Colors



Used Colors

A. Color B. Color Name C. Percentage Coverage

Replacing Color

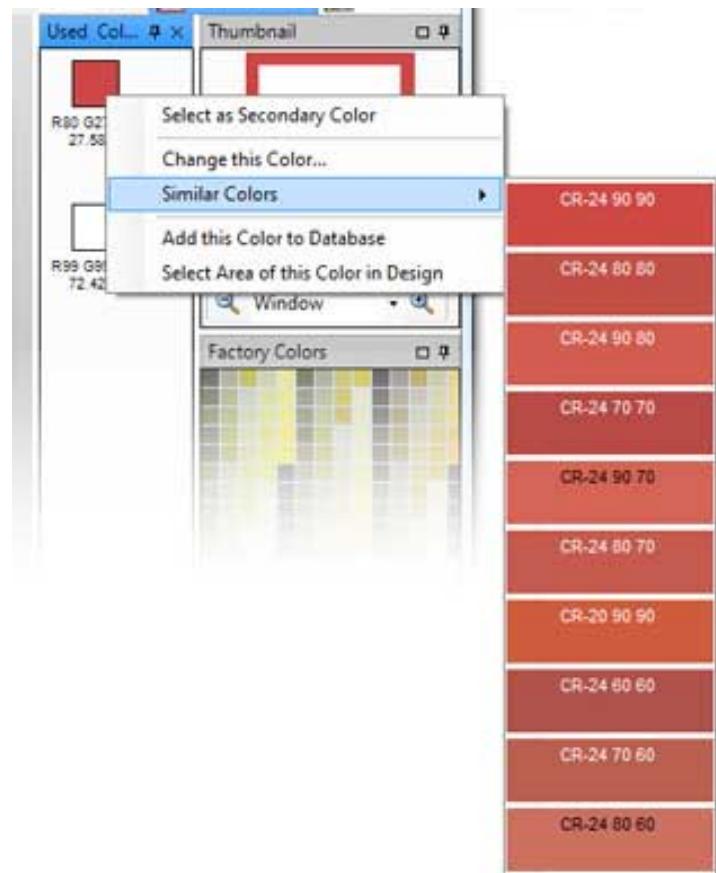
1. Drag the color that you want to use in the design from [Factory Colors](#)
2. Drop it over that color that you want to replace on in Used Colors bar



Select a color that you want to use(left), drag the color over a color that you want to replace on(middle), drop it on to replace (right)

Right click on a color from Design Color column for more option

- **Select as Secondary Color:** Set the color as secondary color
- **Change this Color:** For more accurate color matching
- **Similar Colors:** Range of close matching colors
- **Add this Color to Database:** Save the selected color in your color database
- **Select Area of this Color in Design:** Highlight the area having the selected color



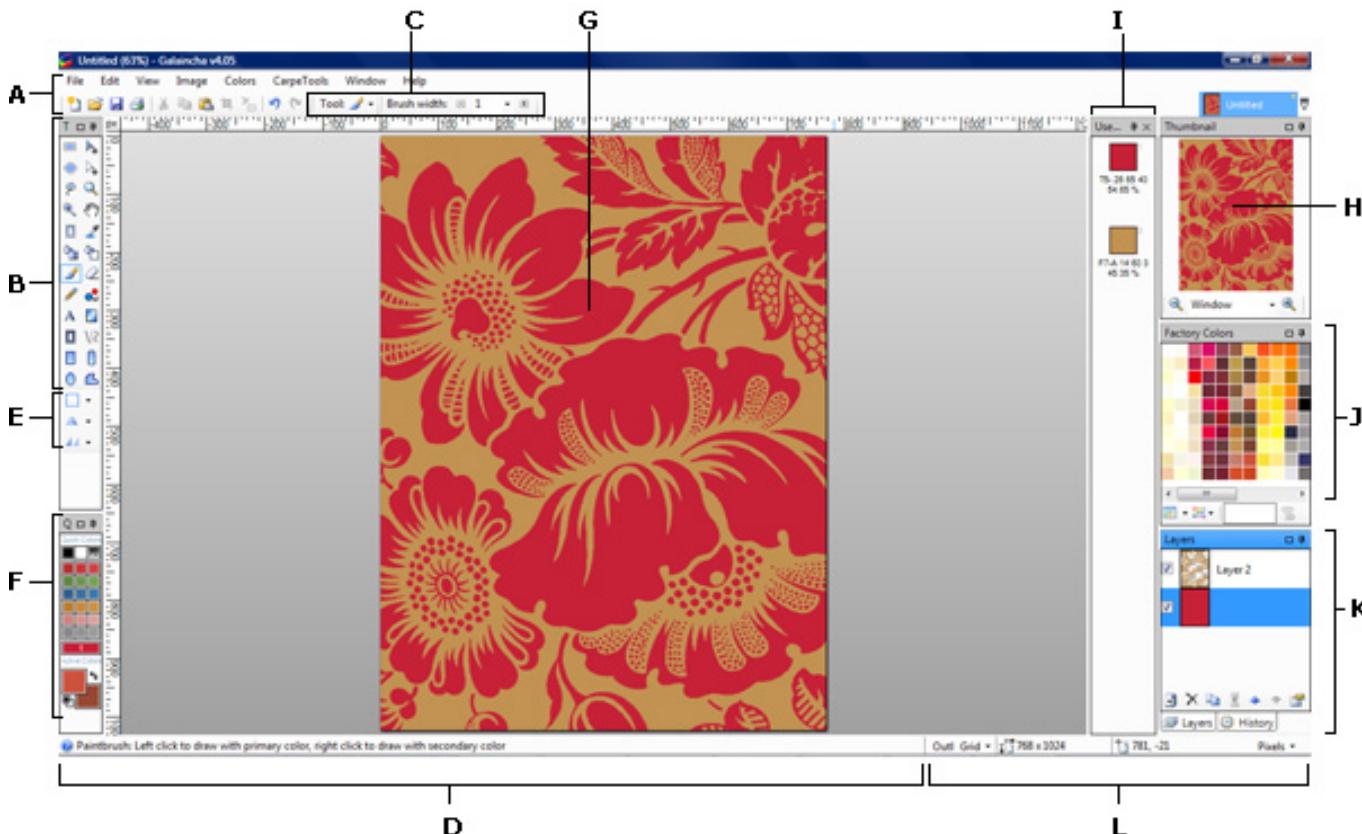
Workspace overview

You generate and manipulate your designs using various tools available in Galaincha. You can change the layout or workspace of

Galaincha in such way that it provides you the comfort to work. These commands allow you to hide or show the utility pannels, to reset them to their original locations.

Hide or show panels

Click on a particular command to temporarily hide the panel and vice-versa.



Default Galaincha workspace

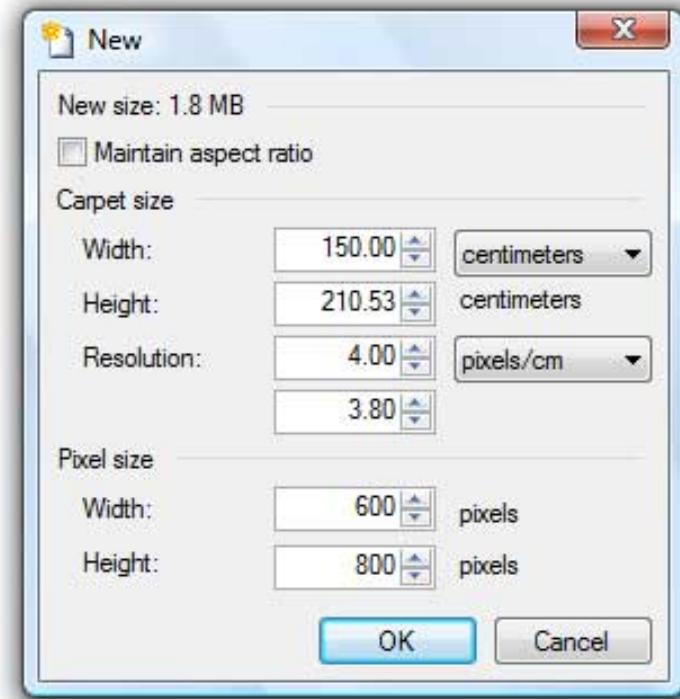
A. Menu Bar and Quick Command **B. Tools box** **C. Tool Options** **D. Tool Information** **E. Process Bar** **F. Quick Colors** **G. Active Design** **H. Design Thumbnail** **I. Design Colors/ Used Colors** **J. Factory Colors** **K. Layers and History Panel** **L. Editing Area and Status Bar**

- **Menu Bar and Quick Command** contains menu and tools organized according to the tasks.
- **Tools box** 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 Bar** contains preset method of selecting, mirroring, and repeating.
- **Quick Colors** is customizable palette for storing regularly needed colors.
- **Design Thumbnail** is a convenient feature for graphically moving from one part of design to another.
- **Design Colors/ Used 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 Panel** 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.

File menu

File > New

A dialog box shown below appears and you can specify the required size and proportion of the new document.



It is important to have knowledge about the size and quality of carpet and graph before you design any carpet. Here, You specify the required size and quality of the new carpet. For example, if you are trying to create a carpet of size 170 cm x 240 cm in 60 knot quality, there are certain things you need to understand before you do this in Galaincha. Many carpet industries have their own conventions of defining quality. But most of the industries use Ten Cm unit with 33 knots and 18 lines per each unit for a 60 knot quality design. So if you are going to follow this convention then let's see how You calculate the carpet size:

Carpet Width = 170 cm x 33 knots / 10 cm
= 561 knots
= 560 knots (rounded)

Similarly, Carpet Height = 240 cm x 18 lines / 10 cm
= 432 lines

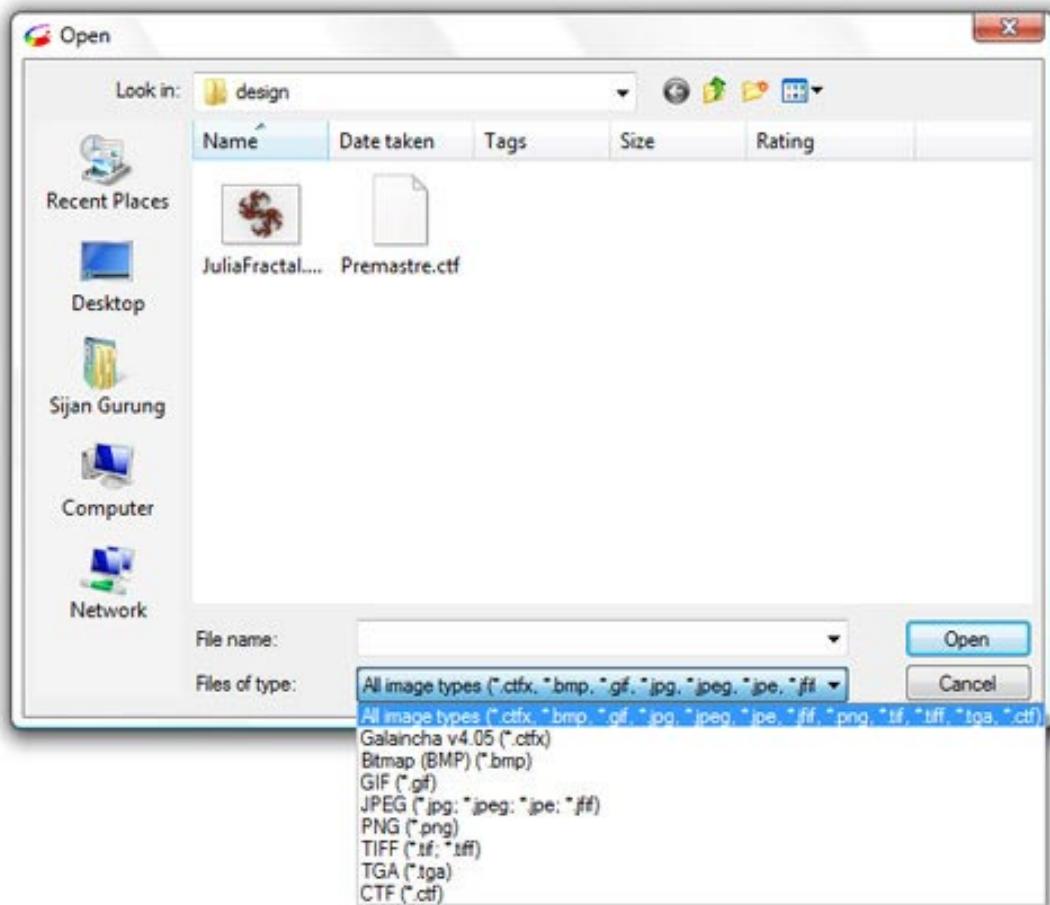
You can define the size of new carpet in two ways. First, you can specify the Width and Height in inches or centimeters and Second, you can specify the required size in pixels.

For example if you need 8 X 10 meters carpet then, you can either specify
Width = 96 inches and Height = 120 inches
or in Pixel size as Width = 974 and Height = 1220 pixels for 40 X 40 pixels/cms carpet.

 Please visit the online flash demo of [Defining Size and Quality](#)

File> Open

A dialog box appears so that you can select any of your files to open in Galaincha. 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.

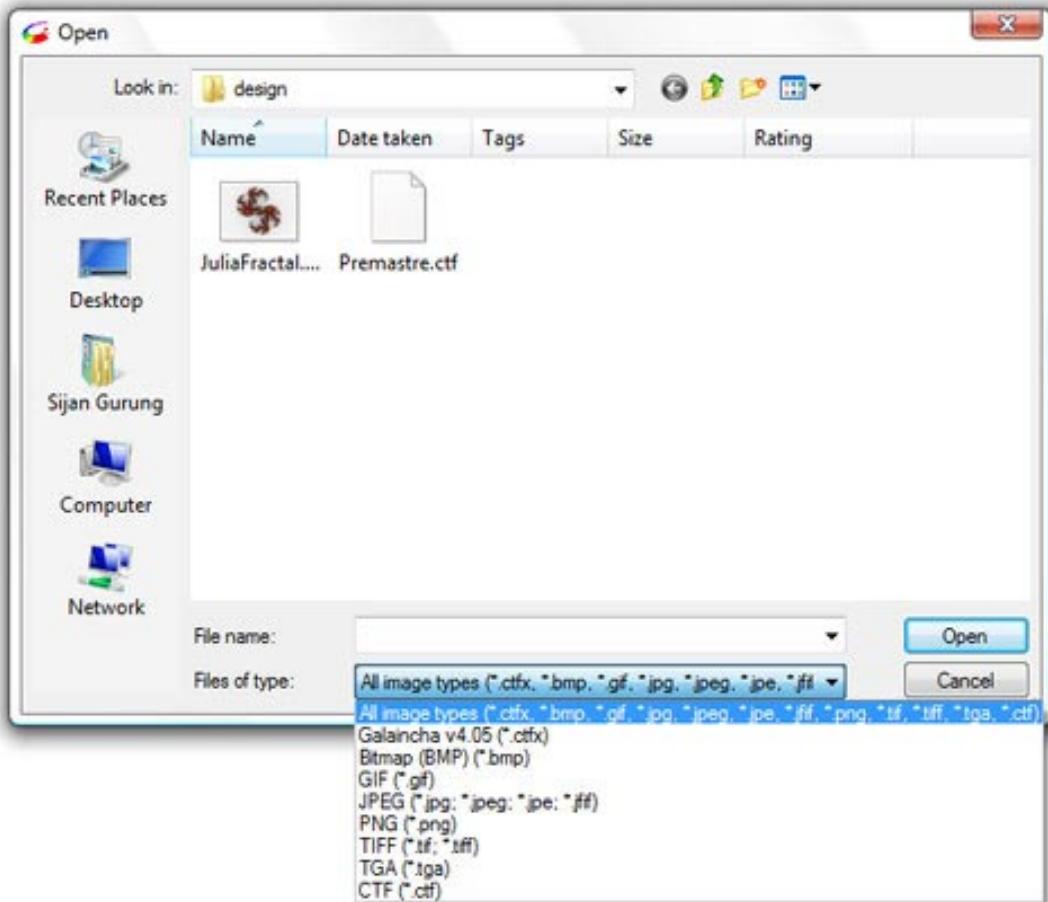


You can use [File > Browse](#) which provide thumbnail view.

File> Open

Shortcut Key:- *Ctrl+O*

A dialog box appears so that you can select any of your files to open in Galaincha. 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.

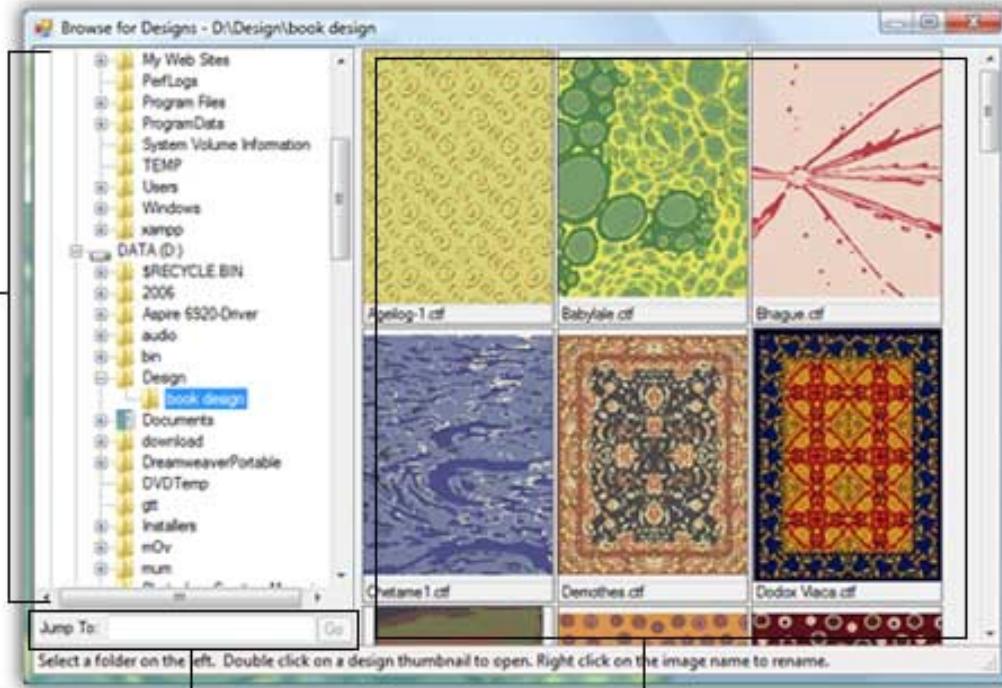


 You can use [File > Browse](#) which provide thumbnail view.

File> Browse

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.

About the workspace of Browse



Browse workspace

A. Folder Panel B. Jump To C. Preview Window

- **Folder Panel:** *Folder Panel* shows the folder hierarchy. Use it to navigate the folders.
- **Jump To:** Type the 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.

File> Acquire

Acquiring images from cameras and scanners.

This features can be used to acquire pictures from camera or scanner directly in to your computer using Galaincha.

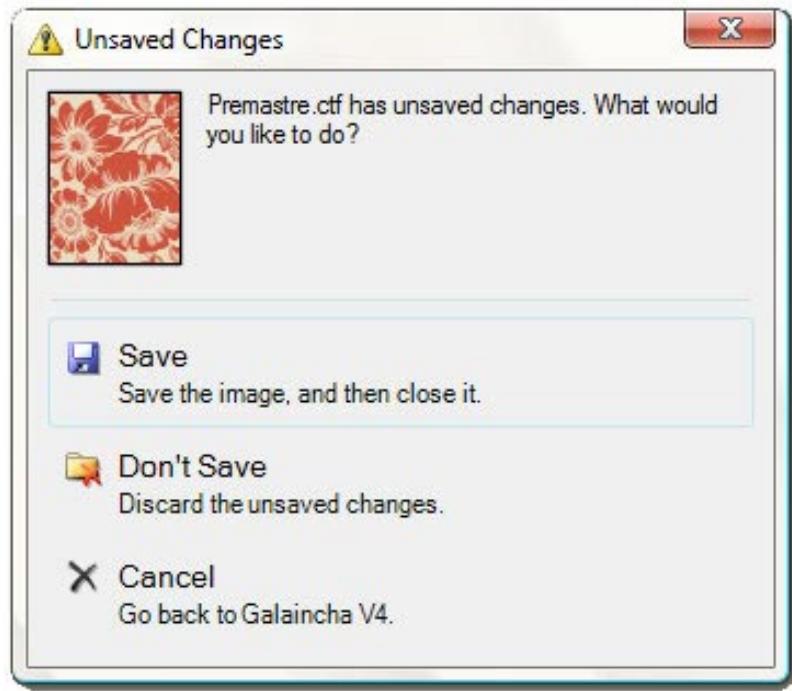


Note: Scanner drivers are supported by the scanner manufacturer, not by Galaincha. If you are having problems with scanner, make sure that you are using the latest version of the scanner driver and software.

File> Close

Shortcut Key:- Ctrl+W

You can use this command to close the currently working window or the design. This doesn't close all the window 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.

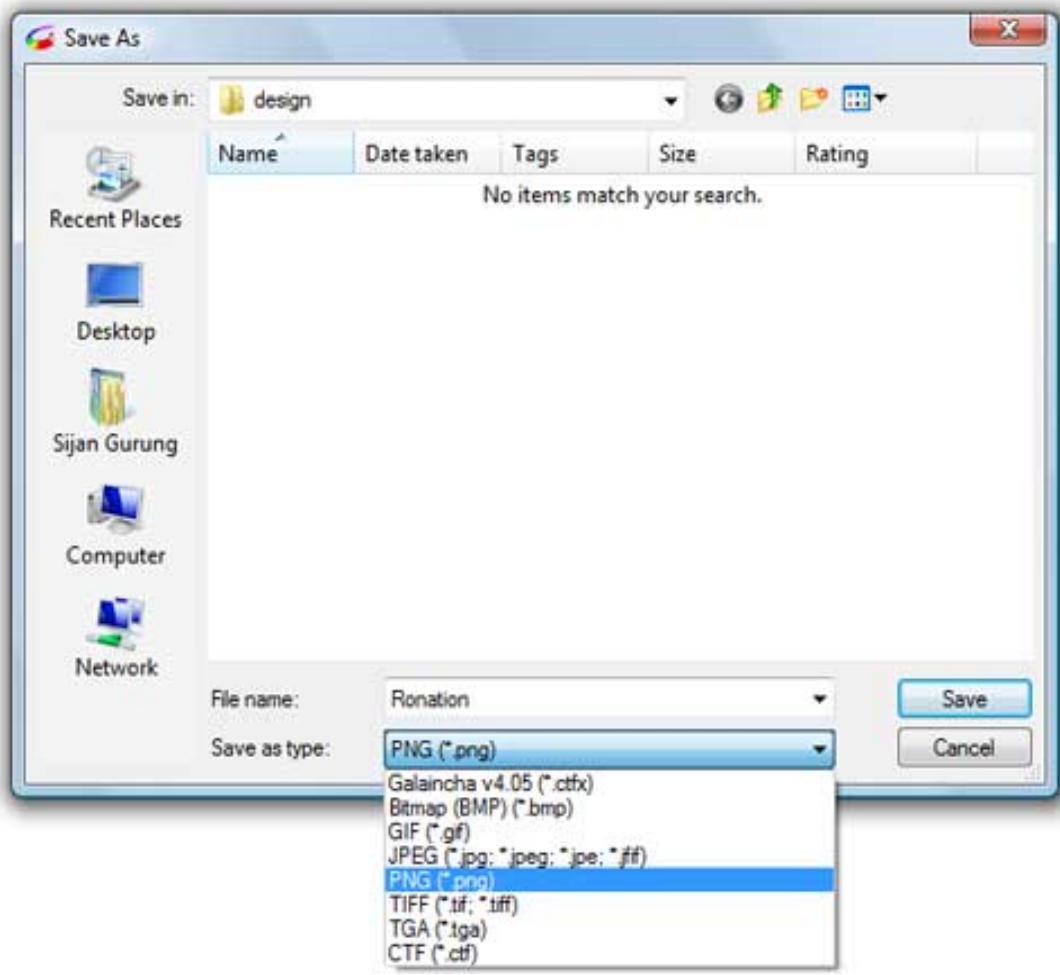


Closed window

File > Save

 Shortcut Key:- *Ctrl+S*

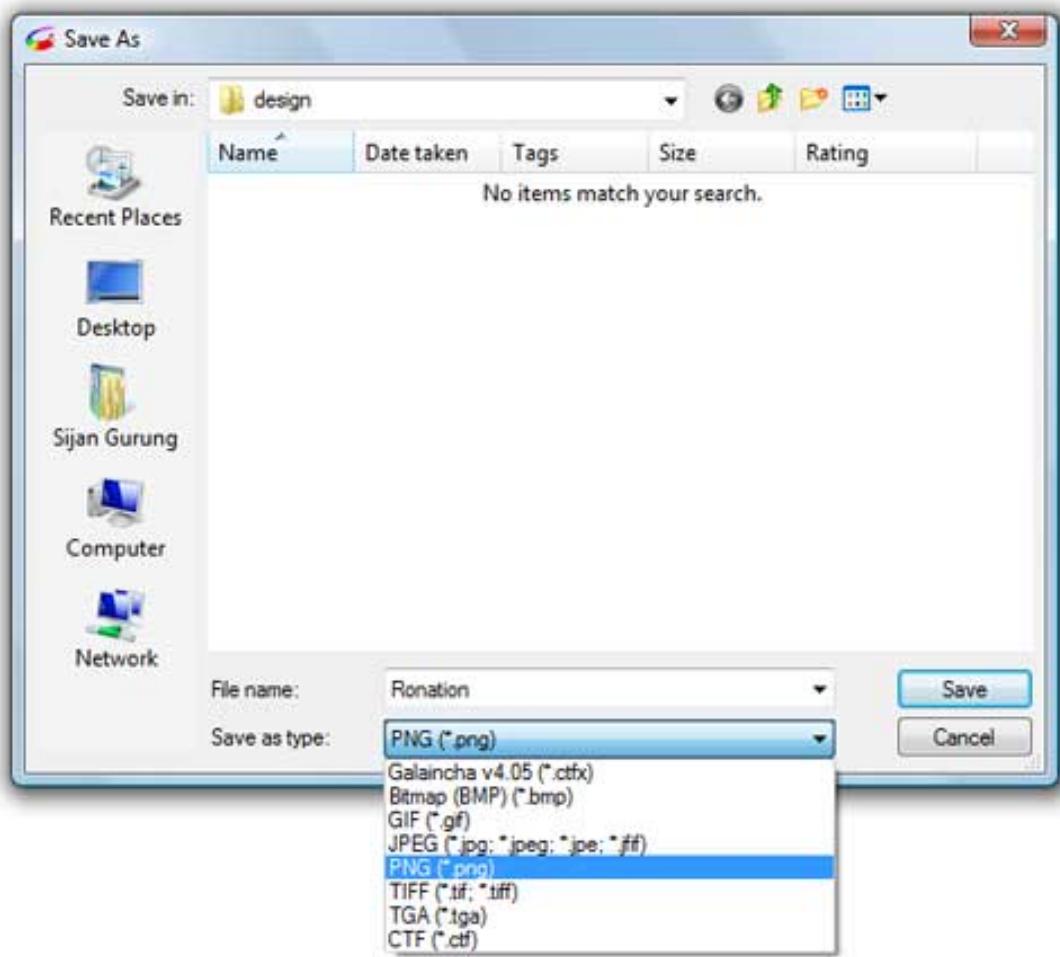
This allows you to save your document file in any format you want. The main feature about it is that **it suggests you the favorable and unique name** for your design so that you don't have to think of the name for your newly created document.



File > Save as

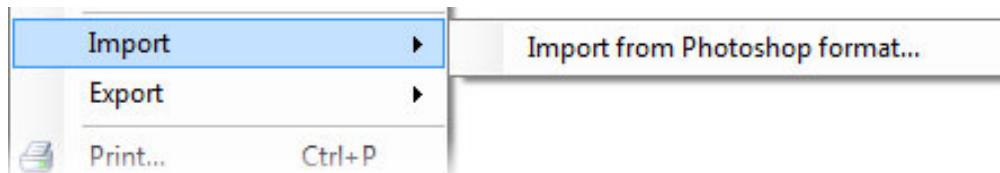
Shortcut Key:- *Ctrl+Shift+S*

If you want to make copy of the current design previously saved or want to save the current design in other formats or save in different name, then this will help you.



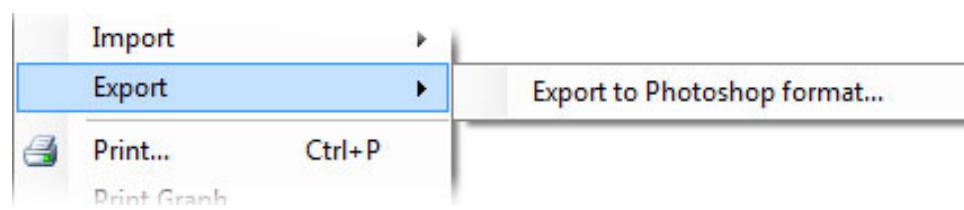
File > Import

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> Print Design

Print Design function is another outstanding function in Galaincha software. Not only you can print the current design but also can add additional information to it like **design name**, can have **logo of your company**, carpet size, custom texts and disclaimer. Also, you can print the numbers of colors used in the sequence with texture used and scale. It also supports the facility of saving the design plate in a standard image format like png/jpeg.

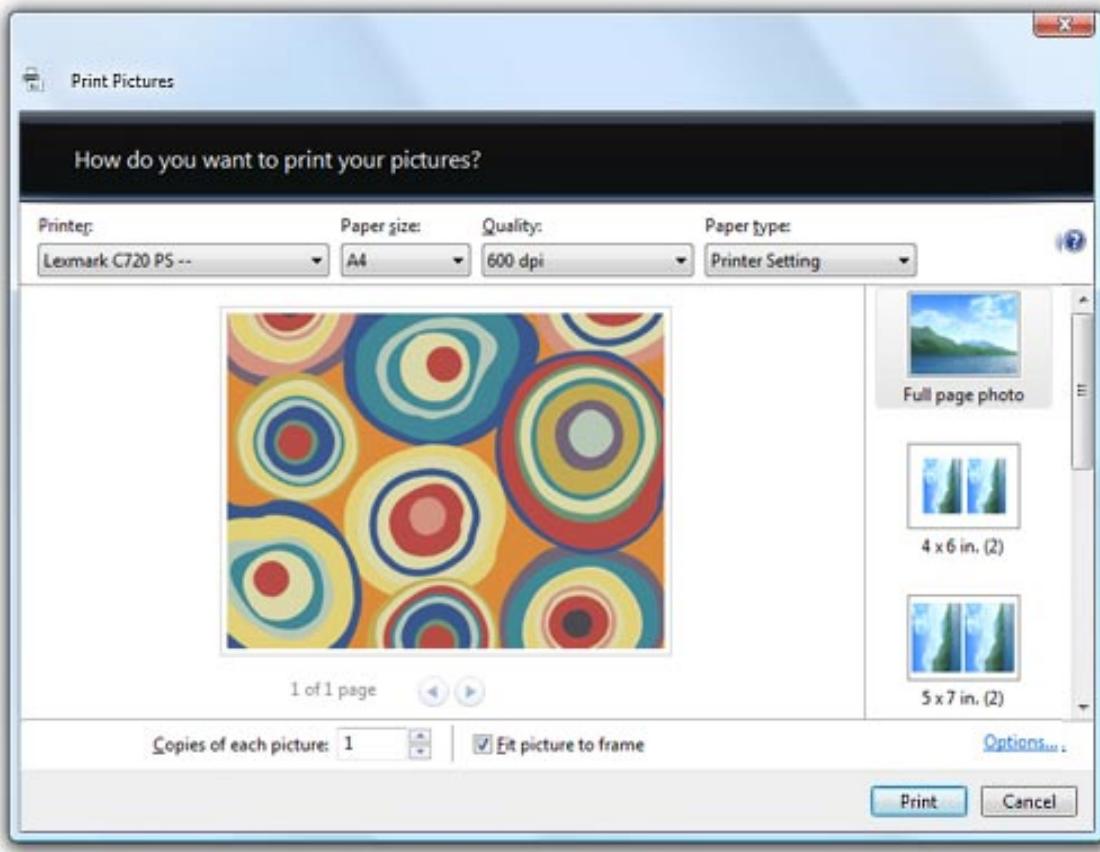


If you want to place your company's logo in design plate instead of Galaincha, then visit Workflow in Galaincha <http://galaincha.com/np/workflow/workflow/workflow.php?p59g28=saus65css083t20>

File> Print Image

Print Image allows you to print your design without texture using the built-in Windows Photo Printing user interface. It presents a simple wizard-based interface that will guide you through the printing process.

If you want print the simulated renderings of your design by applying various textures, including varying pile heights then please use **CarpeTools> Visualization...** and choose **File> Print Design**

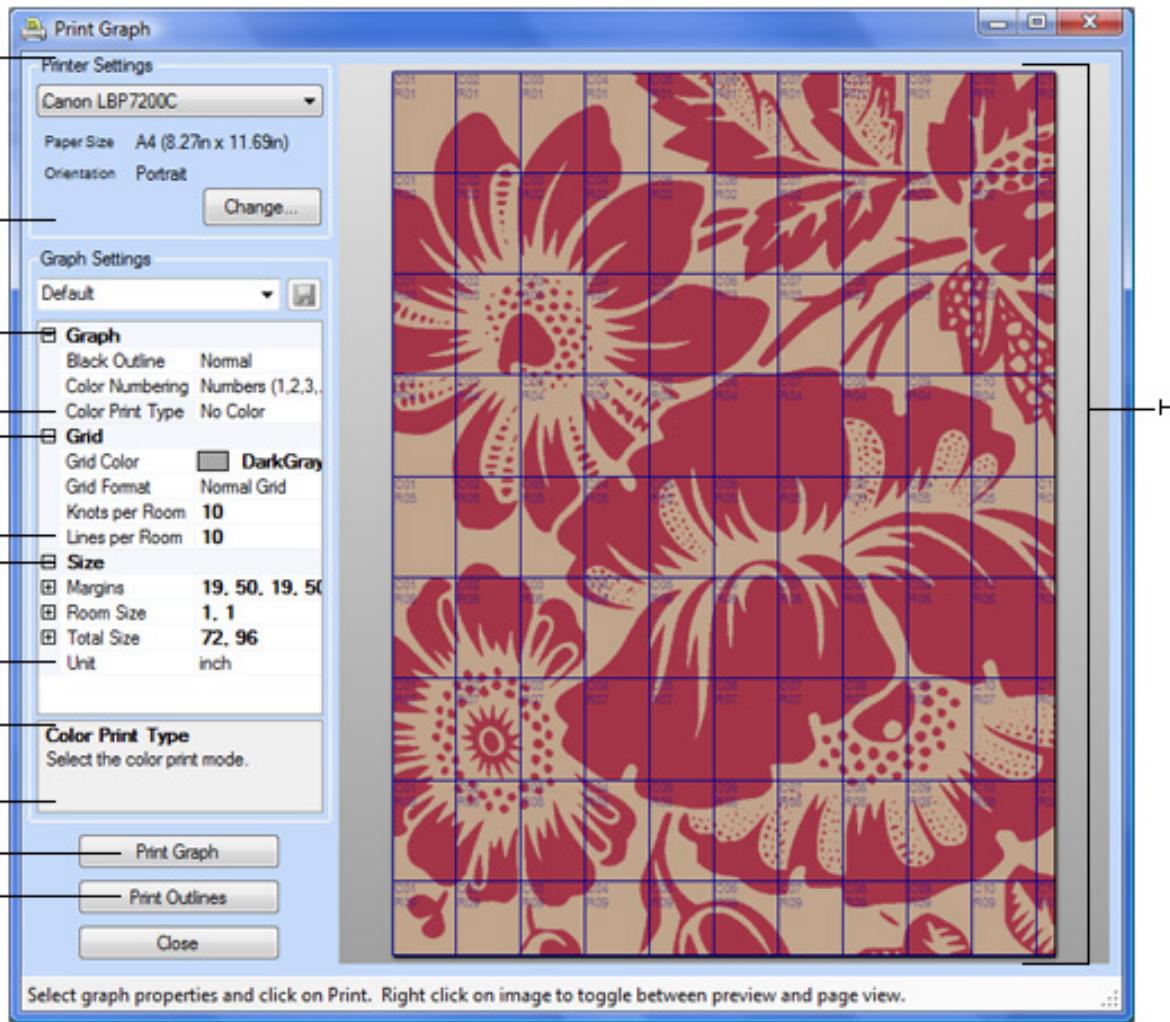


File> Print Graph...

Shortcut Key:- *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.

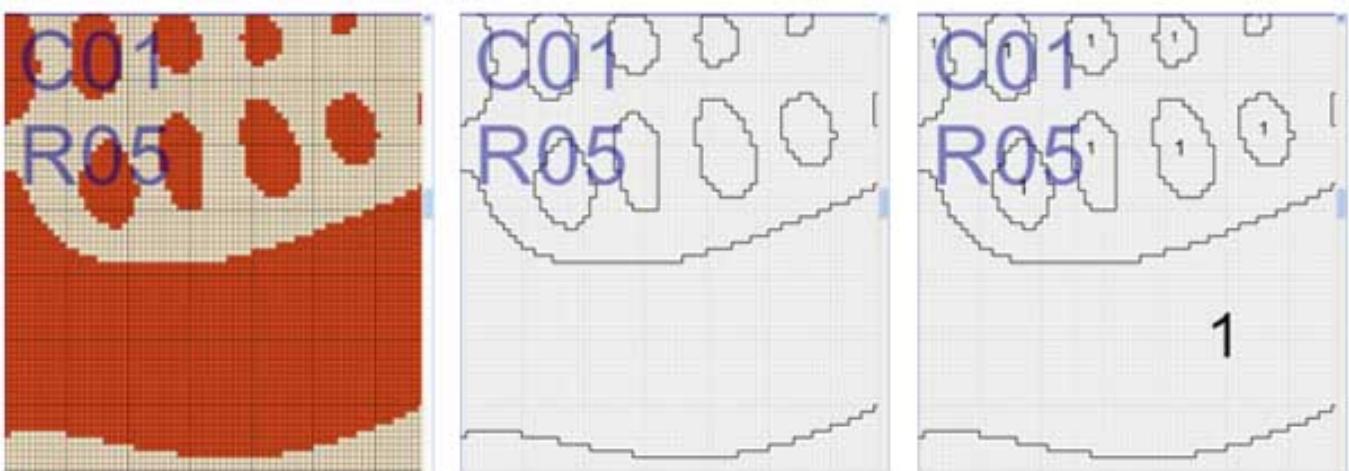
Printing graph is very important in carpet manufacturing process. This is mainly useful in the weaving process. By this a graph of the documents can be obtained which is ordered in rows and columns.



Print Graph Window

A. Printer Settings **B. Graph** **C. Grid** **D. Size** **E. Definition Box** **F. Print Graph** **G. Print Outlines** **H. Graph Preview**

- 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:** Customization of graph output.
 - Black Outline:** You can specify whether you want the black out to be printed thick, normal or none.
 - Color Number:** You can specify the style of color number to be in numbers, alphabets or without numbering.
 - Color Print Type:** You can specify the graph output either to be full color, just color outline or without color.



Full color graph(left), black outline without color number(middle), black outline with color number(right)

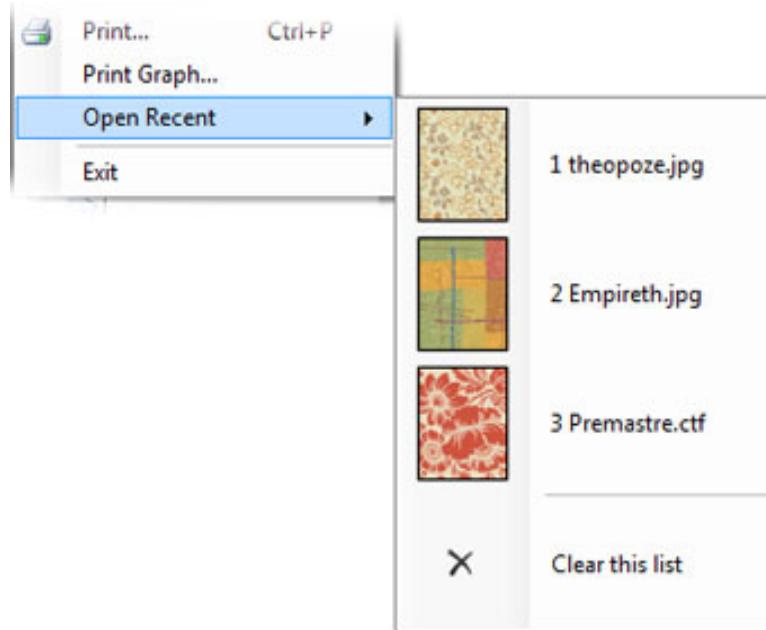
- **Grid:** You can specify whether and how you want grid lines for the design.
 - **Grid Color:** Set color of the grid
 - **Grid Format:** You can set the thickness of grid to be of normal grid, solid (hard) grid, room only or no grid (turn off grid)
- **Size:** You can customize knots and lines per 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.
- **Print Graph:** Click on **Print Graph** button if you are looking graph for **hand-knotting** purpose.
- **Print Outlines:** Click on **Print Outlines** button if you want graph for **tufting** purpose.
- **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 you to see page view.

Selecting/Zooming cell

- To Select Cells, Ctrl + left click mouse button or drag along the required Cells. Please note that only *the selected cells gets 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.
- You can right-click on particular Cells to zoom it.

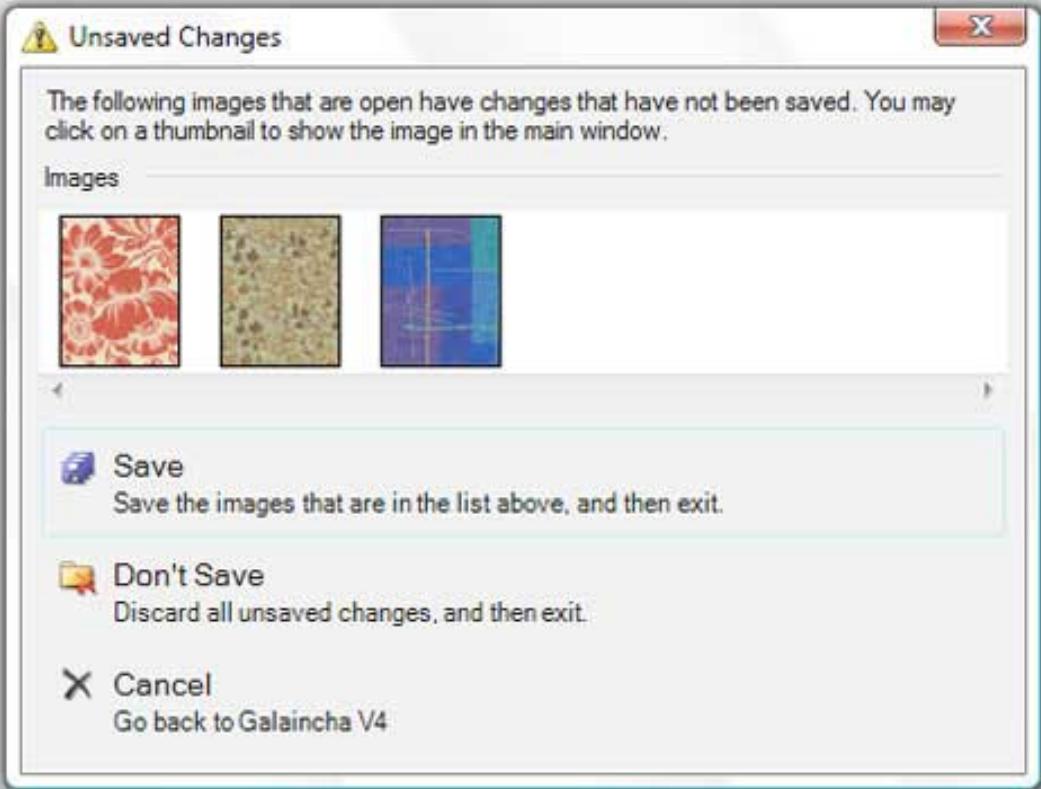
File> Open Recent

This features 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 located it visually. There is also a command, "Clear this list," that allows you to quickly clear the list.



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.



Edit menu

Edit> Undo

Shortcut Key:- Ctrl+Z

This undoes the most recent action that you've taken that affects the design, if any. This functionality is also available from the [History Window](#).

If an operation can't be undone, the command is dimmed.

Edit> Redo

Shortcut Key:- Ctrl+Y

This redoes the most recent action that you've undone, if any. This functionality is also available from the History Window.

If an operation can't be undone, the command is dimmed.

Edit> Cut

 Shortcut Key:- *Ctrl+X*

You may use this to remove a selected portion of the active layer. You can select a portion of the layer by using the [Selection tools](#). Once you perform the cut operation, that area of the layer is moved to the clipboard and replaced with transparent pixels. The current selection outline is also removed.

Cut a selection

1. Select the area you want to copy
2. Choose Edit> Cut or shortcut Ctrl+ X

Cut a selection while dragging

1. Select the area you want to copy
2. Select the Move Selected Pixels  and drag the selection you want to cut and move.



Original design with selection to cut(left), the selected area is moved to clipboard and been replaced with transparent pixels(right)

Edit> Copy

 Shortcut Key:- *Ctrl+C*

This is similar to the Cut command, except that the selected region remains on the active layer and the selection outline is not removed. Copies the selected region on the active layer.

Copy a selection

1. Select the area you want to copy
2. Choose Edit> Copy or shortcut Ctrl+ C

Copy a selection while dragging

1. Select the area you want to copy

2. Select the Move Selected Pixels , hold down Ctrl button and drag the selection you want to copy and paste.

Edit> Copy Merged

 *Shortcut Key:- Ctrl+Shift+C*

This is similar to the Copy command, except that it makes a merged copy of all the visible layers in the selected area.

Edit> Paste

 *Shortcut Key:- Ctrl+V*

If you want to paste a copied part in the current design in same layer or in a new layer, you can use this function. The same pattern can be pasted into many places by using this function.

You can also paste clips or images from other applications into Galaincha program. It is used with the [Cut](#) , [Copy](#) or [Copy Merged](#) function. It is also like the standard paste function that is available in other applications.

Edit> Erase Selection

 *Shortcut Key:- Del*

If you want to delete a selected area from the active layer of the design, you can use this function.

1. Select the area you want to delete by using [Selection Tool](#).
2. Now apply Erase Selection to delete the portion



Select a part to delete from the design(left), the selected portion is deleted after applying Erase Selection(right)

Edit> Fill Selection

 Shortcut Key:- Backspace

If you want to fill a selected area of design with primary color, you can use this function.

1. Pick a Primary color that you want to fill by using [Color Picker](#)  or click on a color from [Factory Colors](#)
2. Select the area you want to fill using selection tool.
3. Now apply Fill Selection to fill the selection or active layer



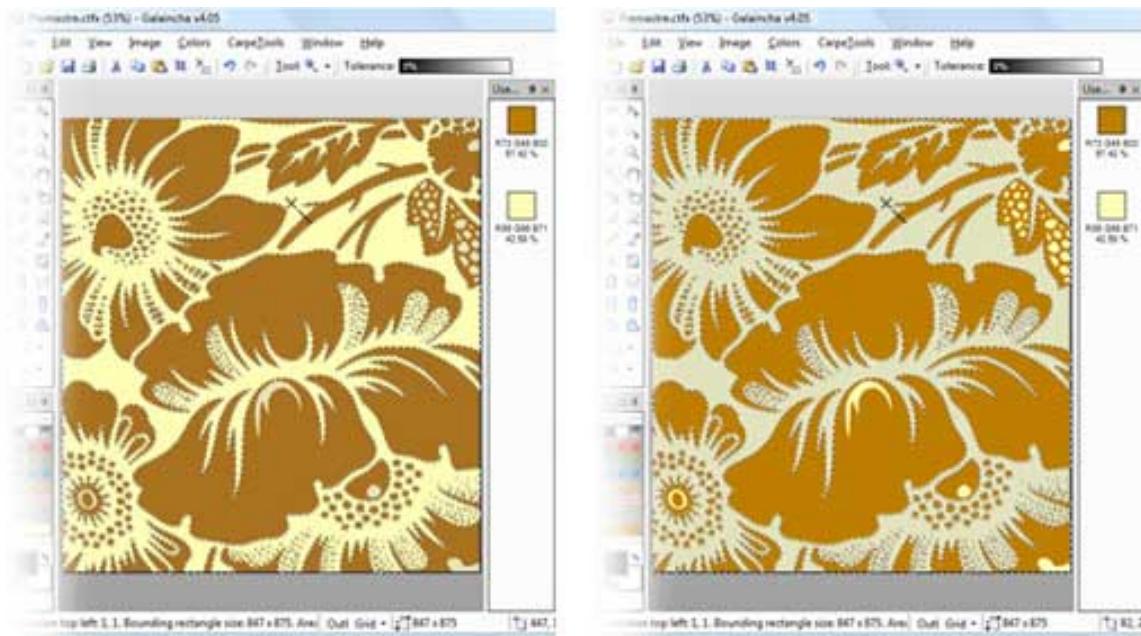
Select a portion to fill in with primary color(left), the selected portion is filled after applying Fill Selection(right)

Edit> Invert Selection

 Shortcut Key:- Ctrl + I

If there is a selected region, this will cause all pixels that are selected to be unselected, and vice-versa. When a selection is active on the design, a dashed outline will be drawn to indicate what area is selected. If one of the selection tools is active, there will also be a blue highlight applied to the un-selected area.

1. Select the area by using [Selection Tool](#).
2. Choose Edit> Invert Selection



Using Magic Wand tool click on the background color(left), invert selection after applying Invert Selection to select flowers(right)

Edit> Select All

Shortcut Key:- **Ctrl + A**

You can select the entire canvas.

1. Select the layer in the Layers palette.
2. Choose Edit> Select All

Note: You can use [Select Process](#) to make selection

Edit> Deselect

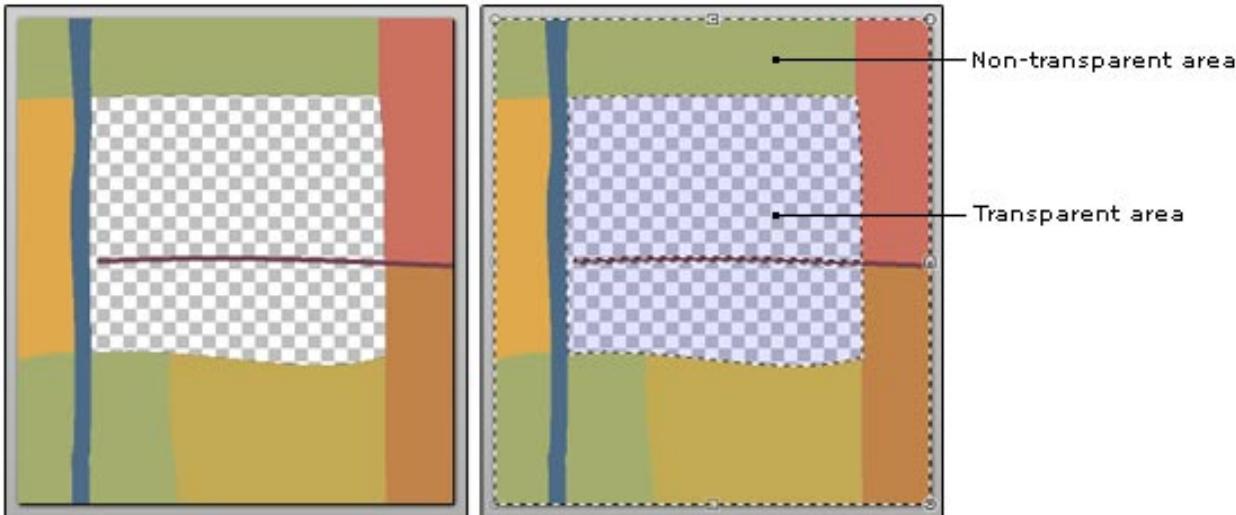
Shortcut Key:- **Ctrl + D**

If you don't want the selection that you just made then apply Deselect so that no pixels will be selected.

If a tool is not working as expected, you may have a hidden selection. Use the Deselect command and try the tool again.

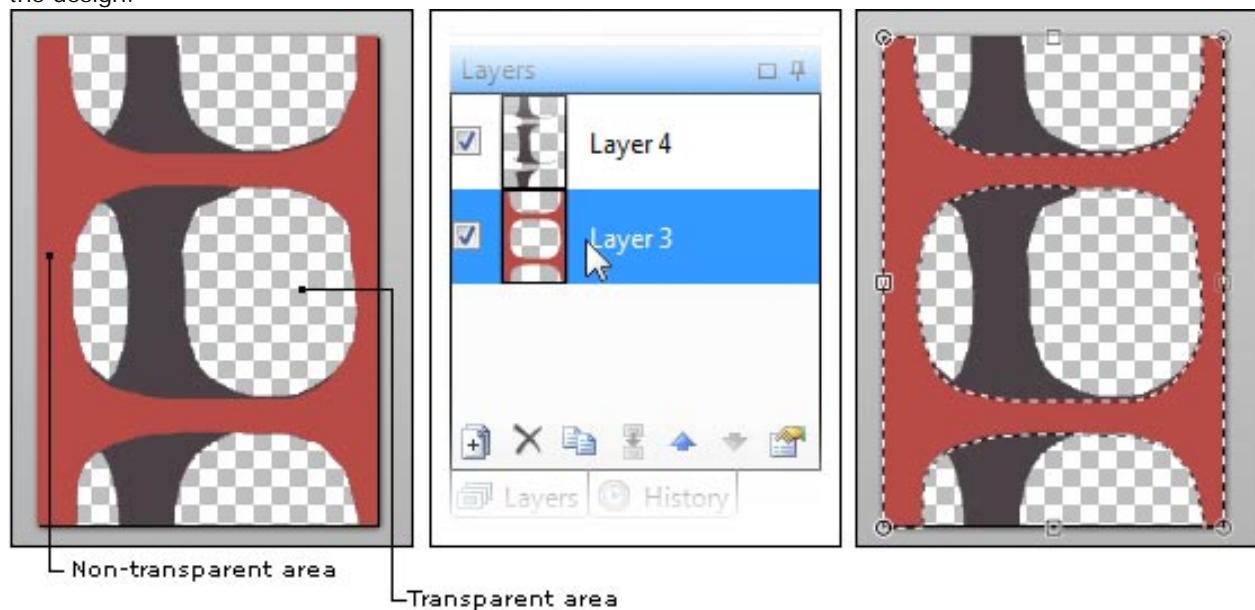
Edit> Select Layer Elements

It will select the non transparent pixels in the active layer of the design.



Original design with no selection(left), Only non transparent pixels is selected(right)

 **Shortcuts:** Press *Ctrl* button and then click on that layer from [Layers](#) palette of which you want to select the non transparent pixels of the design.

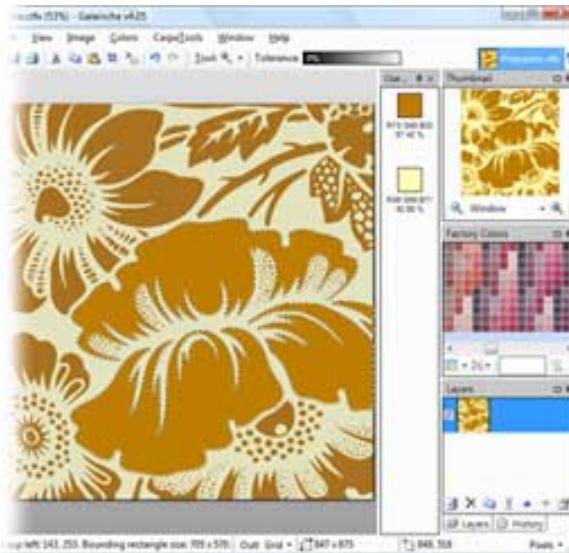


Original design with no selection(left), Press *Ctrl* button and then click on the layer to make selection(middle), Only non transparent pixels is selected(right)

Edit> Send Selection to New Layer

If you want to send the selected area of the design to a new layer then apply, Send Selection to New Layer.

1. Select the area that you want to send to a new layer by using [Selection tool](#)
2. Choose Edit> Send Selection to New Layer

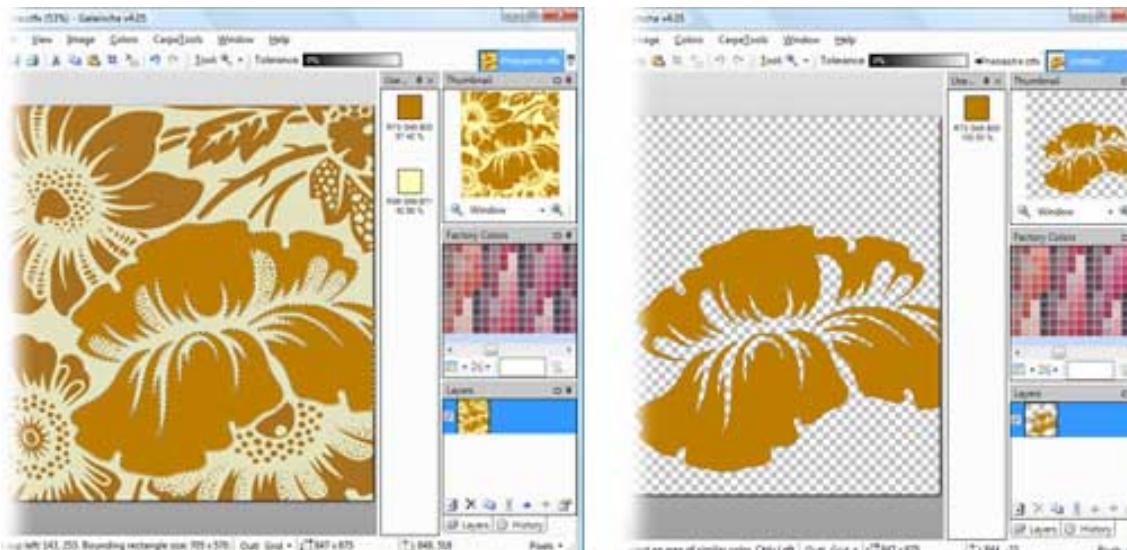


Select the area that you want to send to new layer(left), the selected area is now sent to new layer on top of previous layer(right)

Edit> Send Selection to New Image

If you want to create a new file from the selected area of the design then apply Send Selection to New Image.

1. Select the area that you want to send to new file by using [Selection Tool](#)
2. Choose Edit> Send Selection to New Image



Select the area that you want to send to new image(left), a new file is created with just with the selected area (right)

View menu

View> Zoom In

Shortcut Key:- **Ctrl + +**

If you want to magnify the design or get closer to it, you can use this menu. The zoom percentage is increased to the next power-of-two percentage (e.g., 100%, 200%, 400%, 800%, 1600%, 3200%).

1. Choose View>Zoom In



Actual size (zoom 100%) (left), zoom in 300% (middle), zoom in 600% (right)

You can also use [Zoom Tool](#) to Zoom in

View> Zoom Out

Shortcut Key:- **Ctrl+-**

If you want to reduce the view of the design, you can use this function. The minimum magnification level is 10%.

1. Choose View>Zoom Out



Actual size (zoom 100%) (left), zoom out 50% (middle), zoom out 25% (right)

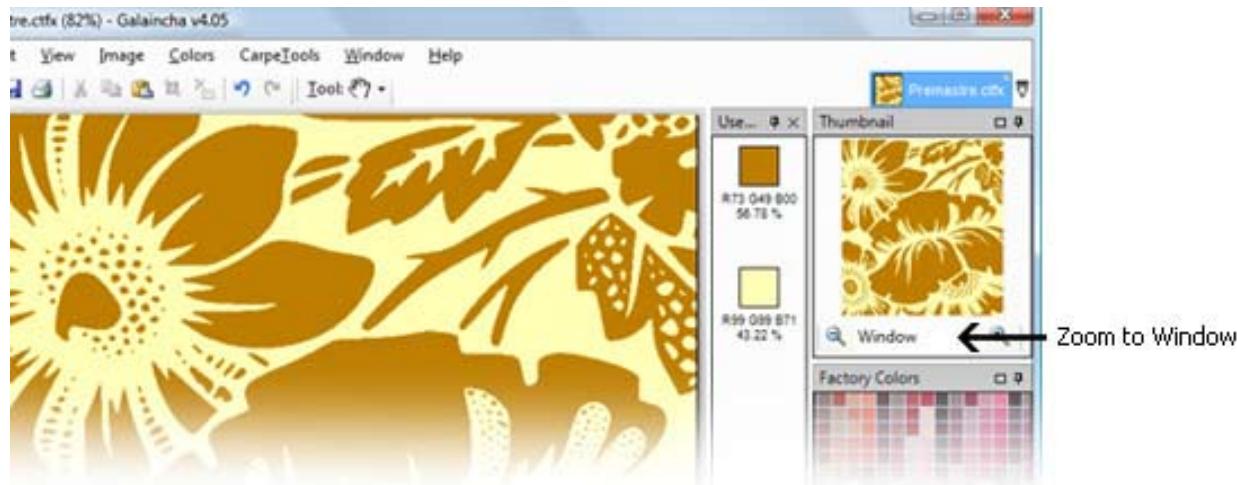
You can also use [Zoom Tool](#) to Zoom in

View> Zoom to Window

Shortcut Key:- **Ctrl+B**

If you want to fit the design view to the screen, you can use this menu. This option scale both the zoom level and the window size to fit the available screen space.

1. Choose View> Zoom to Window



View> Zoom to Selection

Keyboard Shortcut Key:- **Ctrl+Shift+B**

If you want to zoom in to the selected area of the design, this menu command will fit the viewable area around the rectangle displayed at the highest possible magnification.

1. Select an area to Zoom In by using [Selection Tool](#)
2. Choose View> Zoom to Selection



Select an area to zoom in (left), magnified view of design after applying Zoom to Selection (right)

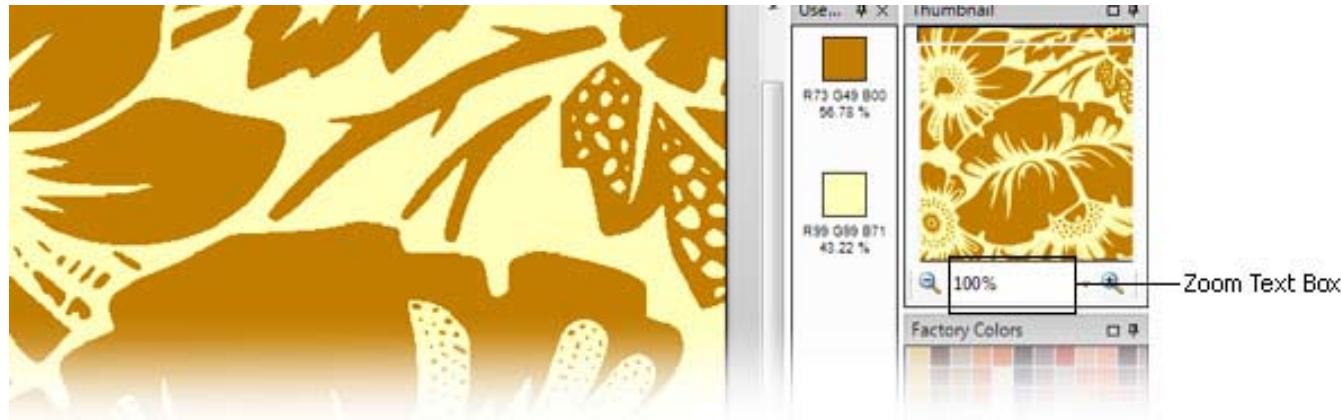


Select the Zoom tool and drag over the part of the design that you want to magnify

View> Actual Size

Shortcut Key:- *Ctrl+Shift+A*

1. Choose View> Actual Size or Enter 100 % in the Zoom Text Box



Note: The 100% view of a design may defer from monitor to monitor as based on the monitor's resolution and the design resolution).

View> Carpet Size

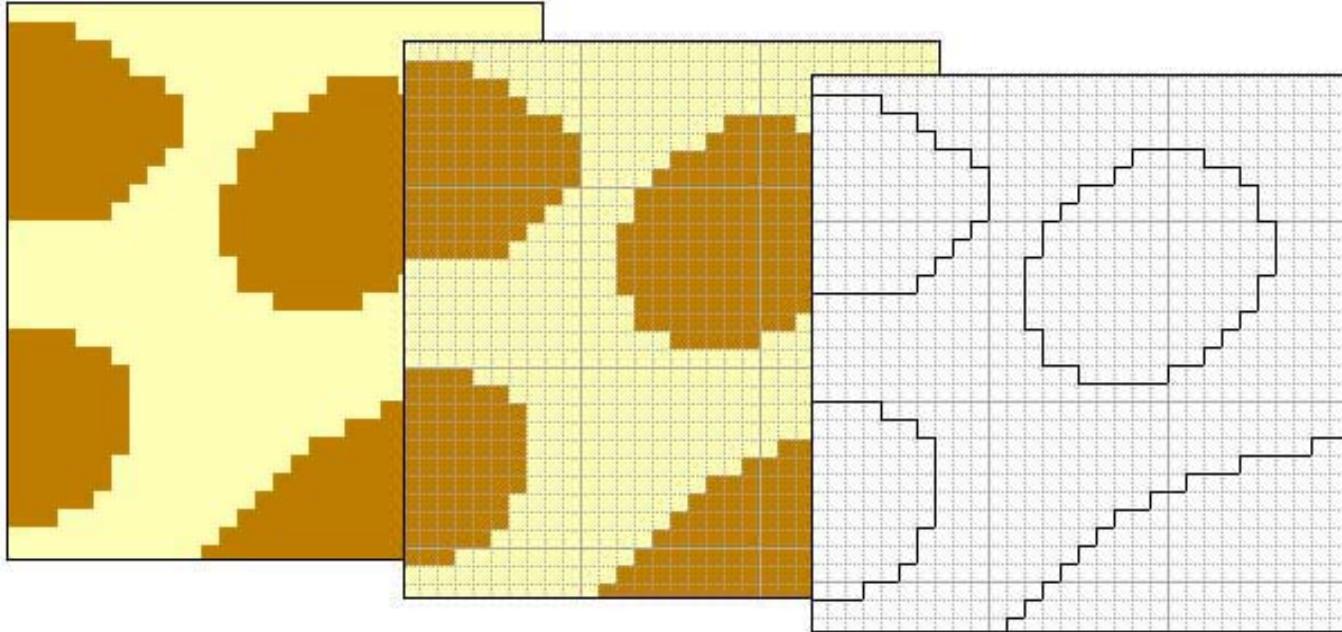
1. Choose View> Carpet Size



View> Grid

Grid is useful when you have zoomed-in on a design and wish to perform precise per-knot editing. The grid is only visible when the zoom level is 200% or higher. This is how the canvas looks when the grid is enabled. Notice how each pixel is surrounded by a dotted rectangle:

1. Choose View> Grid

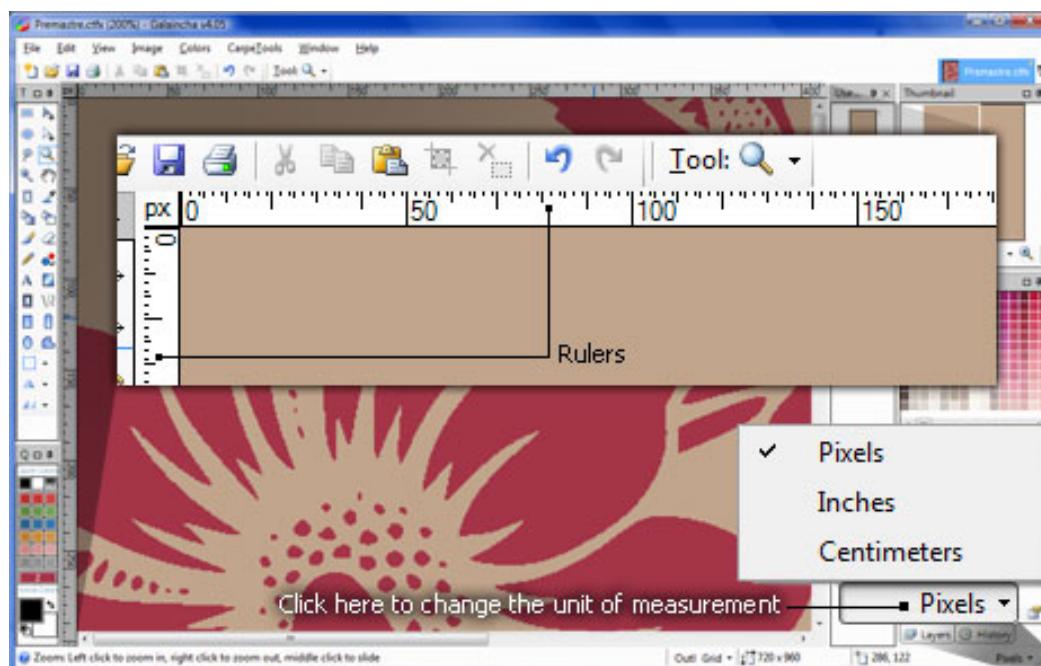


Normal view(left), Grid view(center), Grid view in outline(right)

View> Rulers

Rulers help you position elements precisely. When visible, rulers appear along the top and left side of the active window. These can help you align drawings to specific positions on the image without the need to watch the cursor position in the status bar. When a selection is active, its bounding rectangle will be highlighted in the rulers. The ruler origin also determines the grid's point of origin.

1. To show or hide rulers, choose View> Rulers

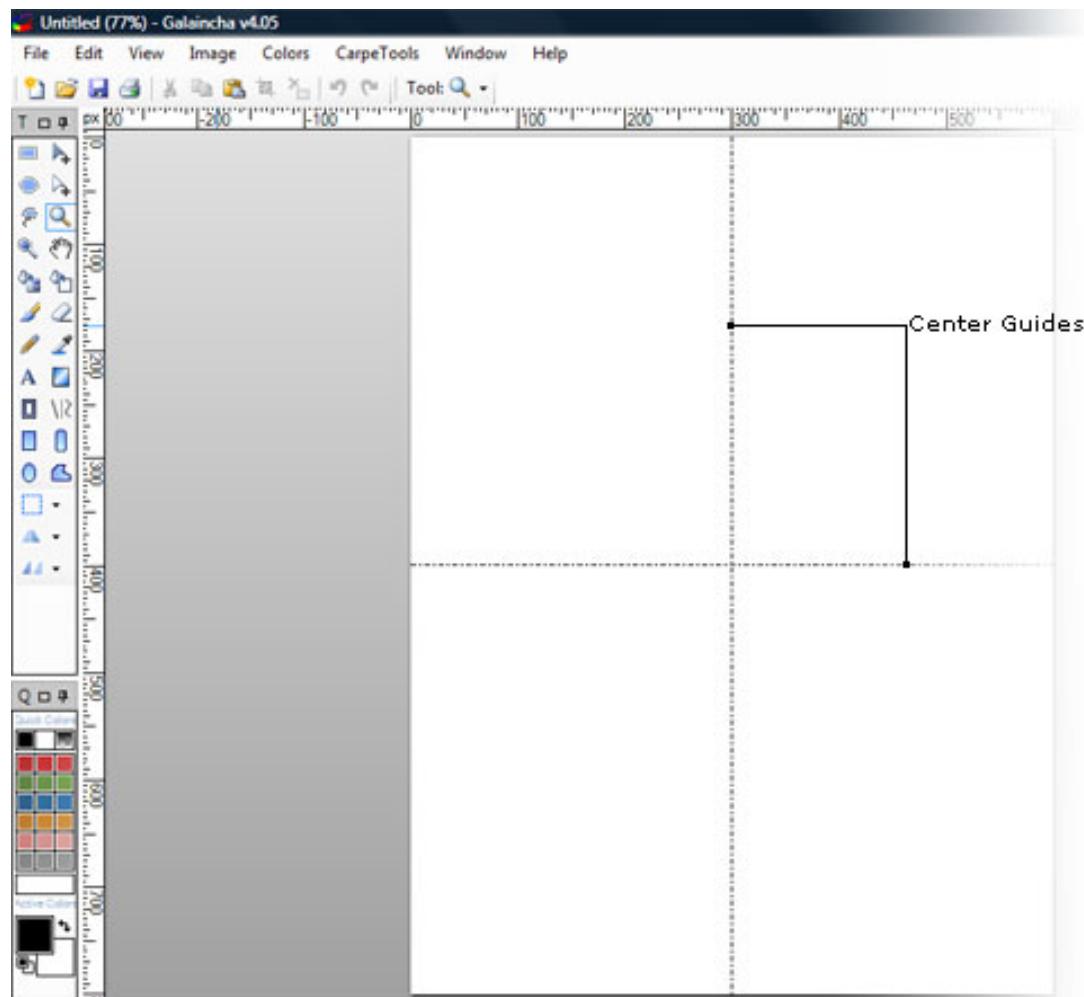


Rulers

Change the unit of measurement

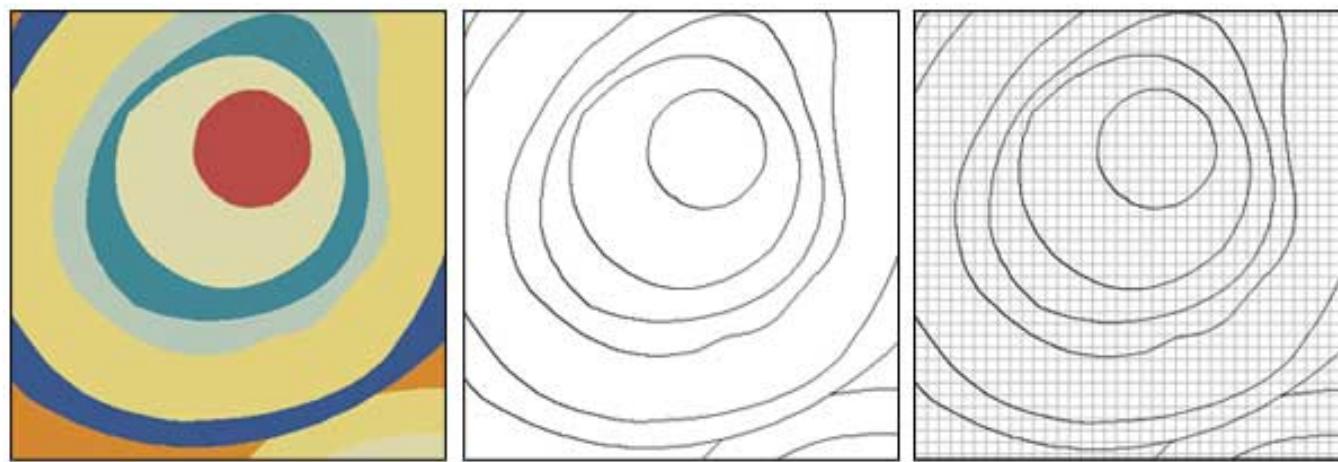
View> Center Guides

1. Choose View> Center Guides



View> Black Outline

Galaincha facilitate you to see the design in Black Outline View from full color view. Black outline feature will not work if your zoom view is less than 100%. You may need to [Zoom In](#) to see black outline.



Original design in color view(left), Black Outline view(middle), Black Outline view with [Grid](#) enable(right)

Image menu

Image> Crop to Selection

Shortcut Key:- *Ctrl+Shift+X*

Cropping is the process of removing portions of a design to create focus or strengthen the composition. This menu item is only available if a selection is active. Clicking on this menu item will cause the image to be replaced with only the area that was selected. If the selection is not a rectangle or square, then the bounding rectangle around the selection will be used. However, the pixels that were not in the selection will be made transparent.



Original Image



Select an area that you want to crop



Here is a new design file after having clicked on the *Crop to Selection* menu item. Note that the bounding rectangle of the selection outline was used to determine the new image's size, but that any pixel that was outside of the selection was made transparent. Also, keep in mind that the checkerboard pattern is used to indicate areas of the image that are transparent. It is not actually part of the design.

Image > Resize

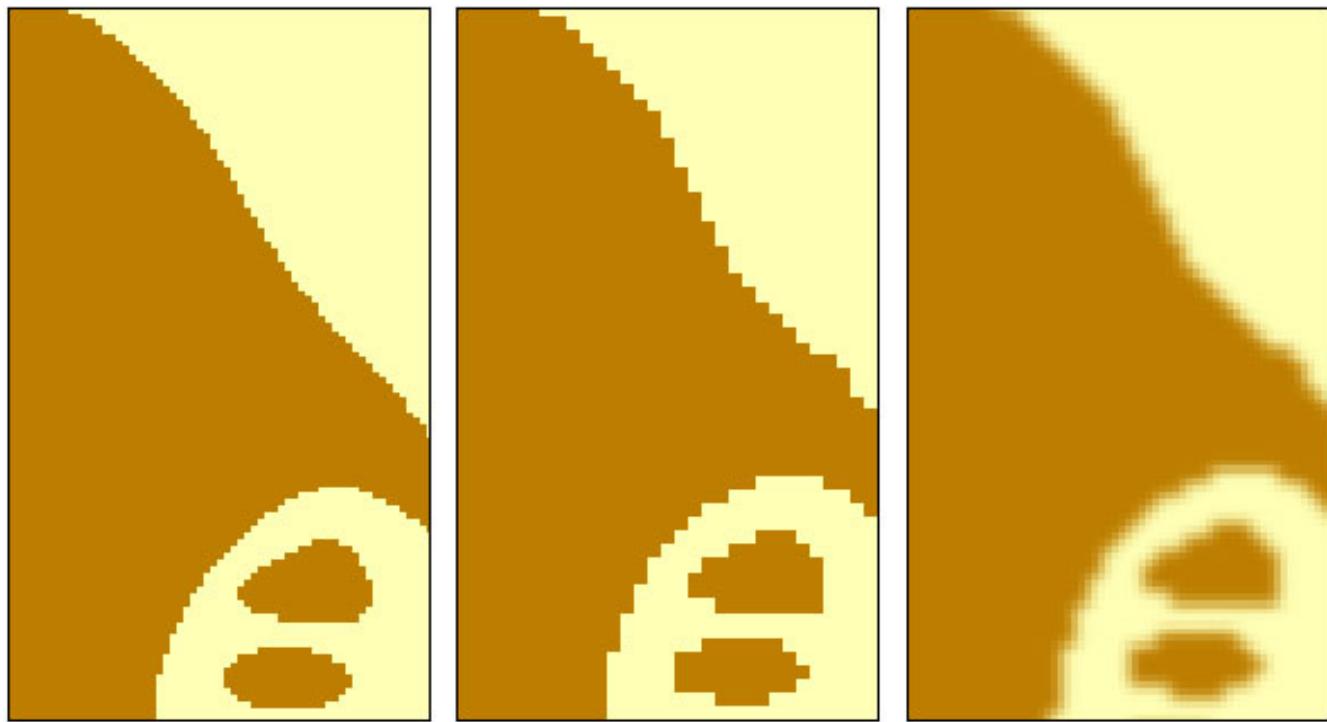
Shortcut Key:- *Ctrl+R*

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 a 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.

There are multiple types of resampling that you may choose.

- "Antialiased" is the process where the edges of the element blend into the background while resampling, resulting in a design that might not be weavable. Use this option when you want to change image size for reduction or enlargement.
- "Detailed" option is useful for smoothing the edge with retaining single pixel in design. Specially for Traditional or Persian design.
- "Normal" resamples the design to size that you specify with distort edge. Specially for geometric design.
- It is recommended that you use, "Smart Resize," as it automatically refines the edges of the element while resampling. You might lose the details.

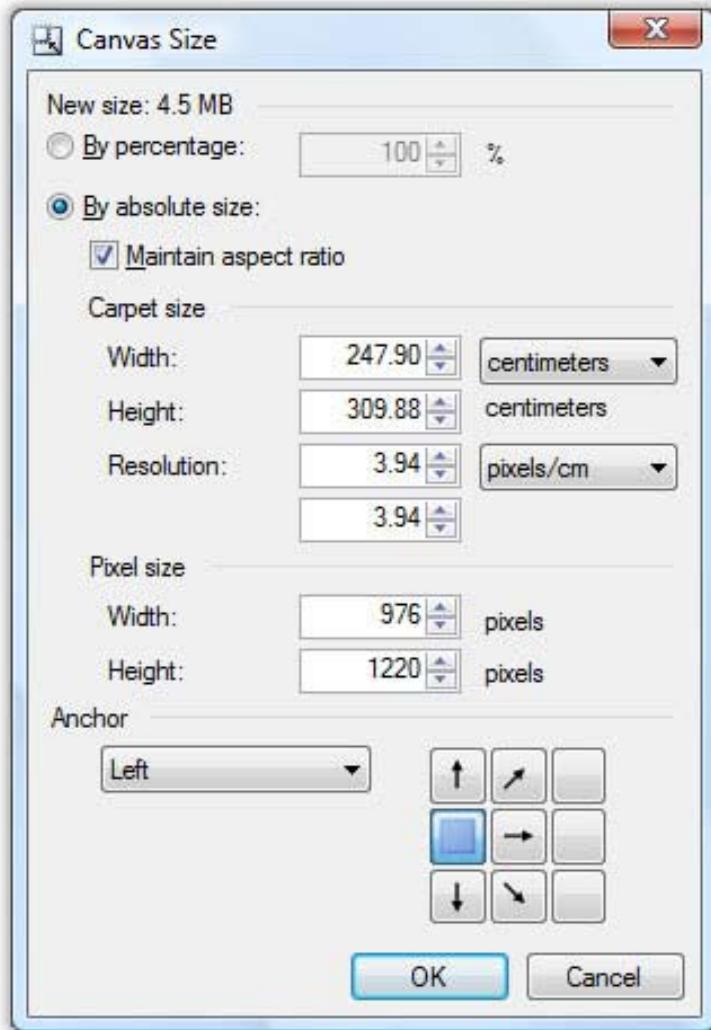


Smart Resize(left), Normal Resize(middle), Antialiased(right)

Image> Canvas Size

💻 Shortcut Key:- *Ctrl+Shift+R*

The canvas size is the full editable area of a design. The Canvas Size command lets you increase or decrease a design's canvas size. Increasing the canvas size adds space around an existing design. Decreasing a design's canvas size crops into the design. If you increase the canvas size of a design with a transparent background, the added canvas is transparent.



Canvas size

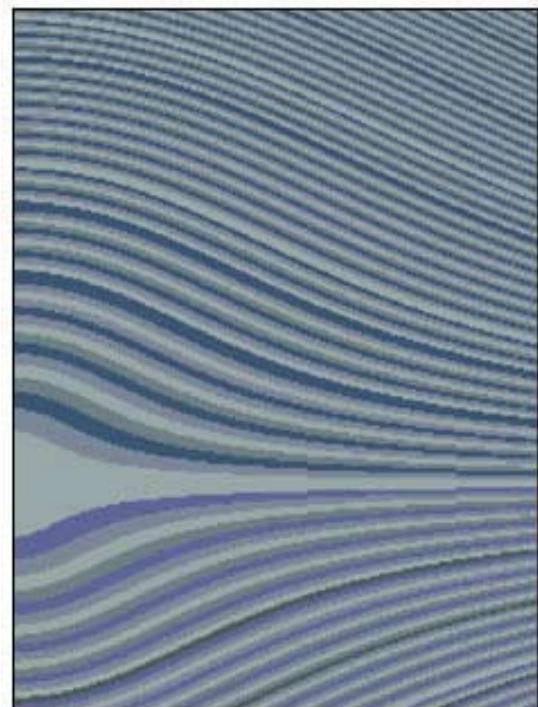
1. Choose Image> Canvas Size
2. Do one of the following:
 - o Give the relative percentage value that you want to change the design's current size. You can either give more than 100% value if you want to add to the canvas or enter less than 100% to subtract from the canvas.
 - o Enter the carpet size for the design in the width and height boxes. Choose the units of measurement just next to the width and height boxes. Maintain aspect ratio results the current proportions of width to height.
3. For Anchor, click a square to indicate where to position the existing design on the new canvas.
4. Click OK.



Original canvas(left), canvas added to right side of design(right)

Image> Flip Horizontal

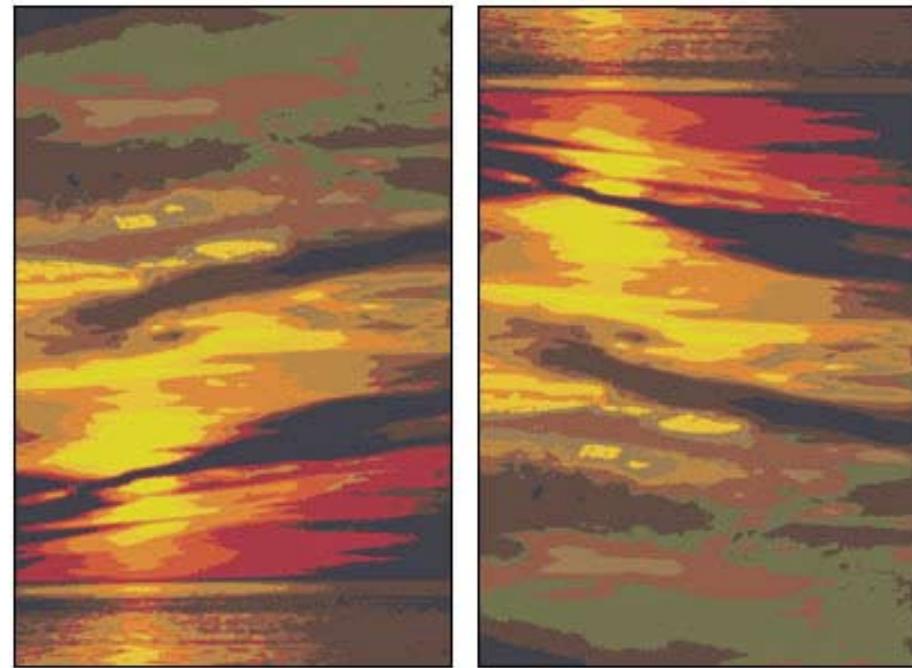
These menu items allows you to flip the design horizontally along the vertical axis.



Original design(left), after being flipped horizontally(right)

Image> Flip Vertical

These menu items allows you to flip the design vertically along the horizontal axis.

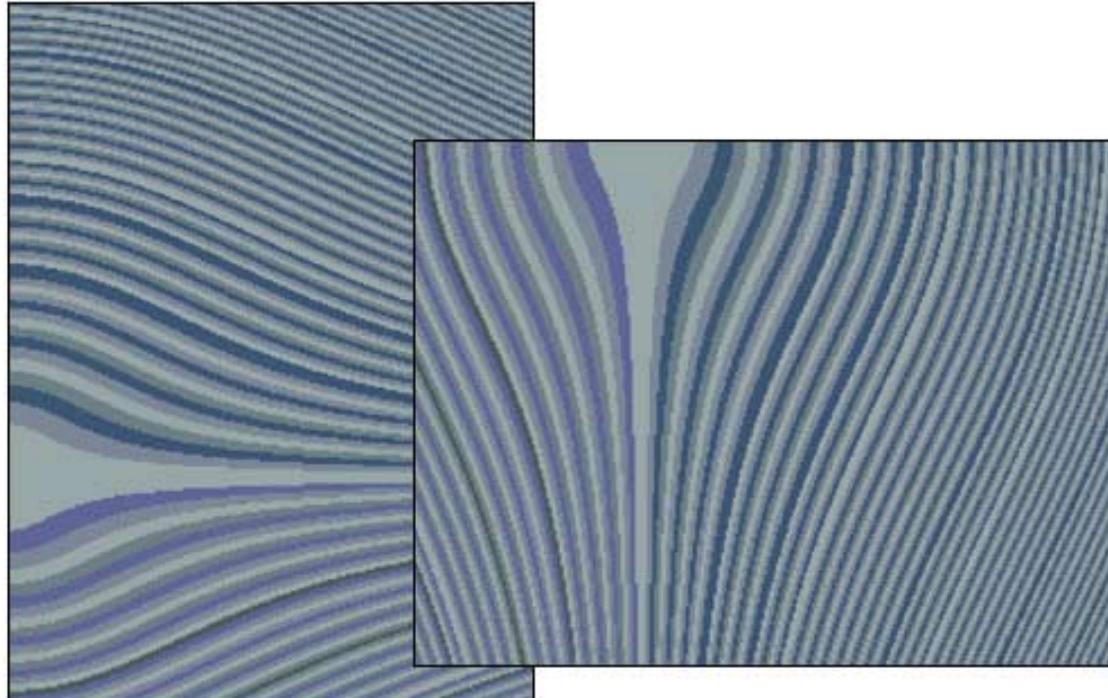


Original design(left), after being flipped vertically(right)

Image> Rotate 90° Clockwise

Shortcut Key:- Ctrl+H

Rotate 90° CW to rotate the design in clockwise by a quarter-turn.

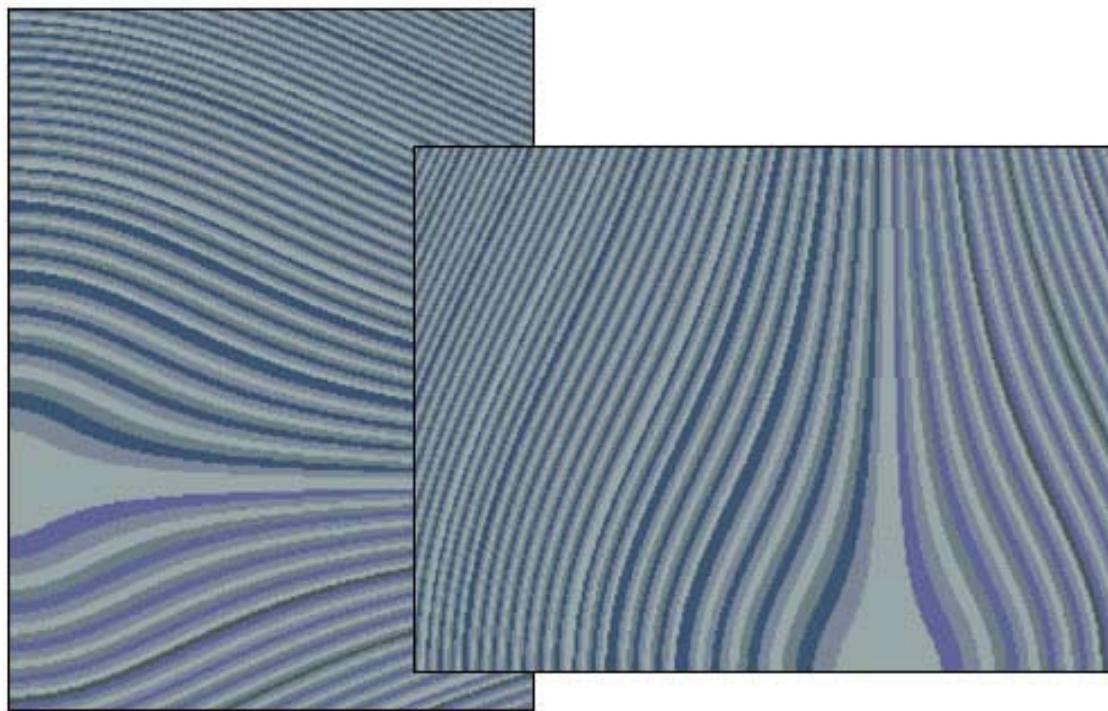


Original design(left), After being rotated 90 degrees clockwise(right)

Image> Rotate 90° Counter-Clockwise

Shortcut Key:- *Ctrl+G*

Rotate 90° CCW to rotate the design into counterclockwise by a quarter-turn.

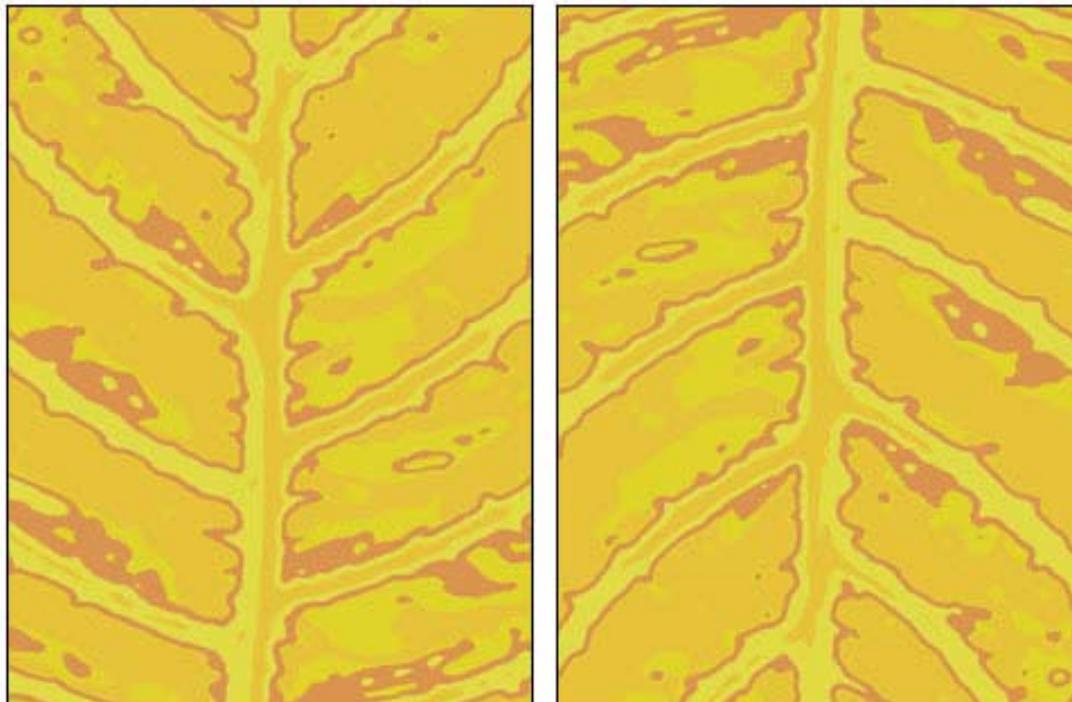


Original design(left), After being rotated 90 degrees counter-clockwise(right)

Image> Rotate 180°

Shortcut Key:- Ctrl+J

Rotate 180° to rotate the design by a half-turn.



Original design(left), after being rotated 180 degrees (right)

Image> Add New Layer

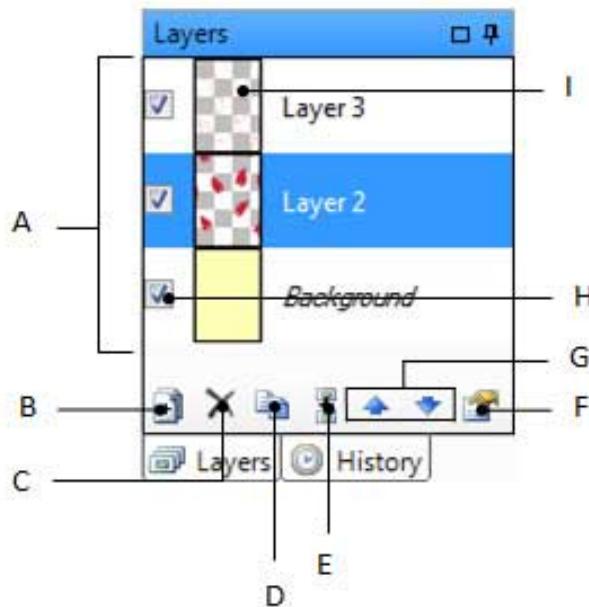
Shortcut Key:- Ctrl+Shift+N

This will add a new transparent layer to the design.

1. To create a new layer using default options, you can do one of the following:

- Click the New Layer button  in the Layers palette.
- Choose Image> Add New Layer.

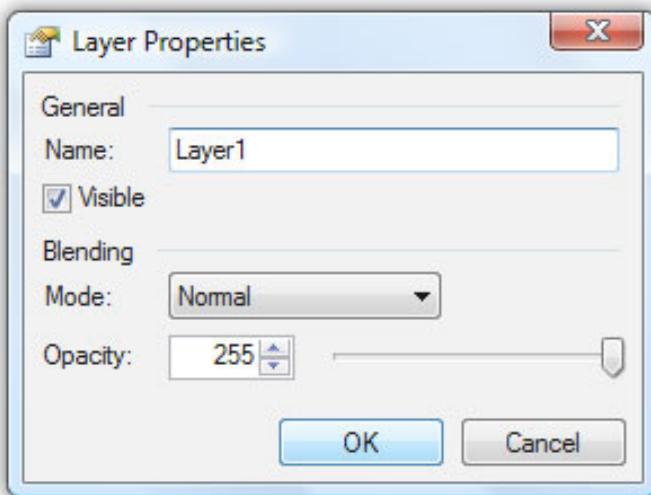
Layers



Layers

A. Layers **B.** Add New Layer **C.** Delete Selected Layer **D.** Duplicate Selected Layer **E.** Merge Layer Down **F.** Layer Property **G.** Move Selected Layer(Up / Down) **H.** Show / Hide Layer **I.** Layer Thumbnail

- **Layers:** Layers are like sheets of stacked acetate. You can see designs through transparent areas of a layer to the layers below. You can reposition a layer and can also change the opacity of a layer to make content partially transparent.
- **Add New Layer:** To create a new layer in the Layers palette.
- **Delete Selected Layer:** To delete selected layer
- **Merge Layer Down:** To make two different layers stacked on top of another into one single layer. When you merge layers, the data on the top layers replaces any data it overlaps on the lower layers. The intersection of all transparent areas in the merged layers remains transparent.
- **Layer Property:** You can get addition layer properties like- Layer name, Blending mode and Opacity of the selected layer.

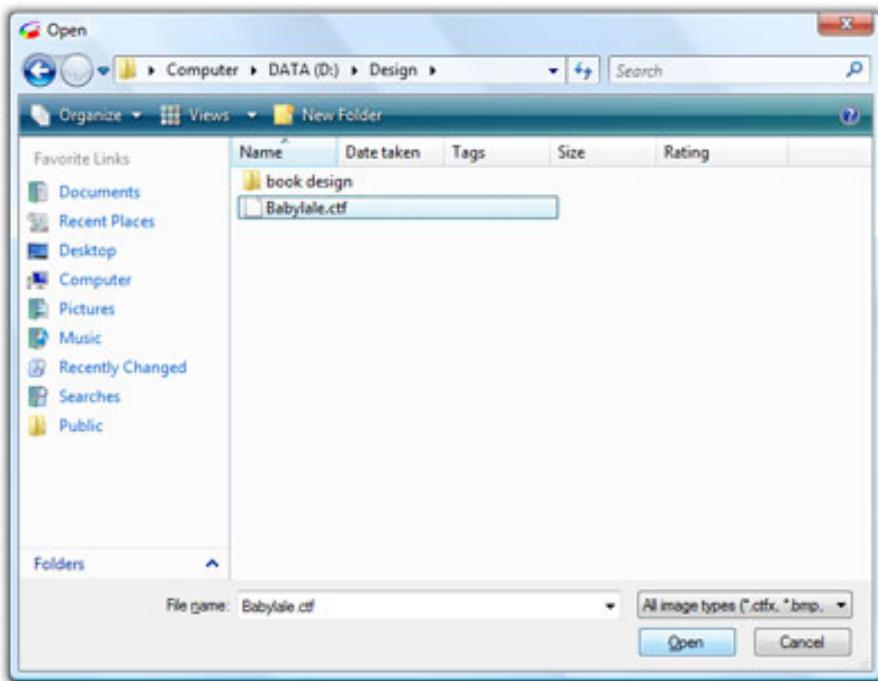


- **Move Selected Layer (Up/Down):** Move the selected layer up or down in the Layer palette or you can also drag the layer up or down.
- **Show/Hide Layer:** Click on the check box to hide its content of the design. Click again on the check box to redisplay the content.
- **Layer Thumbnail:** Thumbnail view of content present in the layer.

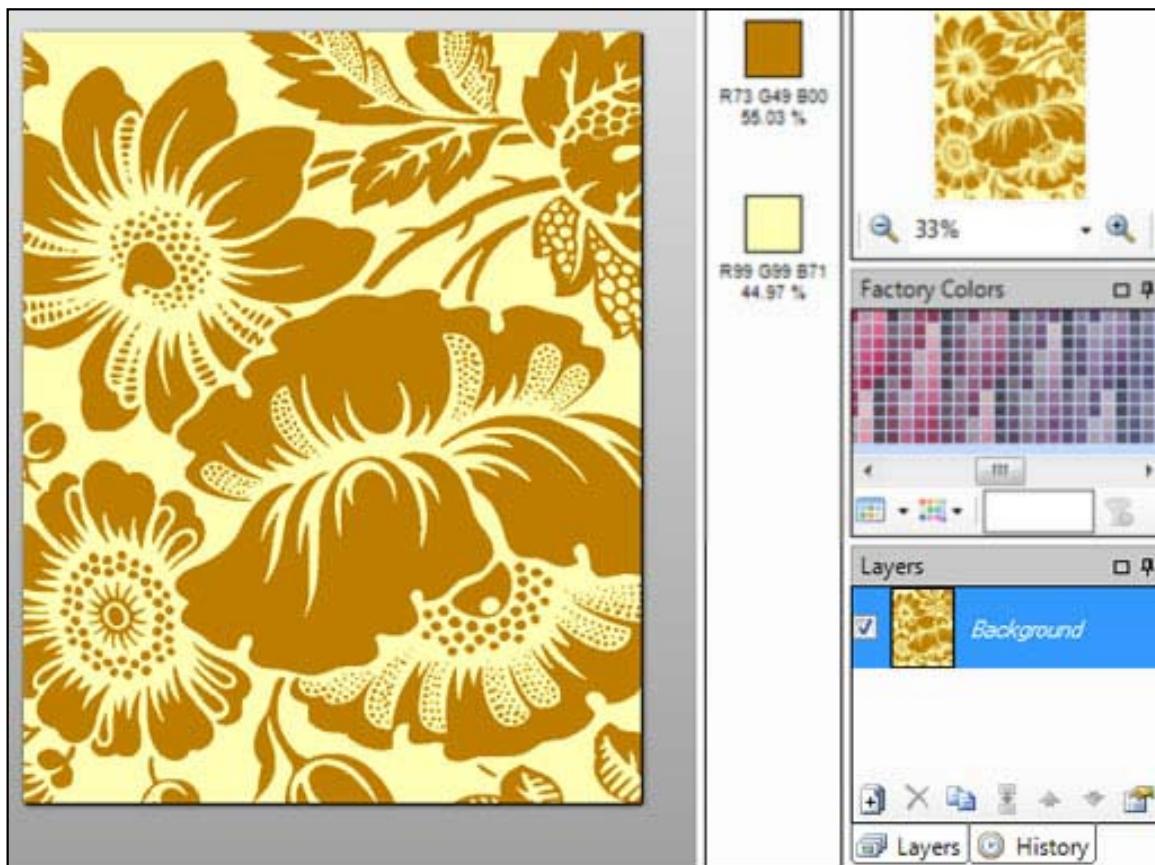
Note: Only visible layers are printed.

This allows you to place one or more designs that will be imported as one or more new layers on top of existing layer.

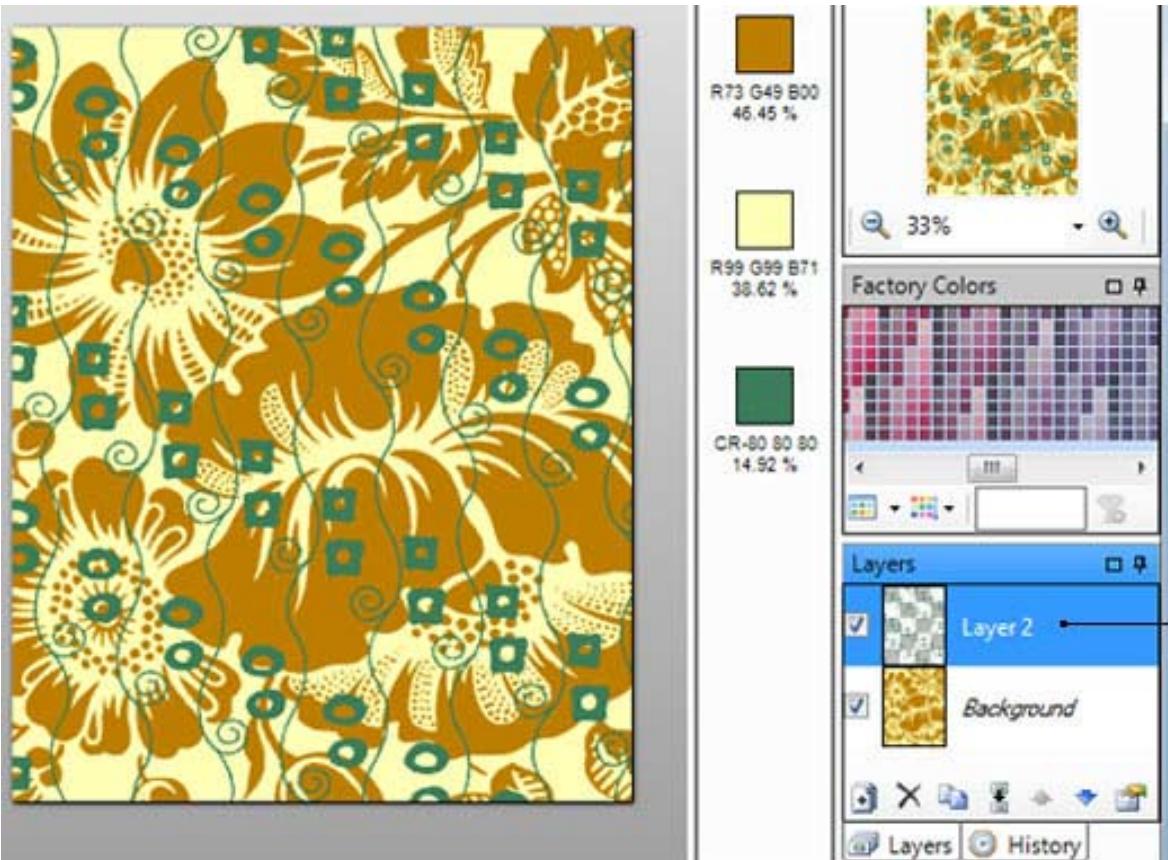
1. Choose Image> Import Layer From File
2. Browse the file from where you want to import layer(s)



3. Click Open to import the layer(s)



Original Image



Layer imported from next design

Image> Delete Layer...

Shortcut Key:- *Ctrl+Shift+Del*

This will remove the active layer from the design.

1. To delete layer, you can do one of the following
 - o Choose **Image> Delete Layer** or,
 - o Click the **Delete Layer**  button in the Layer palette

Image> Duplicate Layer...

Shortcut Key:- *Ctrl+Shift+D*

This will make an exact copy of the active layer within a design. All properties of the layer, along with the graphical (pixel) contents, will be duplicated. The new layer will also have the same name as the original.

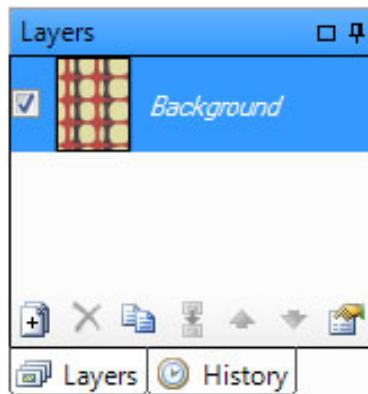
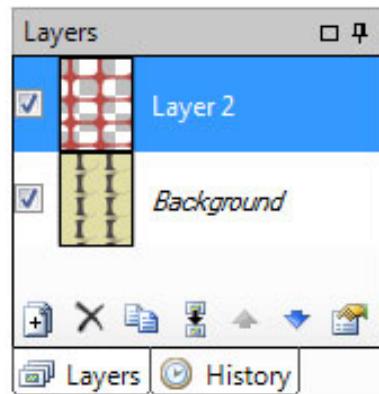
1. To duplicate layer, you can do one of the following
 - o Choose **Image> Duplicate Layer** or,
 - o Click the **Duplicate Layer**  button in the Layer palette

Image> Merge Layer Down...

Shortcut Key:- Ctrl+M

This will take the current layer and merge it into the layer that is below it.

1. To merge layer, you can do one of the following
 - Choose Image> Merge Layer or,
 - Click the Merge Layer  button in the Layer palette



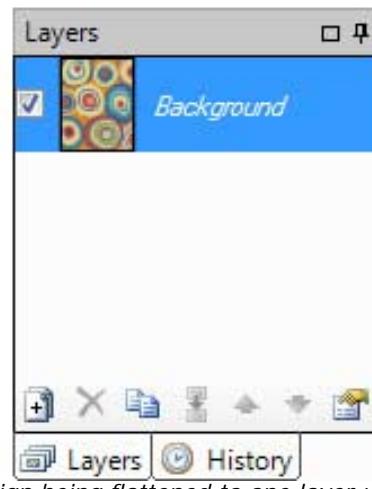
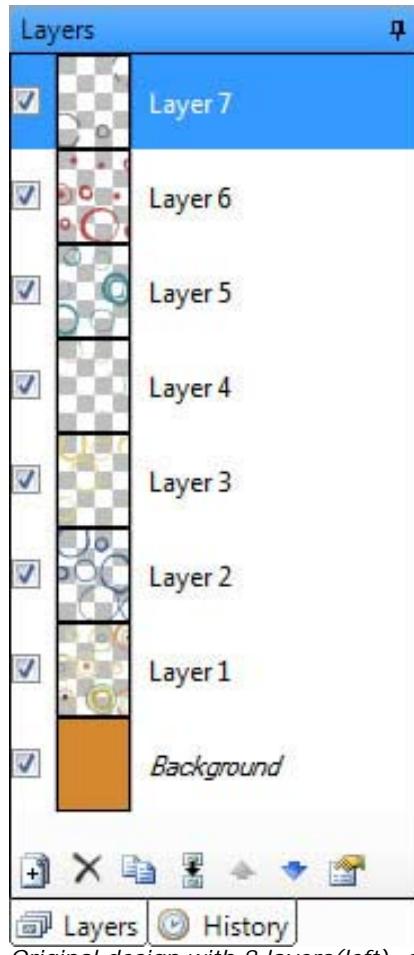
Original image with two layers(left), Layers being merged using the Merge Layer Down command(right)

Image> Flatten

Shortcut Key:- Ctrl+Shift+F

Flattening reduces file size by merging all visible layers into the background and discarding hidden layers. Any transparent areas that remain are filled with white. When you save a flattened image, you cannot revert back to the unflattened state; the layers are permanently merged.

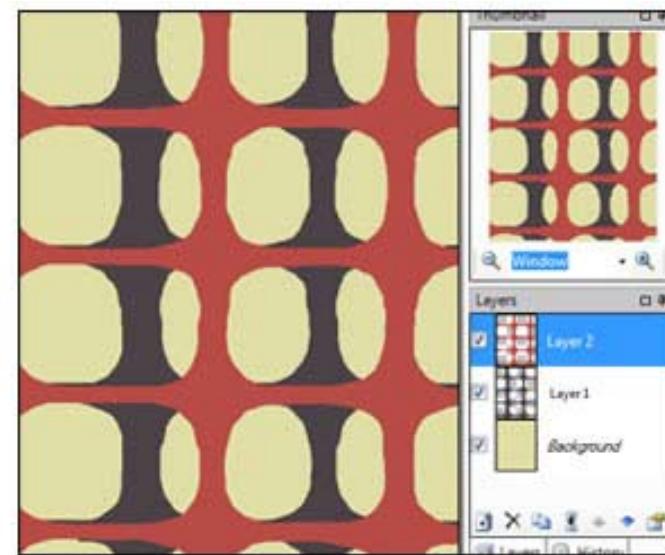
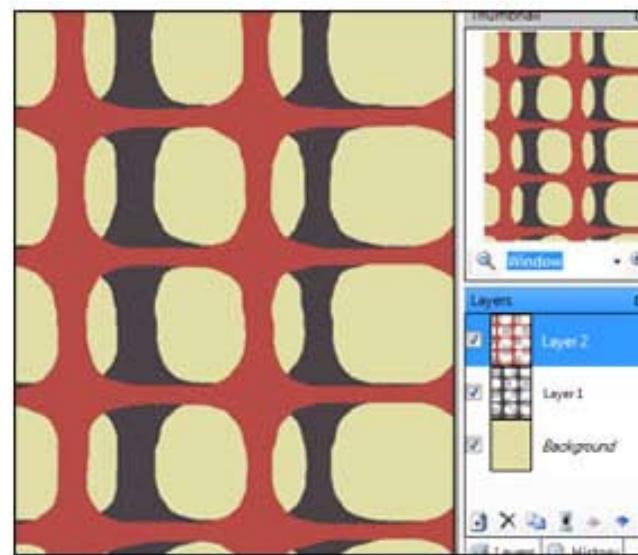
1. To flatten all layers, you can do one of the following
 - Choose Image>Flatten



Original design with 8 layers(left), design being flattened to one layer using the Flatten command(right)

Image> Flip Layer Horizontal...

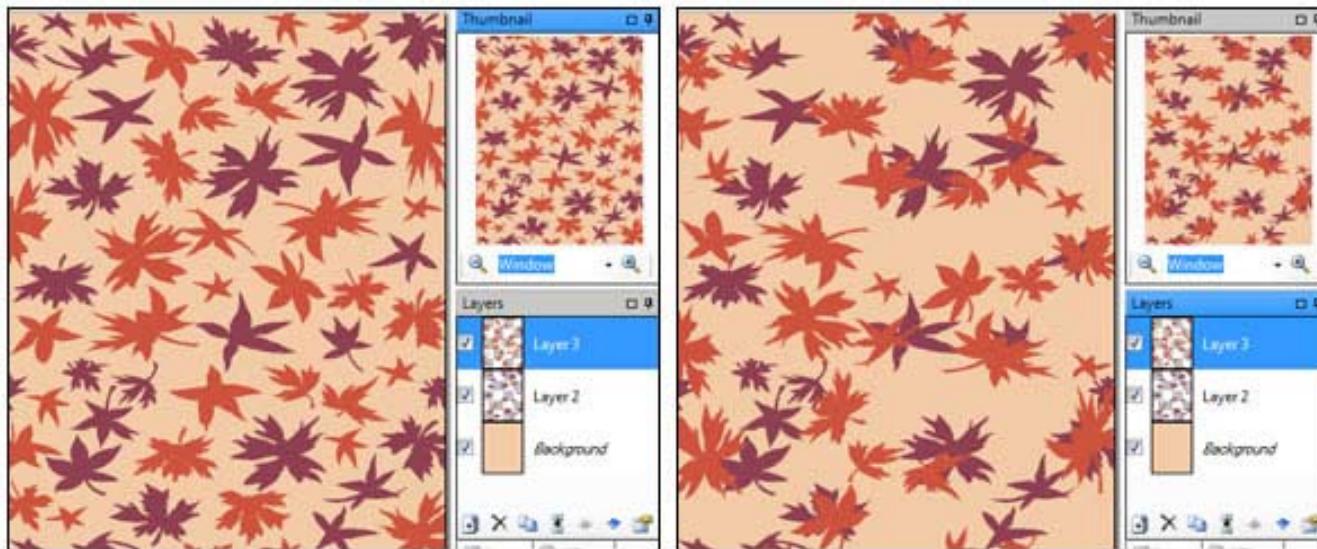
This menu items allow you to flip just the active layer horizontally.



Original design where "Layer 2" is active layer(left), Only "Layer 2" being flipped horizontally(right)

Image>Flip Layer Vertical...

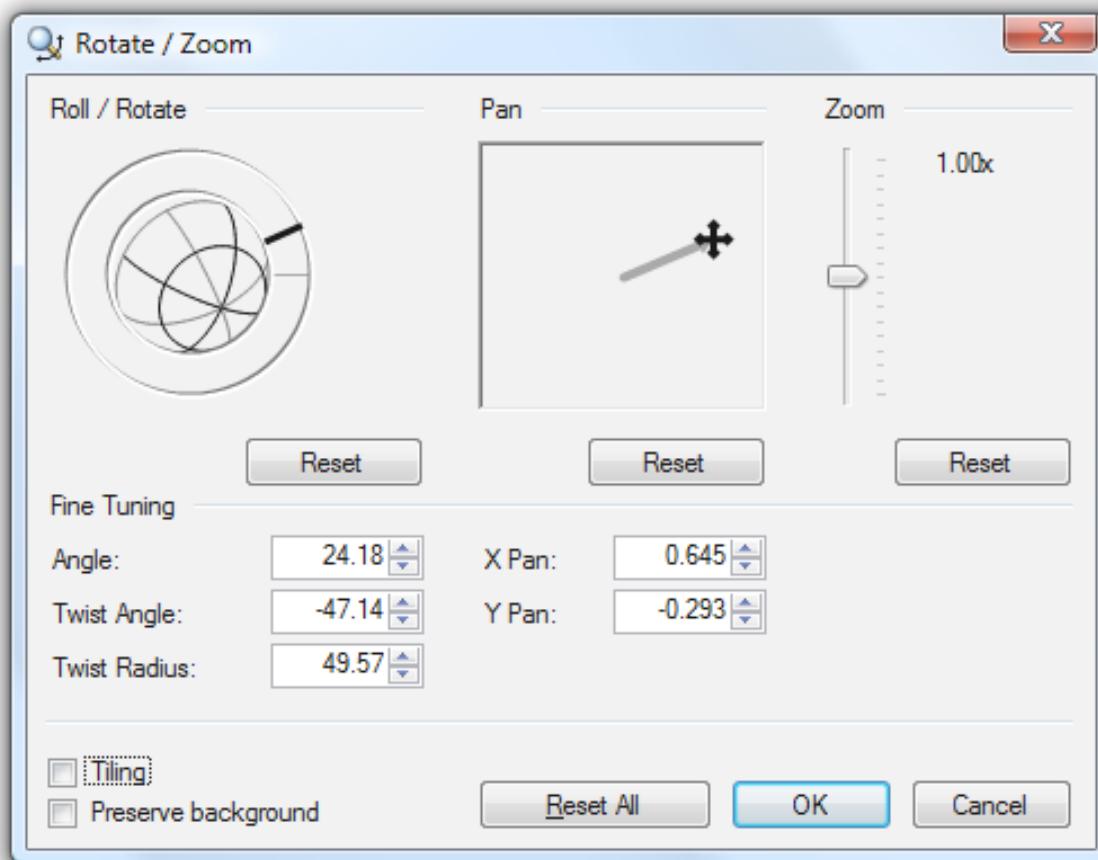
This menu items allow you to flip just the active layer vertically.



Original design where "Layer 3" is active layer(left), Only "Layer 3" being flipped vertically(right)

Image> Rotate Layer

This command in the Layers menu allows you to do free rotation about all 3 axes (X, Y, and Z).



There are three areas that you may adjust:

- **Roll / Rotate**

This allows you to rotate about the Z axis by dragging the mouse around the perimeter. There is also a ball ("globe") in the center, which allows you to rotate about the other two axes (X, and Y). Rotating the perimeter Z-axis controller will also rotate the globe.

- **Pan**

This allows you to slide the image around so that you can get the right portion in view of the canvas.

- **Zoom**

This allows you to slide the image back and forth to focus on the portion of the image that you are interested in.

There are also two checkboxes:

- **Tiling**

If the image is rotated, tilted, or panned in such a way that it does not fill the canvas, this will cause the image to start repeating on itself in such a way that it tiles the canvas.

- **Preserve Background**

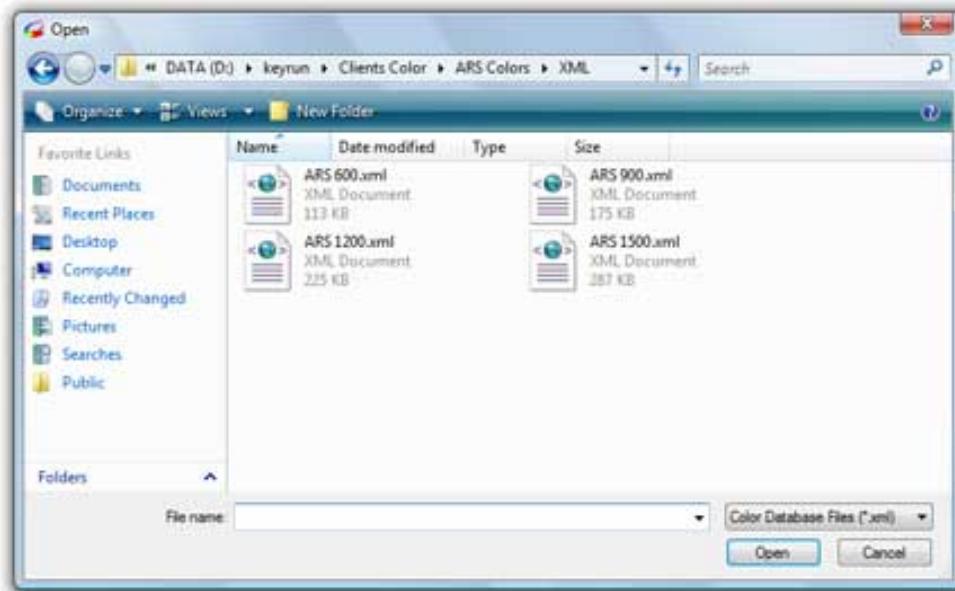
If there are parts of the canvas that are not covered by the image, even if tiling is enabled (there is always a horizon that clips the image), this will cause the original layer's contents to show through instead of being replaced with transparency.

Colors menu

Colors> Load New Factory Color Set...

You can load your new color database to our galaincha software. The color database currently being used is shown in the left middle side of the galaincha software.

The color database is saved in XML format.

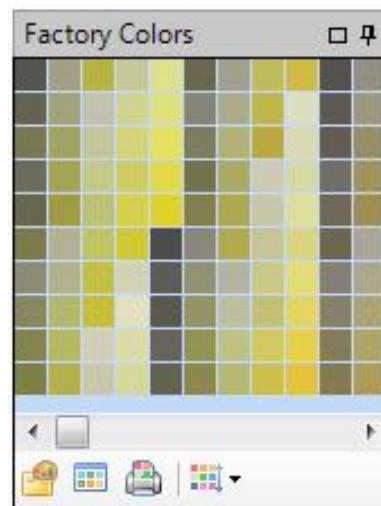


- The Database - The factory color database is a database of all the colors that you have available in your factory.

For loading your newly created database file(XML format), a dialog box appears and you can specify the location and the particular file for loading it into the galaincha software.

Colors> Load Chromatone Color Set...

You can also load chromatone color set to the Galaincha software by using this option. When you load chromatone color set the color set is shown in the left middle palette as shown below.



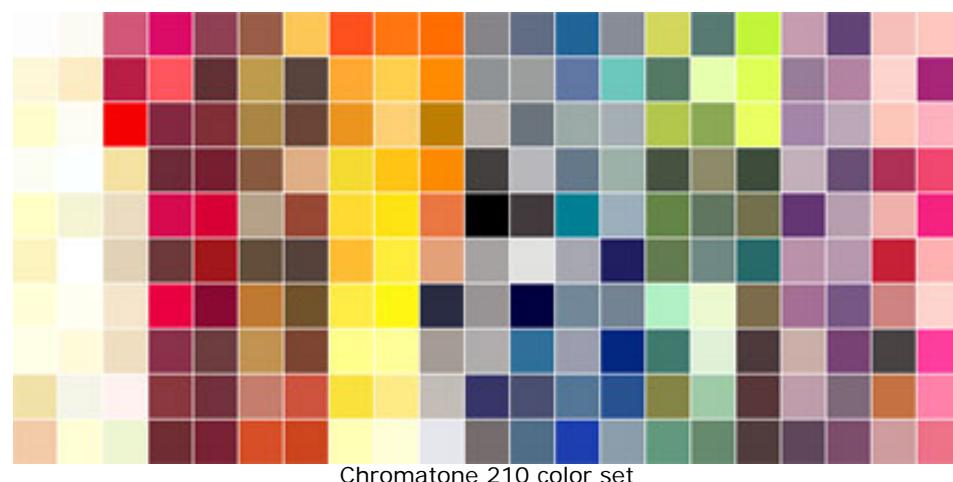
Chromatone is the Premier Colour Reference System for the Carpet and Rug Industry...
If you want to know more about Chromatone color then visit [What is Chromatone Color?](#)

Other available color set:

1. [Chromatone 210](#)
 2. [Chromatone 1080](#)
 3. [ARS 600](#)
 4. [ARS 1200](#)
-

Colors > Load Default Color Set

It will load Chromatone 210 color set.



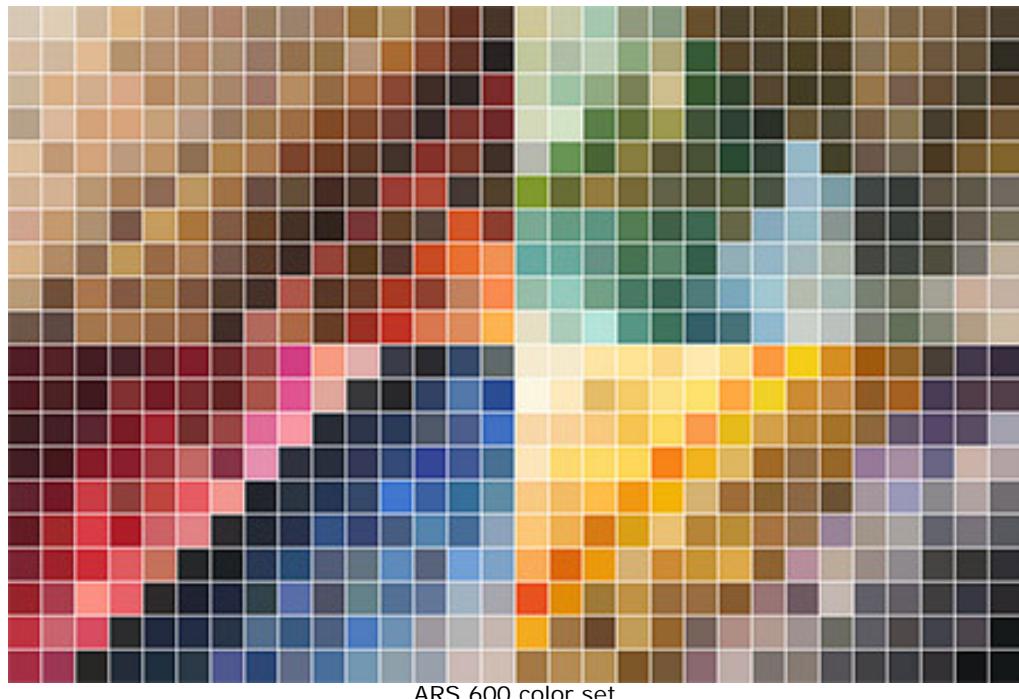
Chromatone 210 color set

Other available color set:

1. [Chromatone 1080](#)
 2. [ARS 600](#)
 3. [ARS 1200](#)
-

Colors> Load ARS 600 Color Set

It will load ARS 600 color set.



ARS 600 color set

Other available color set:

1. [Chromatone 210](#)
 2. [Chromatone 1080](#)
 3. [ARS 1200](#)
-

Colors> Load ARS 1200 Color Set

It will load ARS 1200 color set.



ARS 1200 color set

Other available color set:

1. [Chromatone 210](#)
 2. [Chromatone 1080](#)
 3. [ARS 600](#)
-

Colors> Load ARS Color Set...

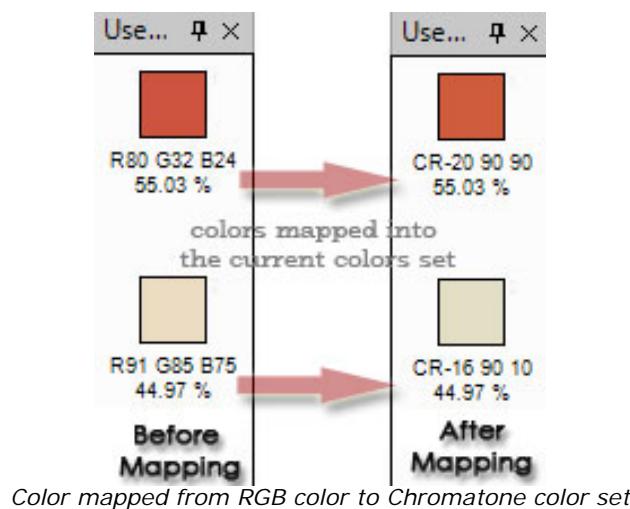
You can also load ARS 600 color set to the Galaincha software by using this option. When you load ARS color set the color set is shown in the left middle palette as shown below.



Colors> Map Colors to Current Color Set...

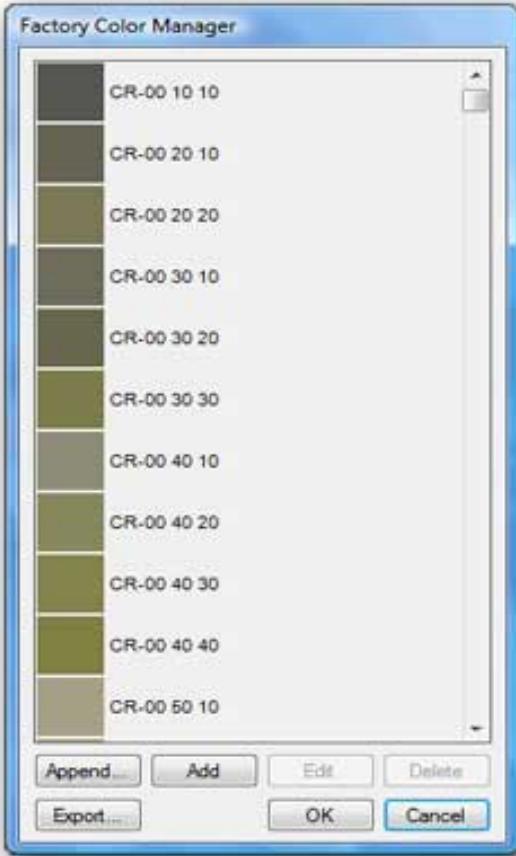
If you had created your design in your color set and you want to change the used colors in another color set (eg - into Chromatone color set) then you can use this function.

This function is important because the color representation are different according to the color set. So if you want to change the colors from one color set to another then you have to first load that color using the load new factory color set then when the color set is loaded you use this function. The nearest colors that are available in the current color set is used to replace your used colors.

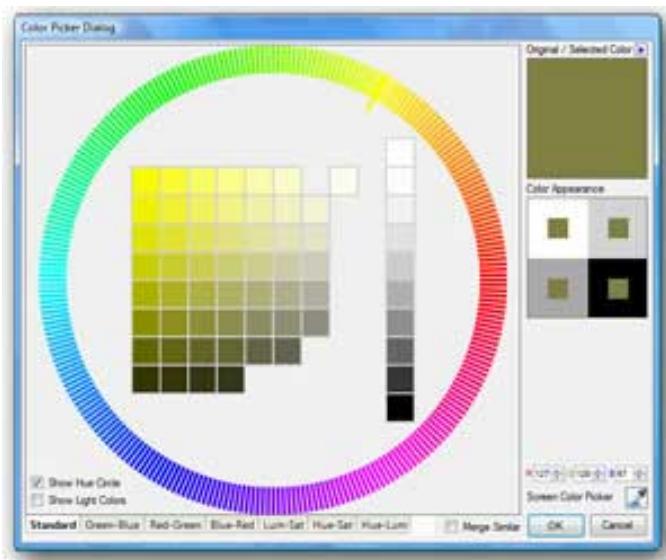


Colors> Manage Color Databases> Edit Active Color Database...

The Current Color Database can be edited by using this tool. When you select this tool, You are presented with the color value and name of the colors that are currently present in the active color database. So now you can Append the color, Add new colors into the database, Edit the existing ones, Delete colors and also can export the database into text file.

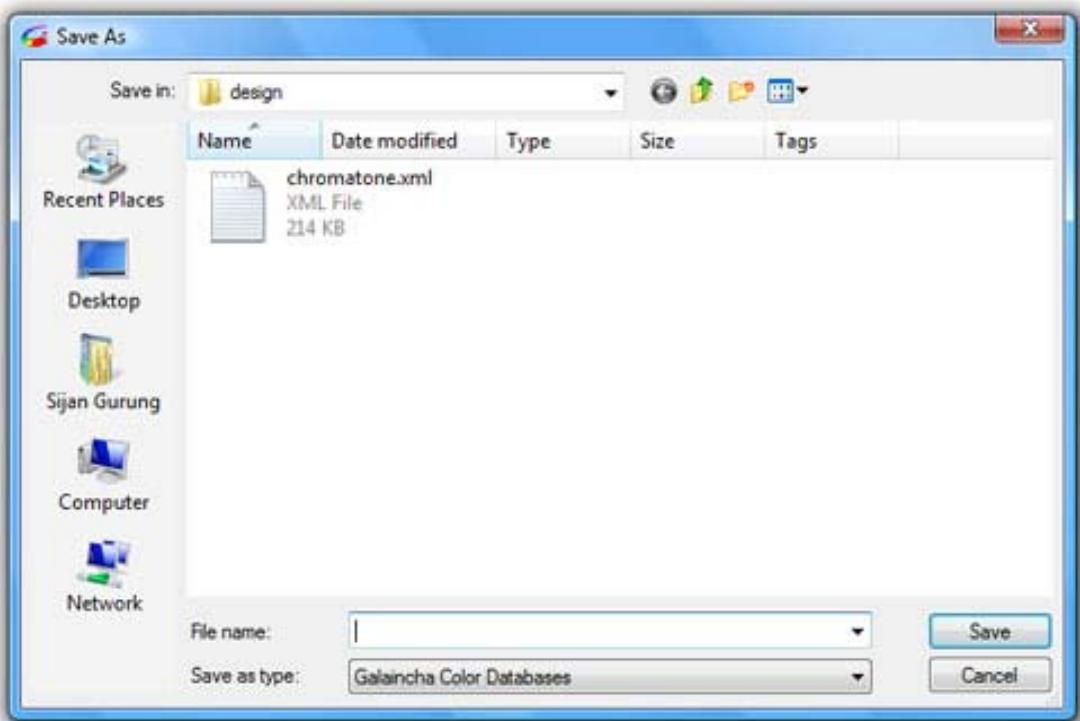


So now you can change the name of the color by double-clicking on the name and also the color by double-clicking on the color shown in thumbnails.

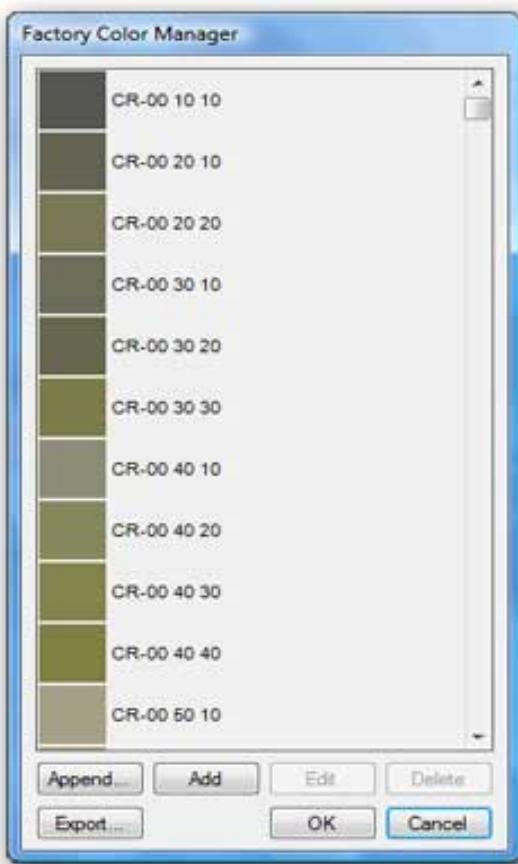


Colors> Manage Color Databases> Copy Active Color Database...

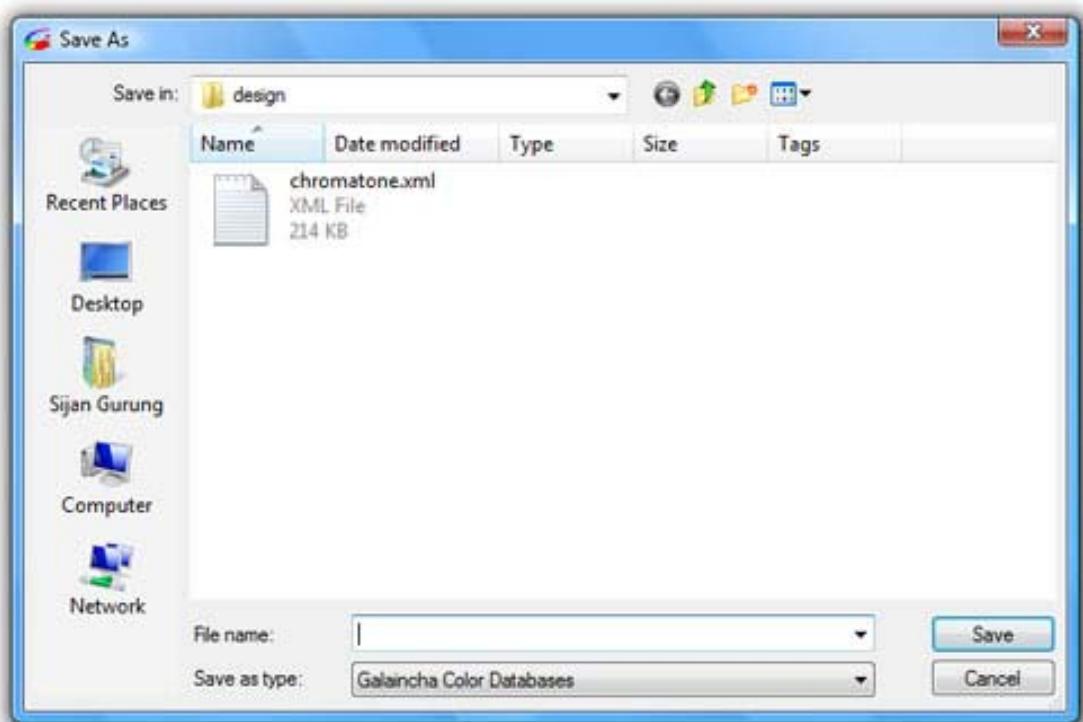
This tool is used to Copy the active color database into a file (XML format). This tool is similar to exporting color database in Edit Active Color Databases, but this saves the color database into standard format(XML format).



After saving it into a file, Edit Color Database option is opened to edit the current saved color database. If you don't want the whole database or want to customize some colors then this is done. If you don't want any changes then you can select OK.



This is to create new color database. It creates a new and empty (XML file) color database and we can add colors to this database.



Saving the active color database into a file (XML format)

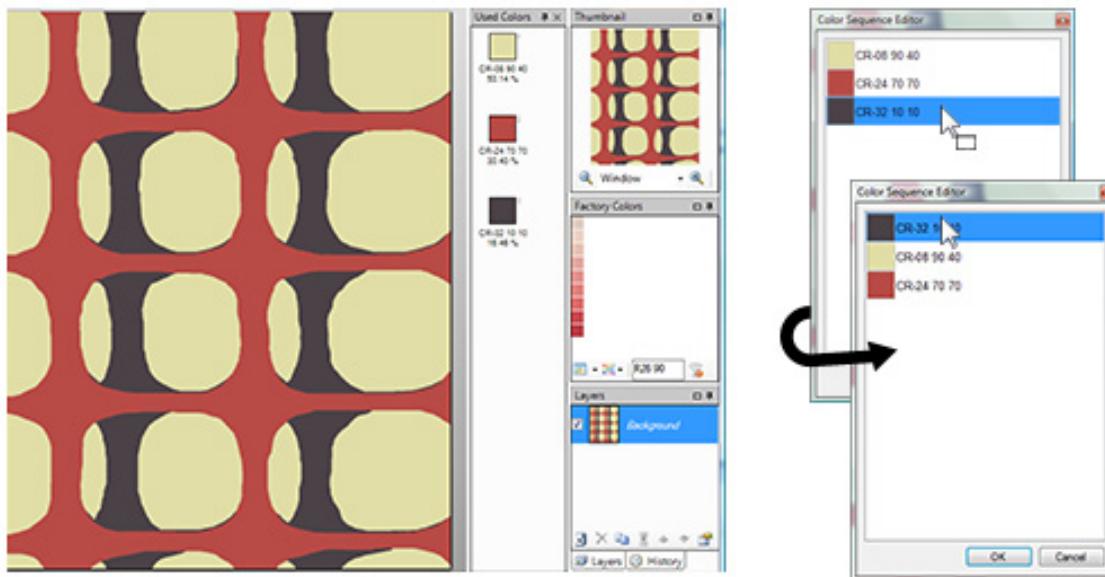
After Creating the file you can Edit the currently created color database.



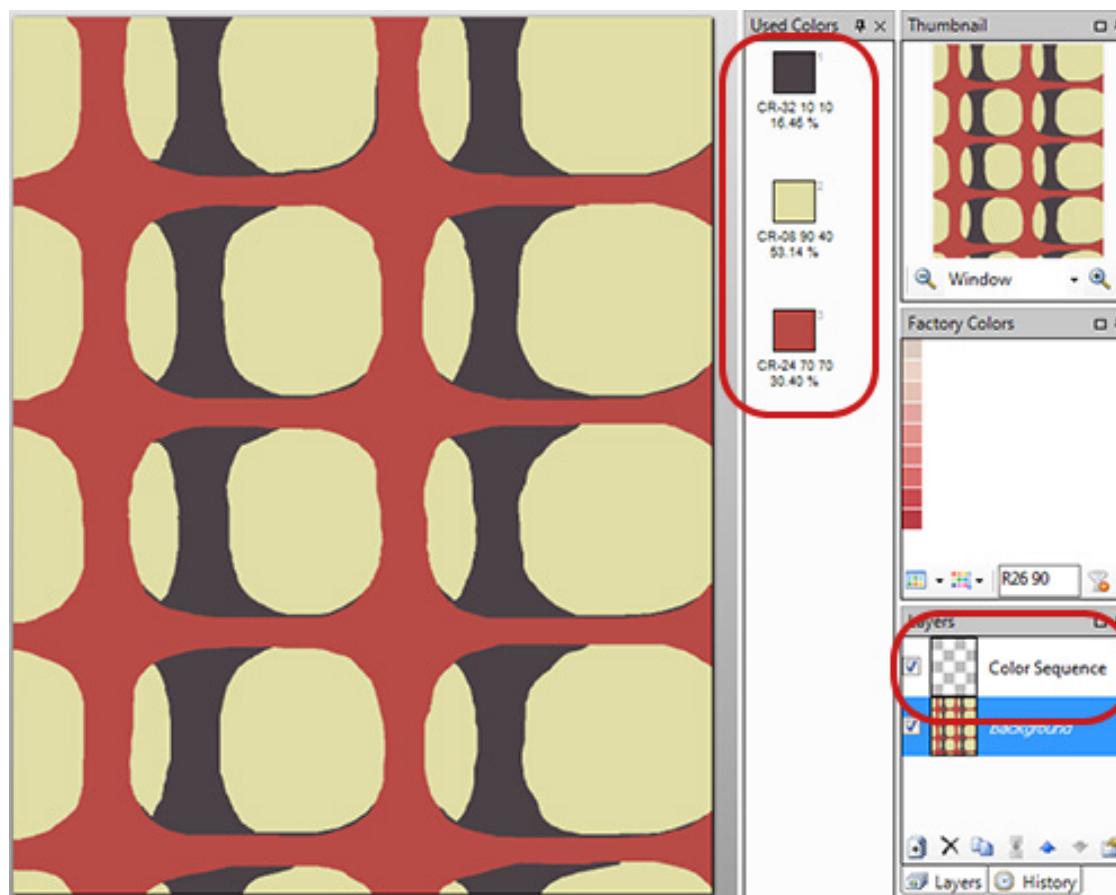
Adding and Editing just saved Color Database

Colors > Edit Color Sequence...

For your convention, Galaincha will self generate the color sequence of the design. The sequence of colors displayed on Used Colors bar is your color sequence. But if you want to define the new color sequence to meet your need then you can use this option. Simply drag the color to re-order the sequence and click OK button when done. Editing color sequence only changes color order but not the colors of the elements/motifs in the design.



Original design with Galaincha generated color sequence (left), drag and drop to re-order the color sequence (right)



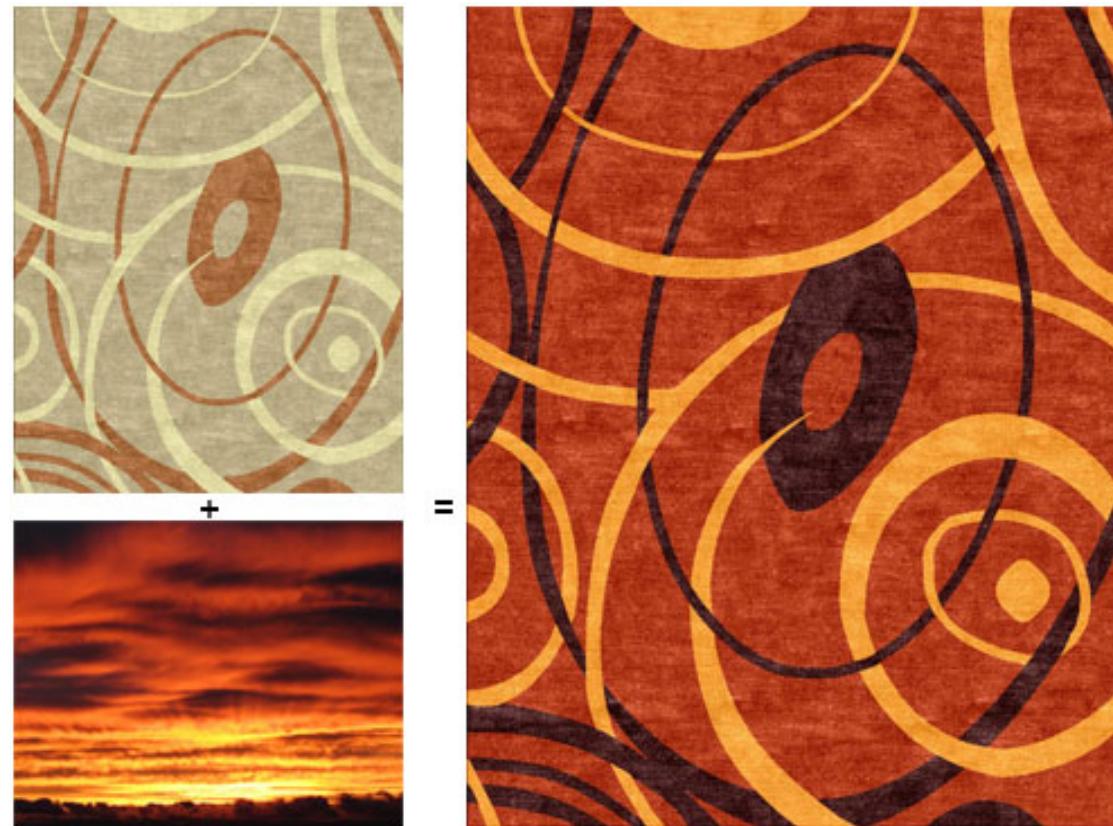
Final output with new color sequence in Used Color bar and a new layer i.e. Color Sequence

 Please note that Galaincha will add a new layer i.e. *Color Sequence* to meet your color order sequence. Please do not hide or delete the *Color Sequence* layer, doing it will give you Galaincha color sequence.

Colors> Apply Colors from Image

You can apply colors to your design based from an image.

1. Open a design on which you want to apply color combination
2. From menu choose, Colors > Apply Colors from Image
3. Open dialog box will appear, browse the reference image for color combination and click open button



Original design (top left), reference image(bottom left), result design (right)

Image> Effects> Artistic

This will remove the active layer from the design.

- **Oil Painting**

This effect is used for making a design appear as though it is an oil painting.



Original design(left), the output after applying Oil Painting(right)

- **Ink Sketch**

This effect is used for making a design appear like it may have been drawn using an ink pen.



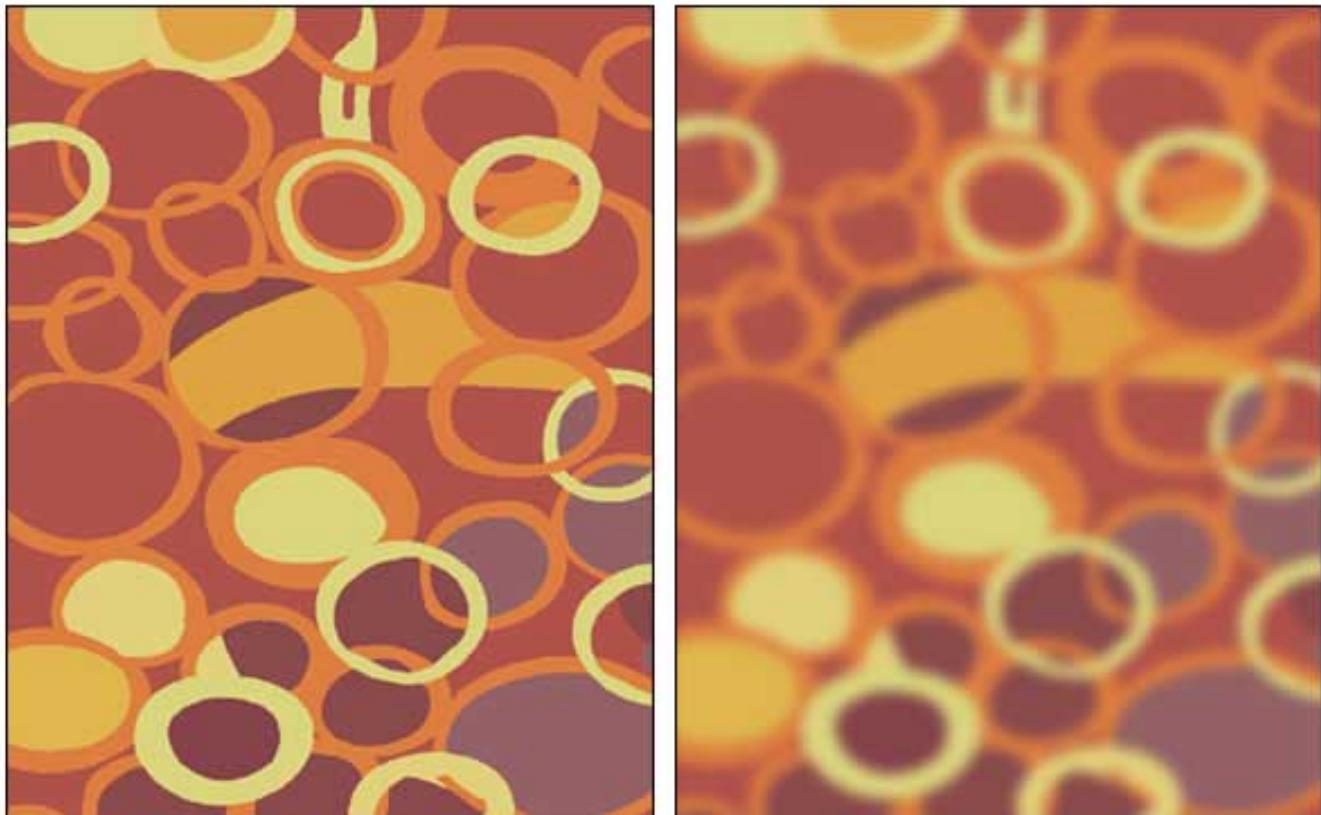
Original design(left), the output after applying Ink Sketch(right)

Image> Effects> Blurs

This sub-menu contains effects that are useful for blurring your design in various ways.

- **Gaussian Blur...**

This applies a standard blur to the design, which uses the Gaussian blur formula.



Original design(left), an output after applying Gaussian Blur(right)

- **Motion Blur....**

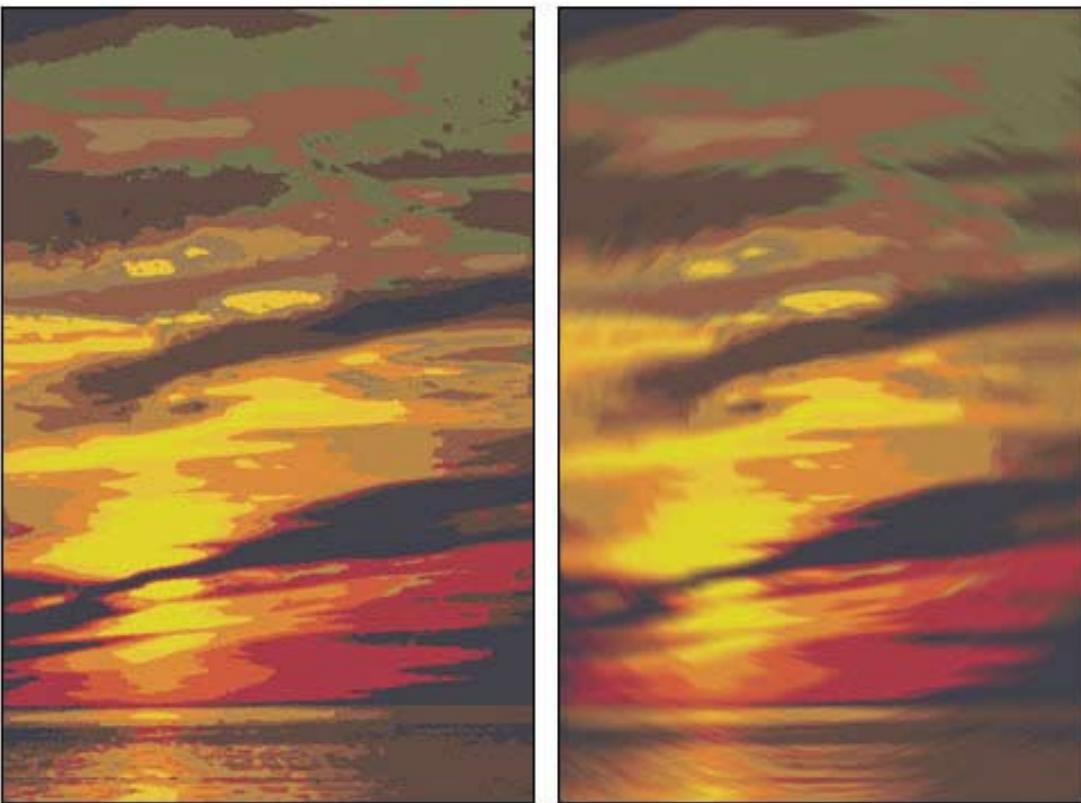
This effect is useful for adding the illusion of straight motion to a design, as if the picture had been taken with a longer exposure time.



Original design(left), the final output after applying Motion Blur(right)

- **Radial Blur...**

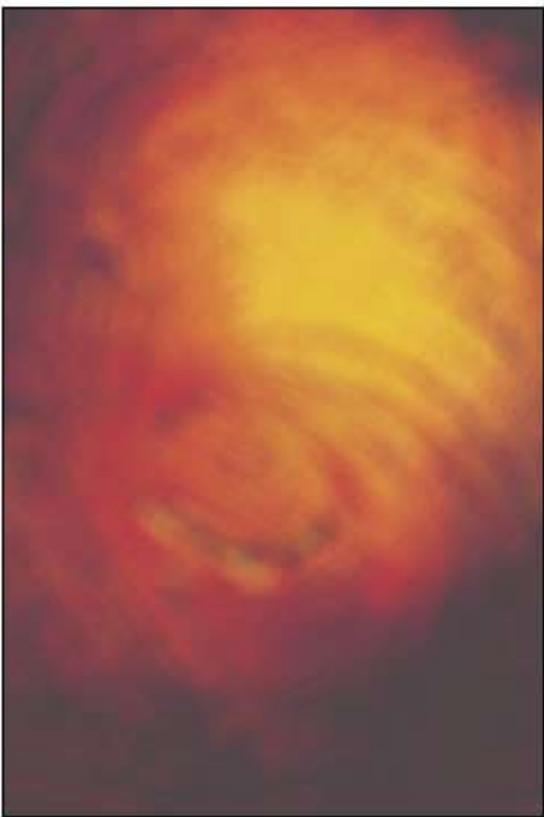
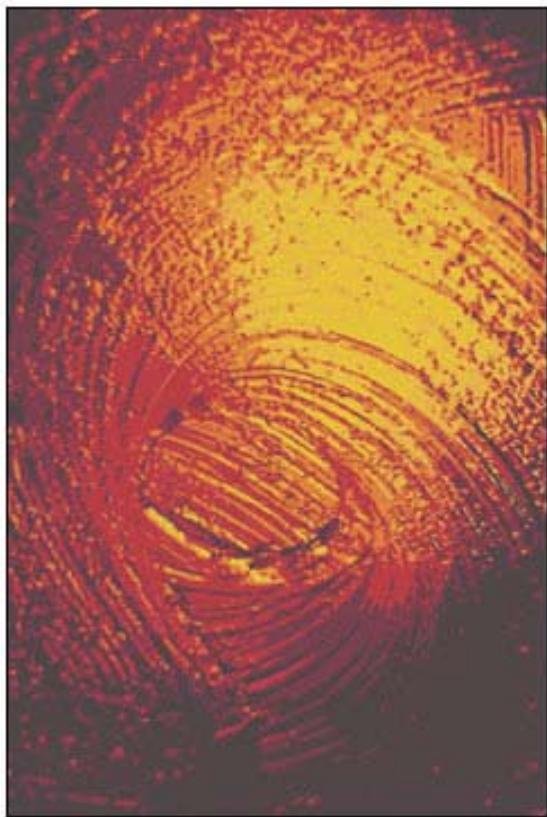
This effect is similar to Motion Blur, except that the movement is spread through concentric circles instead of a straight line.



Original design(left), the output after applying Radial Blur(right)

- **Unfocus...**

This effect looks similar to Gaussian Blur at first, but it gives a more dreamy or "unfocused" look to the image. In mathematical terms, it applies a more uniform weighting to the pixels within the requested radius.



Original design(left), the output after applying Unfocus(right)

- **Zoom Blur...**

This effect gives the appearance of motion or blurring in the 3rd dimension, coming out of the design.



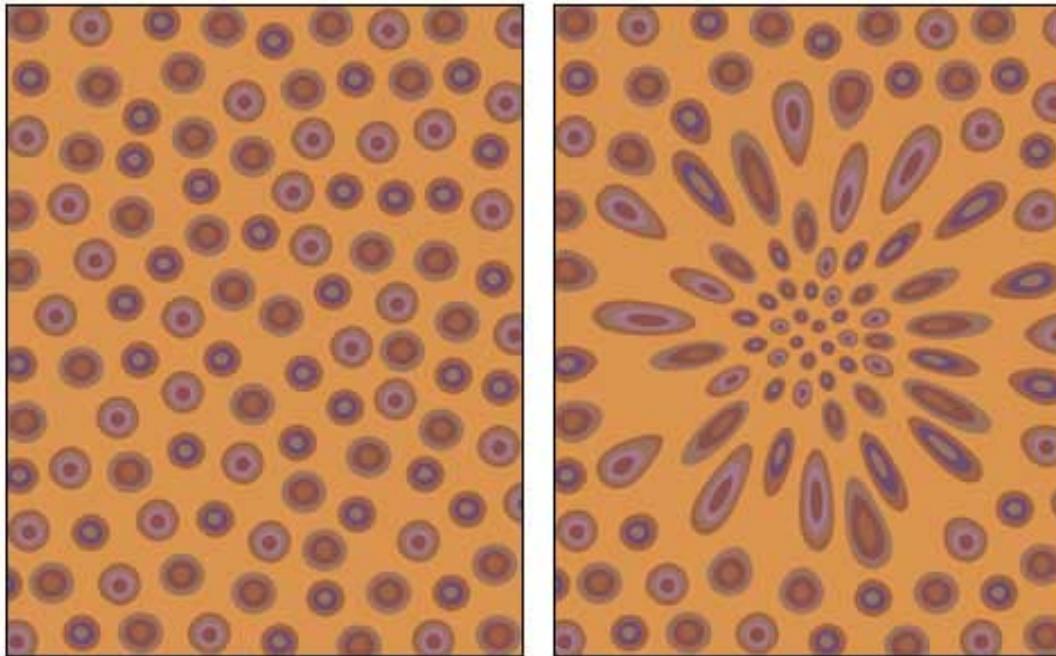
Original design(left), the output after applying Zoom Blur(right)

Image>Effects> Distort

This sub-menu contains effects that are useful for distorting or convoluting the design, oftentimes beyond recognition.

- **Bulge...**

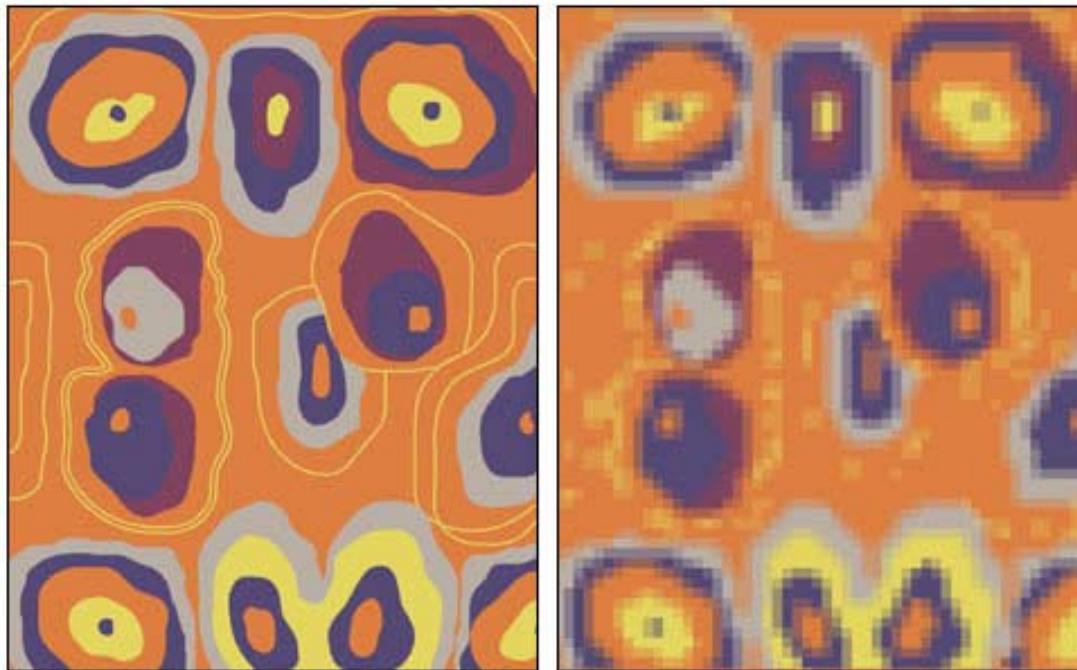
This effect is used to make part of the design appear close or further away, as if the design had been squeezed.



Original design(left), an output after applying Bulge effect(right)

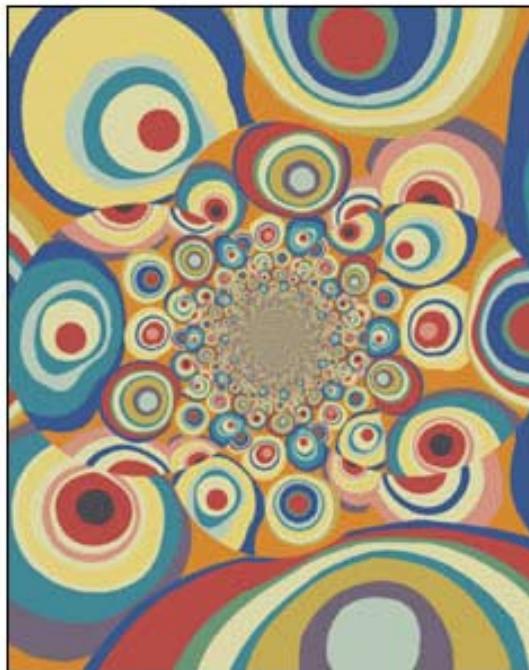
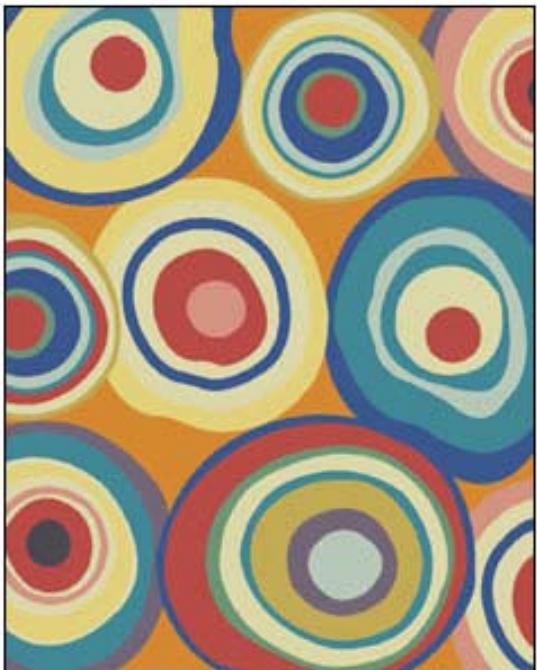
- **Pixelate...**

This effect will reduce the detail in the design and give the effect that each "pixel" was much larger.



Original design(left), the output after applying Pixelate(right)

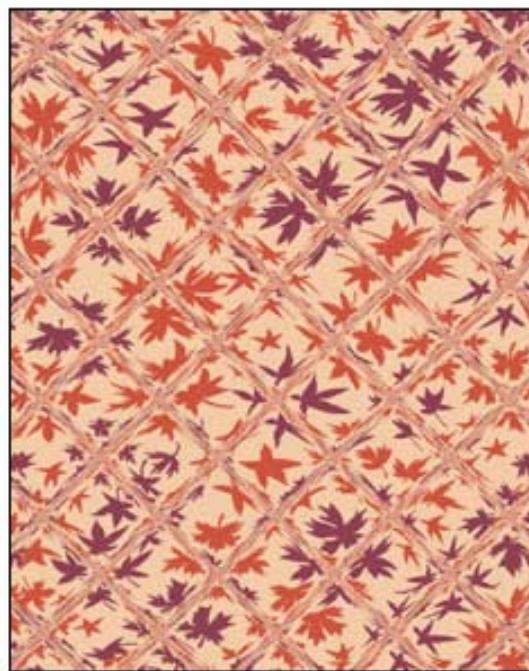
- **Polar Inversion...**



Original design(left), the output after applying Polar Inversion(right)

- **Tile Reflection...**

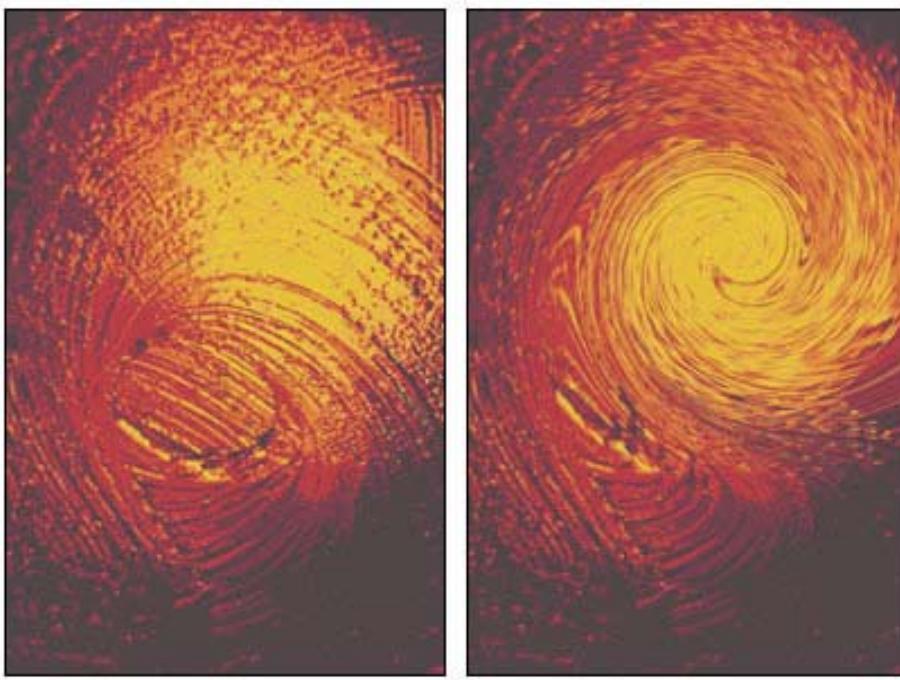
This makes the design appear as though it were behind a sheet of glass with articulated tiles.



Original design(left), the output after applying Tile Reflection(right)

- **Twist...**

This effect is used for twisting a portion of the design, either clockwise or counter-clockwise.



Original design(left), the output after applying Twist(right)

Image> Effects> Noise

This sub-menu contains effects that are used for adding or removing noise in a design.

- **Add Noise...**
This effect adds random noise to the design.



Original design(left), an output after adding Noise effect(right)

- **Median...**

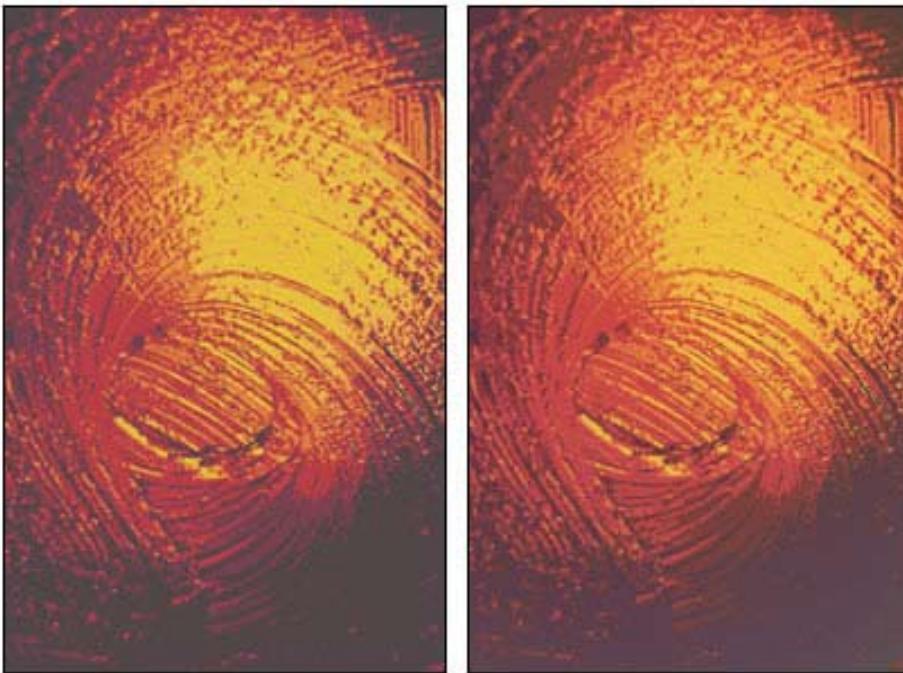
This effect is useful for noise removal if applied with a low Radius setting. At higher Radius values, it creates more of a blurring effect.



Original design(left), the output after applying Median(right)

- **Reduce Noise...**

This effect can be very useful for reducing design noise, especially in photographs, without losing fine details and contrast.



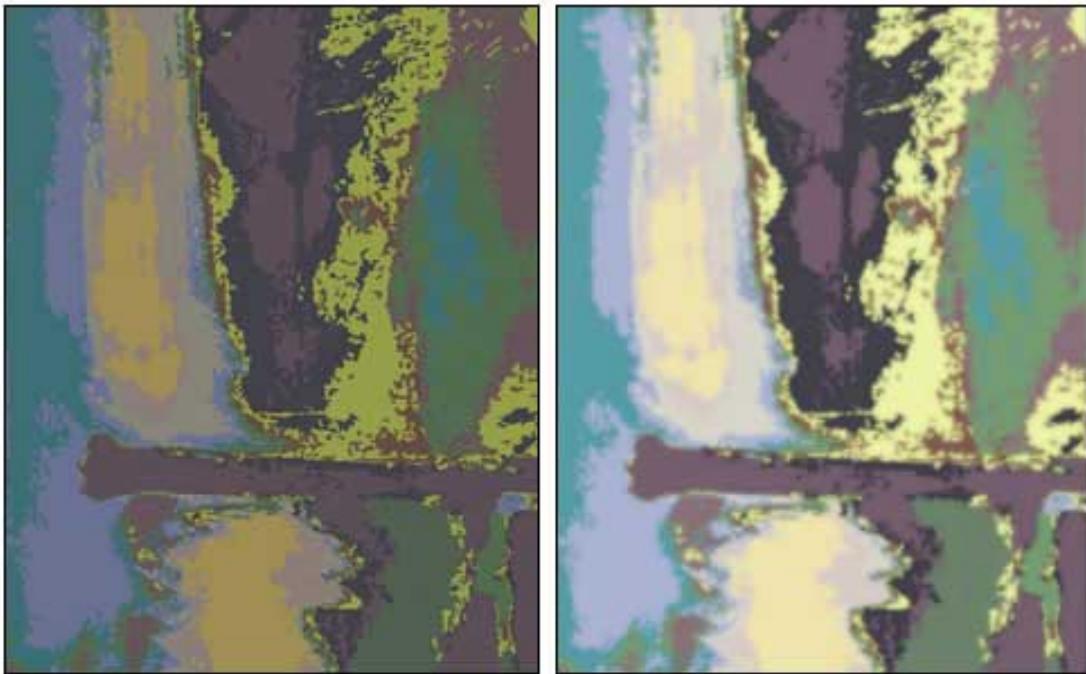
Original design(left), the output after applying Reduce Noise(right)

Image> Effects> Photo

This sub-menu contains effects that are often used when enhancing photographs.

- **Glow...**

This effect gives the design a glowing effect. User can control the brightness and contrast of the resulting image as well.



Original design(left), an output after adding Glow effect(right)

- **Red Eye Removal...**

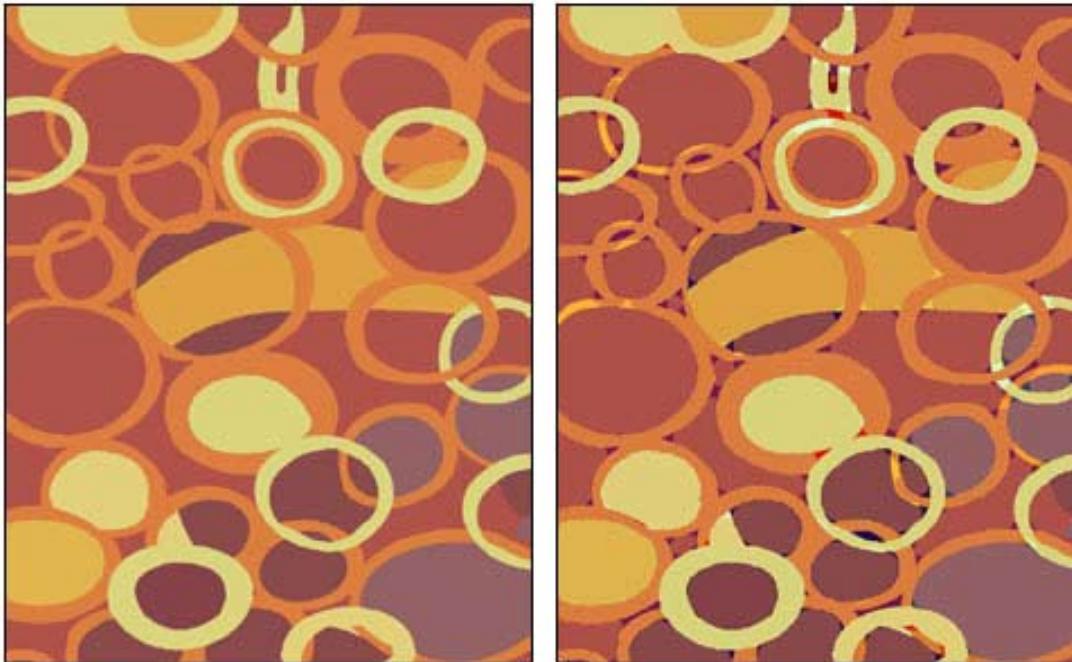
If you have a photo where a subject has "red eyes", then this effect is useful for eliminate that effect. You should make sure to use a selection tool to highlight the subject's eyes before starting this effect.



Original design(left), the output after applying Red Eye Removal(right)

- **Sharpen...**

If a design has an appearance that is too soft, then this effect can be used to sharpen the edges.



Original design(left), the output after applying Sharpen(right)

Image> Effects> Stylize

This sub-menu contains effects that can produce stylized looks useful in finding edges for tracing, or producing specialized textures for game development (e.g., bump maps).

- **Edge Detect...**

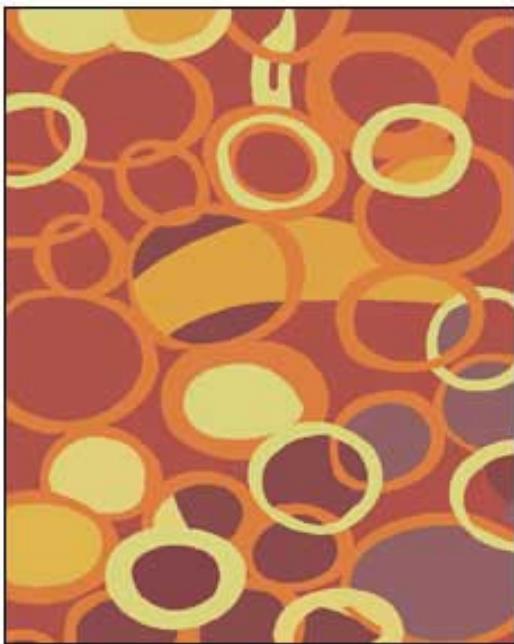
This effect will highlight the edges in a design as if a light had been shown on it from a certain angle.



Original design(left), an output after adding Glow effect(right)

- **Emboss...**

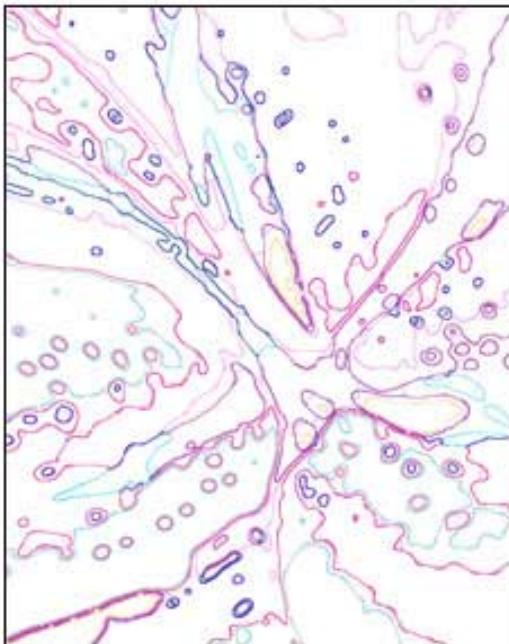
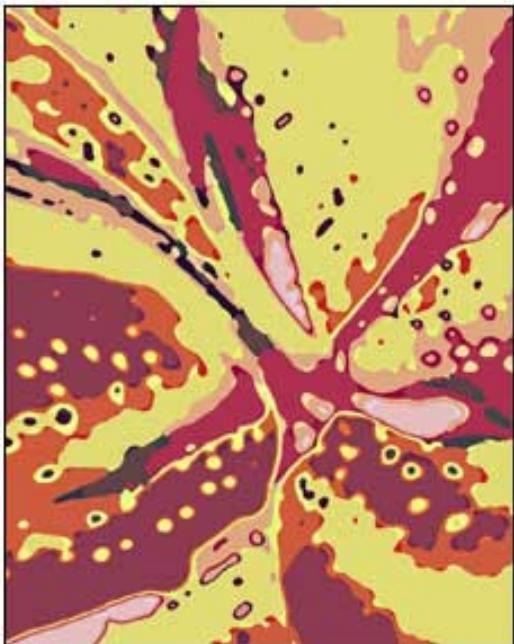
This effect will result in a black and white design where the edges have been given a three dimensional highlight similar to physical embossing.



Original design(left), the output after applying Red Eye Removal(right)

- **Outline...**

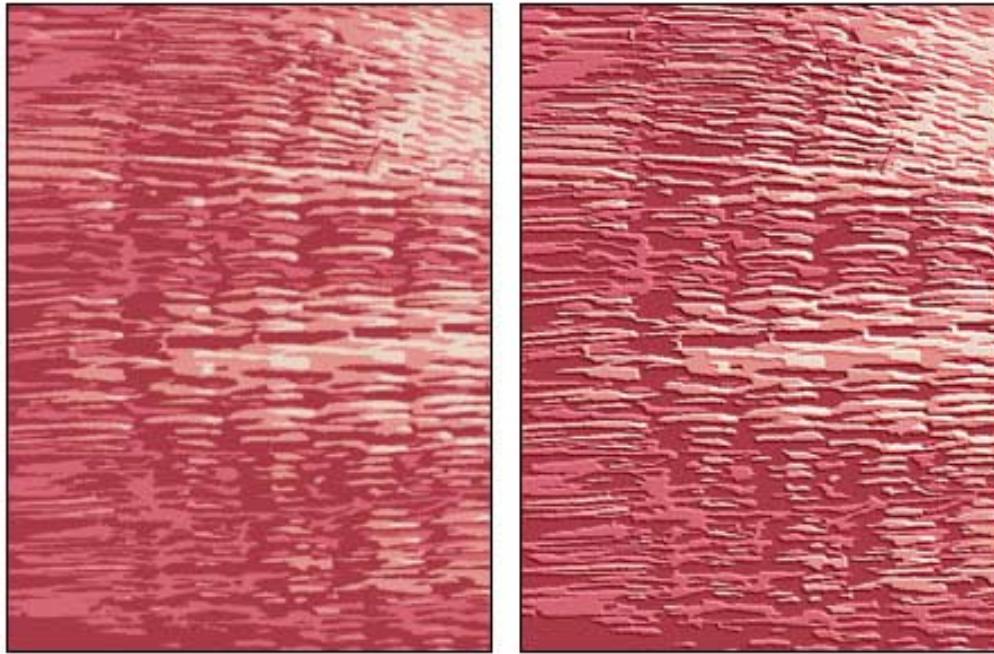
This effect will find the edges of a design and trace around them with the requested radius.



Original design(left), the output after applying Sharpen(right)

- **Relief...**

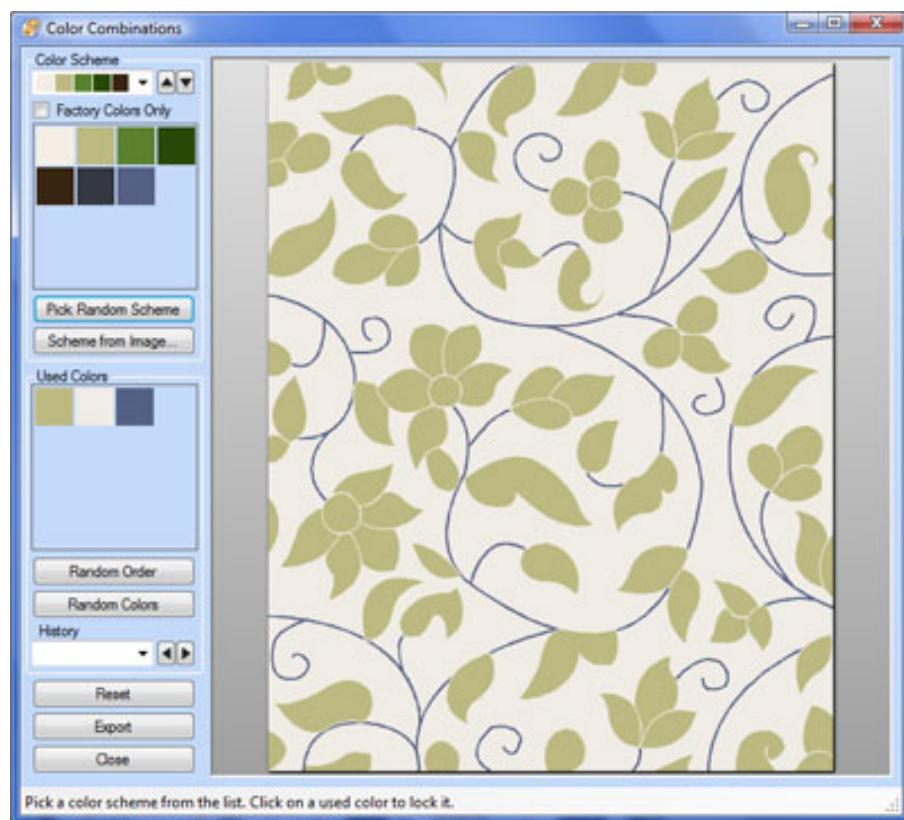
This effect is similar to Edge Detect, except that it blends the result back into the original design.



Original design(left), the output after applying Relief(right)

Colors> Generate Color Combinations...

If you want to try or use a different color combinations that are different from the currently used colors then Galaincha software can be used to do this. The color combinations can be manually created or can be created randomly by the software.



Generate Color Combinations window

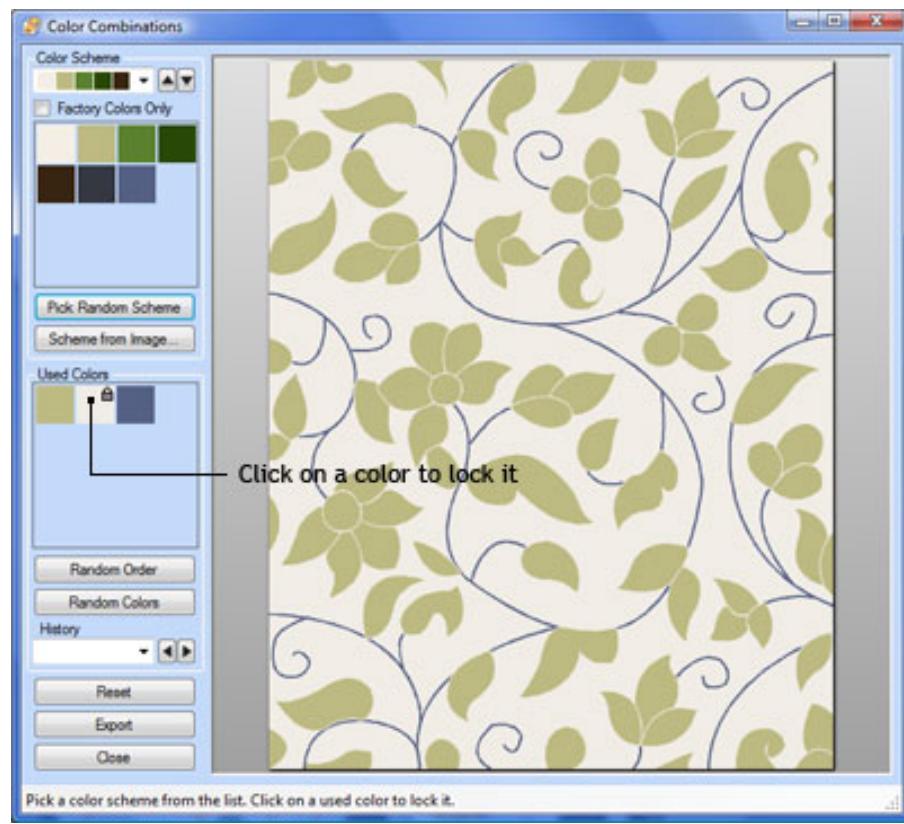
There are various functions you can perform using this tool.

- Pre-defined color schemes are available for your design which can be chosen manually from the list or pick random scheme
- You can select the base color as you like and also use the randomly generated colors.

- You can Select the combinations from one of the Color Schemes (Eg:- Harmony , Complementary , Monochrome , Similar Etc).
- You can generate random combinations by scrambling the colors that are offered by the software.

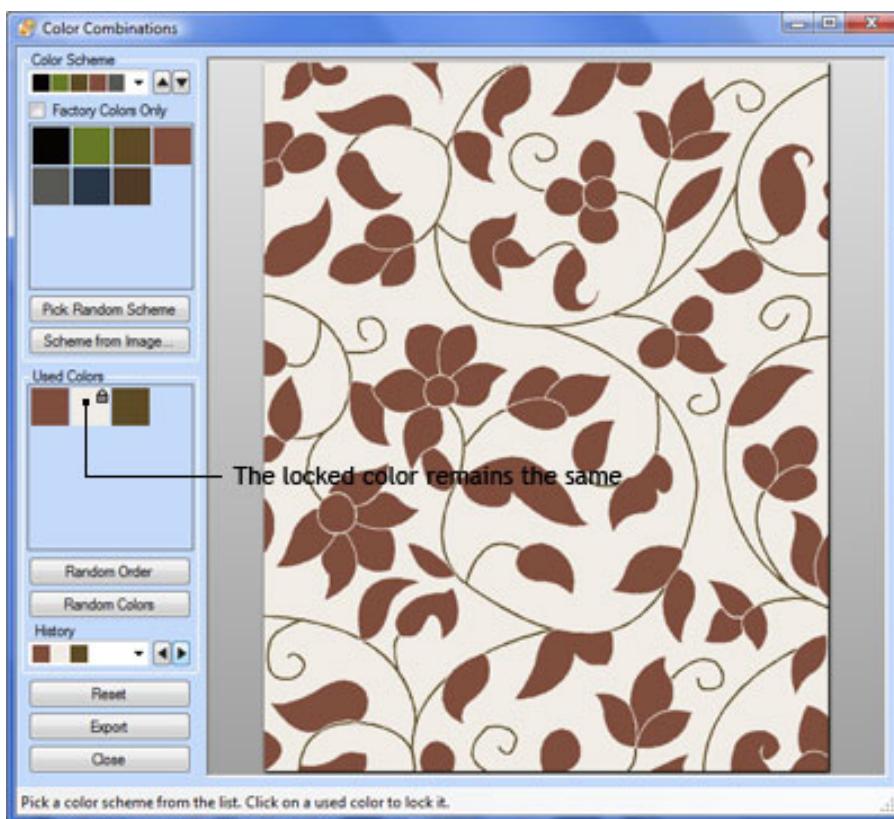
Locking a color

You can lock a particular used color in the design if you don't want to change it. Simply click on that color which you want to lock it from Used Colors setting. An icon of lock will be visible. You can either choose color combination from color scheme or click on Pick Random Scheme button.



Click on a color to lock it

Click on a used color to lock it

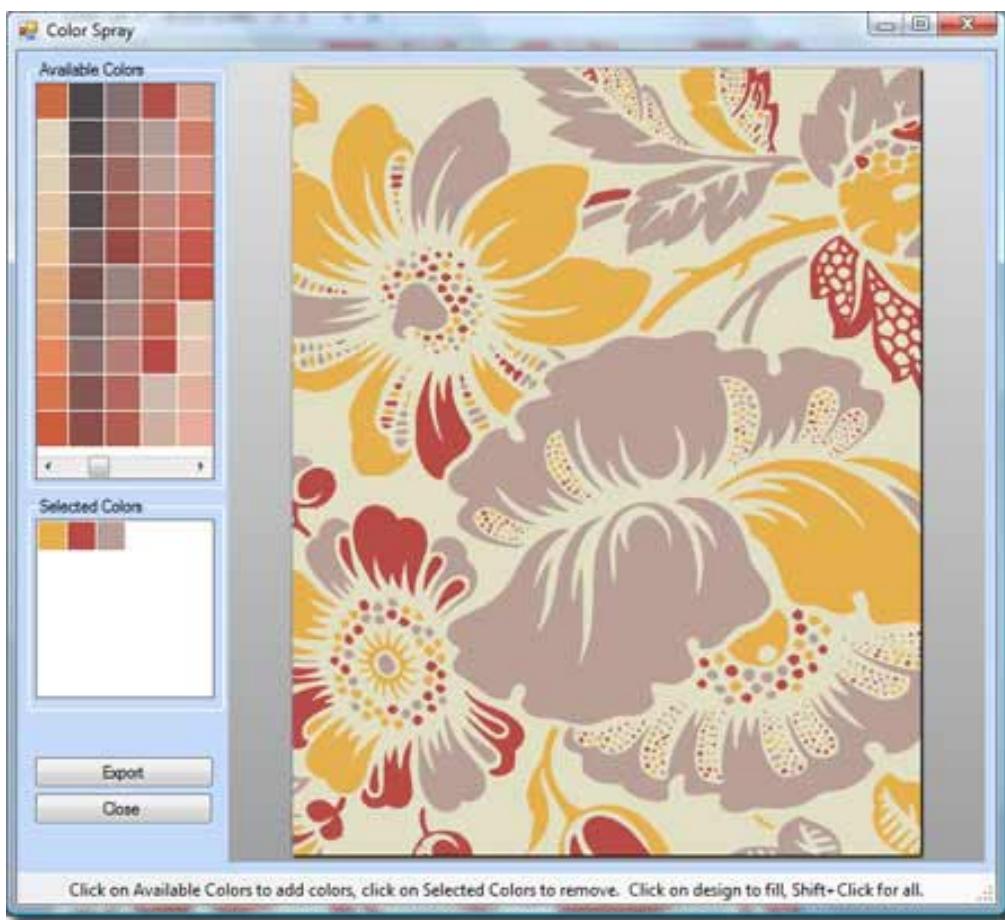


A new color combination but the locked color remains the same

Colors>Auto Colors...

By using Auto Colors you can select any number of colors and any colors and fill the design with the selected colors. The color set used is shown in the top and you can select any colors by just clicking on the colors and to fill it in the design just click on the part of design.

You can also fill all area of same color by the selected color by Shift+Click on the design.



Colors>Image Color Adjustments>Auto-Level...

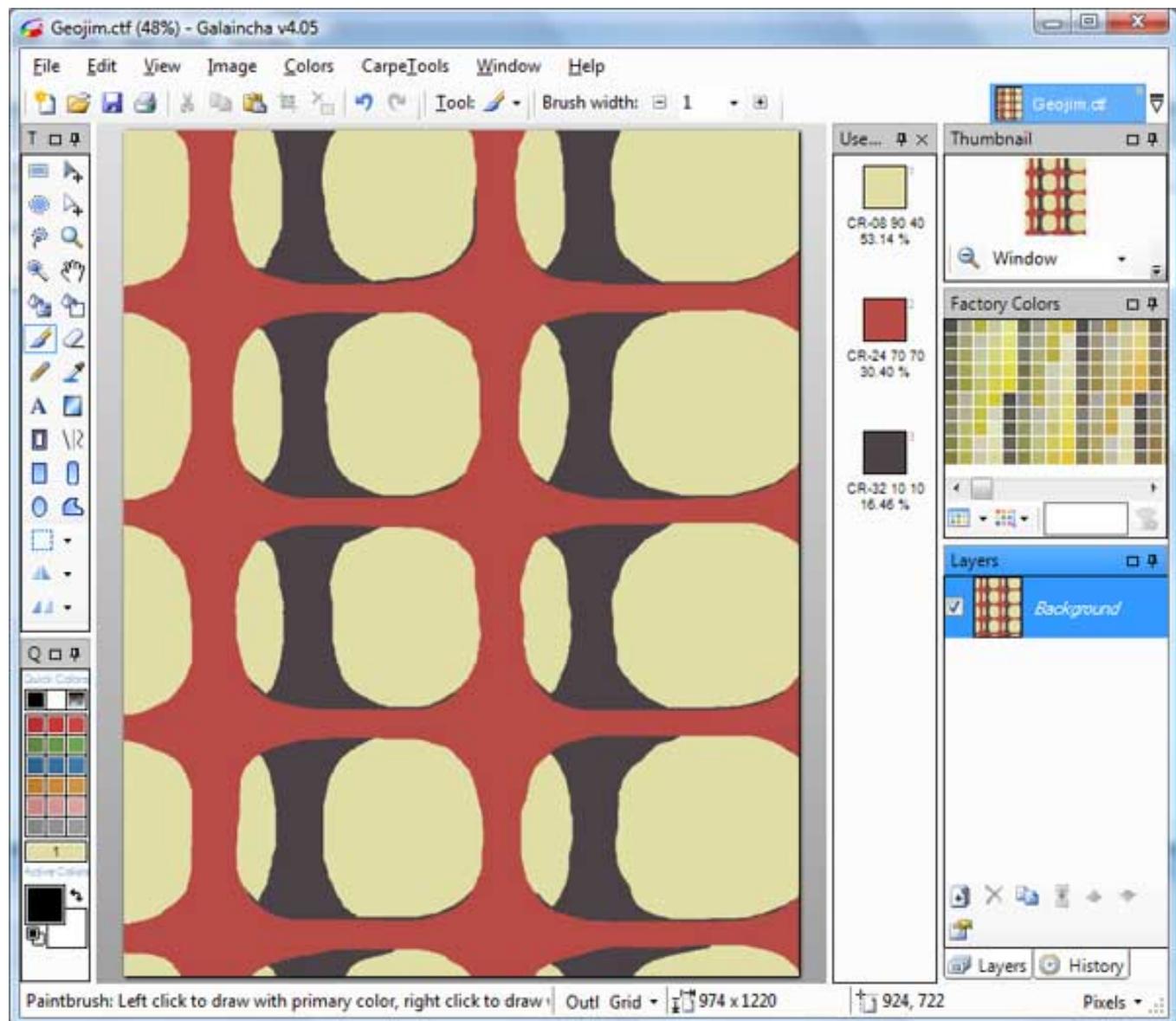
Shortcut Key :-Ctrl+Alt+L

This can be used to equalize the colors of a design so that overly dark or bright designs are brought back to a normal range. This is equivalent to using the Levels adjustment and then clicking the "Auto" button. After using this adjustment, which has no configuration options, the design looks like this:

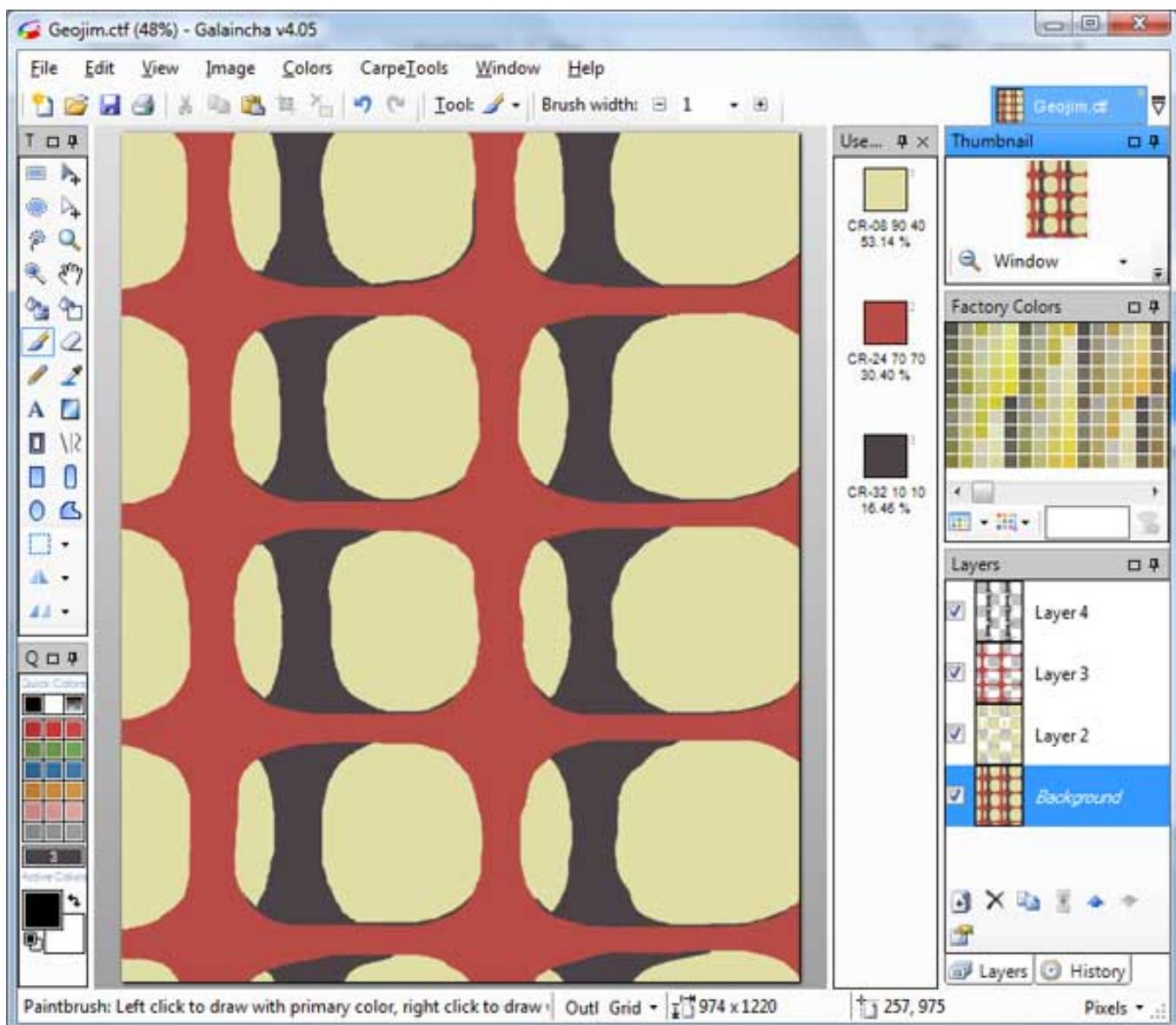


Colors> Separate Colors in Layers

This may be used to separate the design colors into layers if the design is flattern. In other words, it will create new layers based on number of colors used in an active design.



The design with only one layer (i.e. Background) and 3 used colors



The design has 3 individual new layers based on used colors

Colors>Image Color Adjustments>Black and White...

Shortcut Key : -Ctrl+Shift+G

This adjustment removes all color, effectively making the layer black & white.

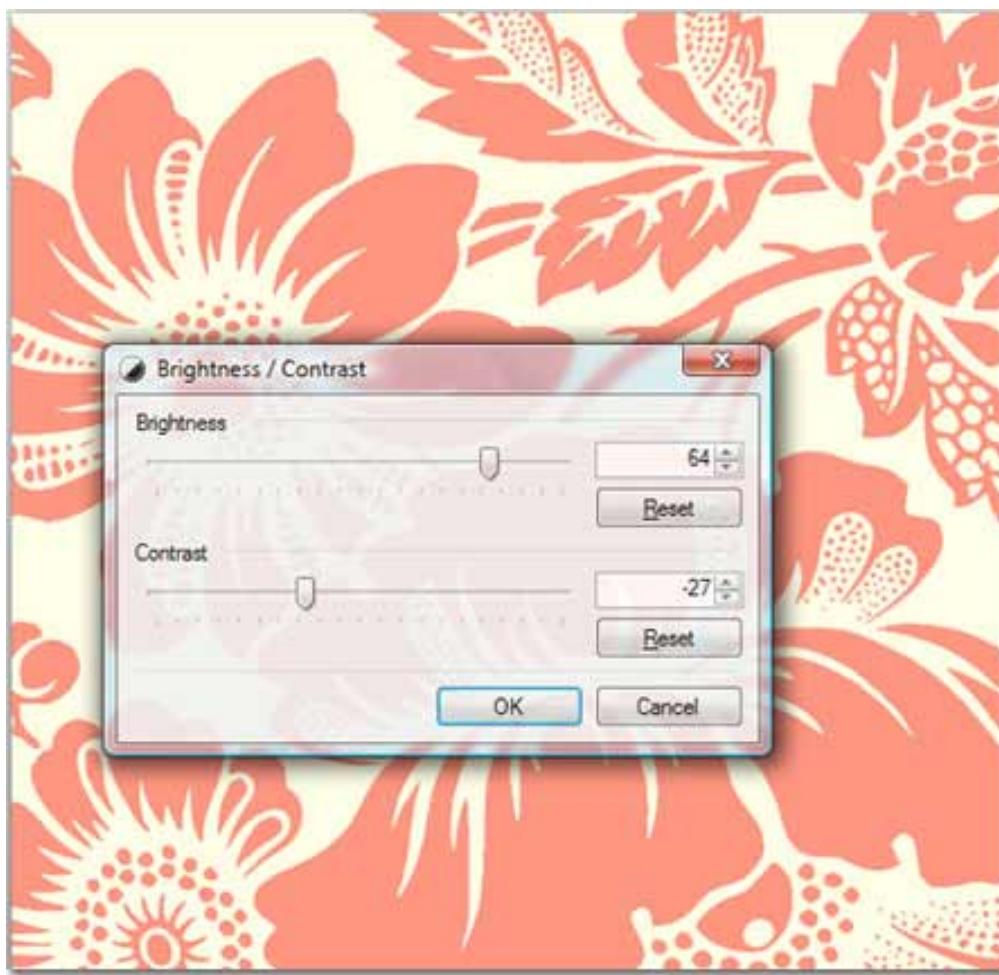
This is the gray-scale version of the original design.

Original image that has been desaturated:



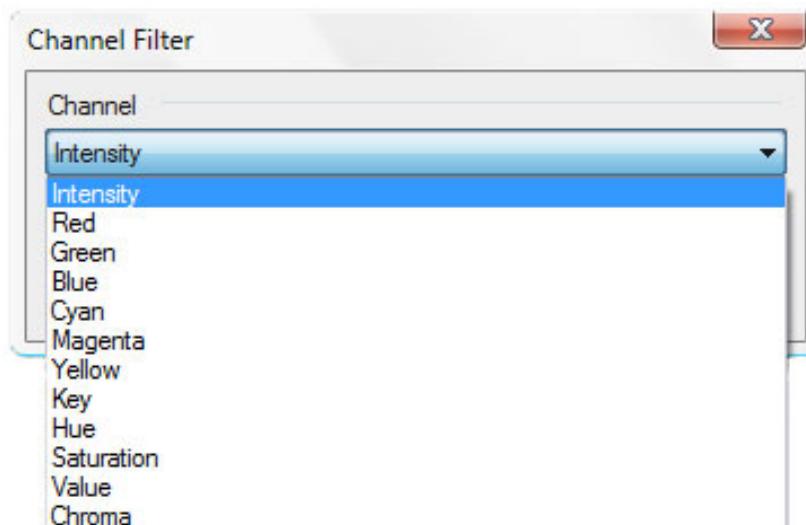
Colors> Image Color Adjustments> Brightness / Contrast...

This may be used to make the colors in an design brighter or darker, or to make colors stand out more or less from those around them. Original design with increased Brightness and decreased Contrast with the controller dialog box:-:



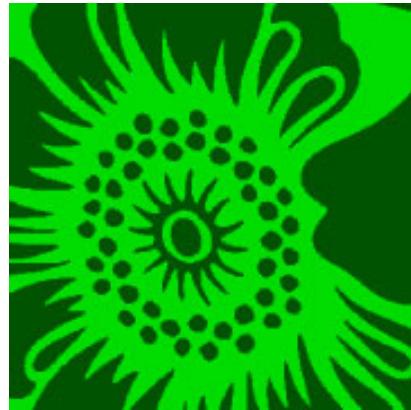
Colors > Image Color Adjustments > Channel Filter...

This may be used to make the colors in an design brighter or darker, or to make colors stand out more or less from those around them. The various options for filtering are shown below with some examples :-

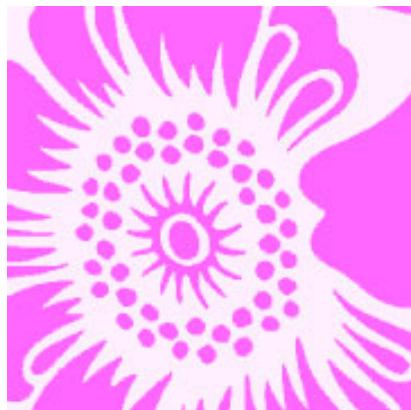




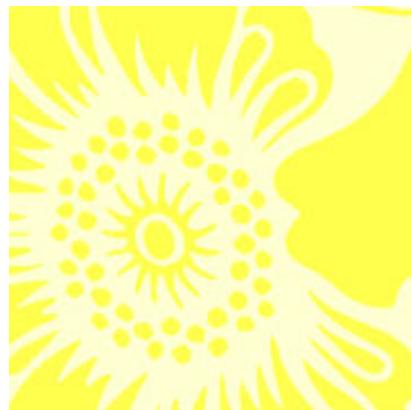
Intensity Filtered



Green Filtered



Cyan Filtered



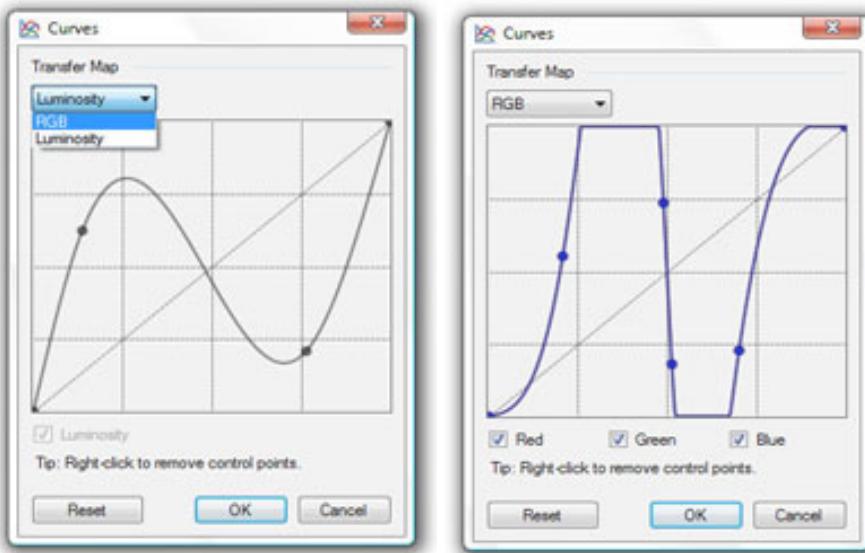
Yellow Filtered

Colors> Image Color Adjustments> Curves...

Shortcut Key:- Ctrl+Shift+M

The Curves adjustment can be used to adjust the colors of an design with a very high degree of control. Curves allows you to fine tune the intensity of every shade in an design. In particular, it can be used to highlight or dim only certain ranges of intensity present in an design in a way that [Levels](#) and [Brightness / Contrast](#) cannot.

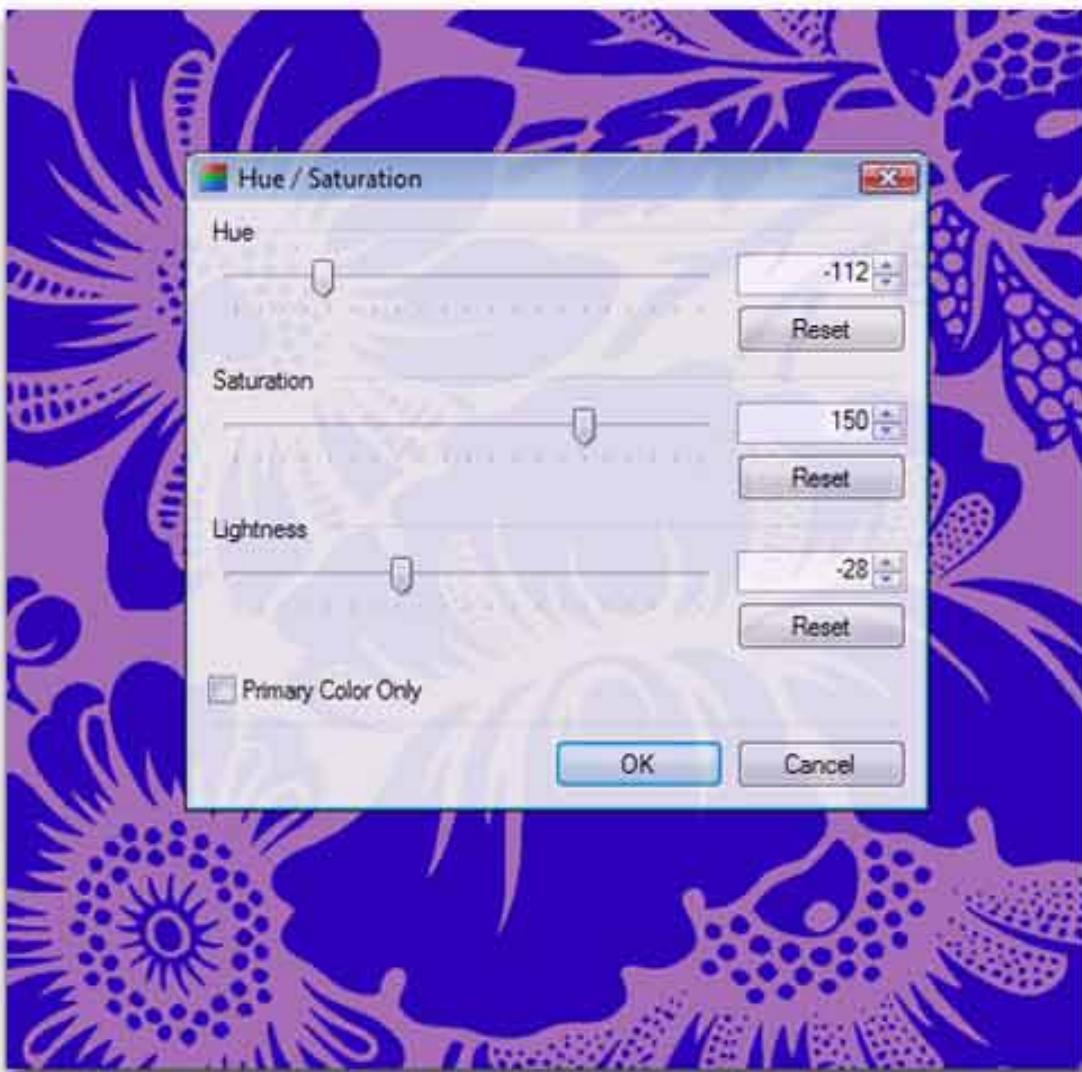
Unlike [Levels](#) and [Brightness / Contrast](#), Curves can be used to freely adjust the exactly how bright each shade of intensity in an image can be. In fact, the colors of an image can be completely inverted using curves.



Colors > Image Color Adjustments > Hue / Saturation...

Shortcut Key:- Ctrl+Shift+U

This operation may be used to change the saturation of colors, as well as rotate the hue of the design. Additionally, it allows the adjustment of lightness, which is similar but not the same as brightness.



Colors> Image Color Adjustments> Invert Colors...

Shortcut Key:- Ctrl+Shift+I

When you invert an image, the brightness value of each pixel in the channels is converted to the inverse value on the 256-step color-values scale. For example, a pixel in a positive image with a value of 255 is changed to 0, and a pixel with a value of 5 is changed to 250.

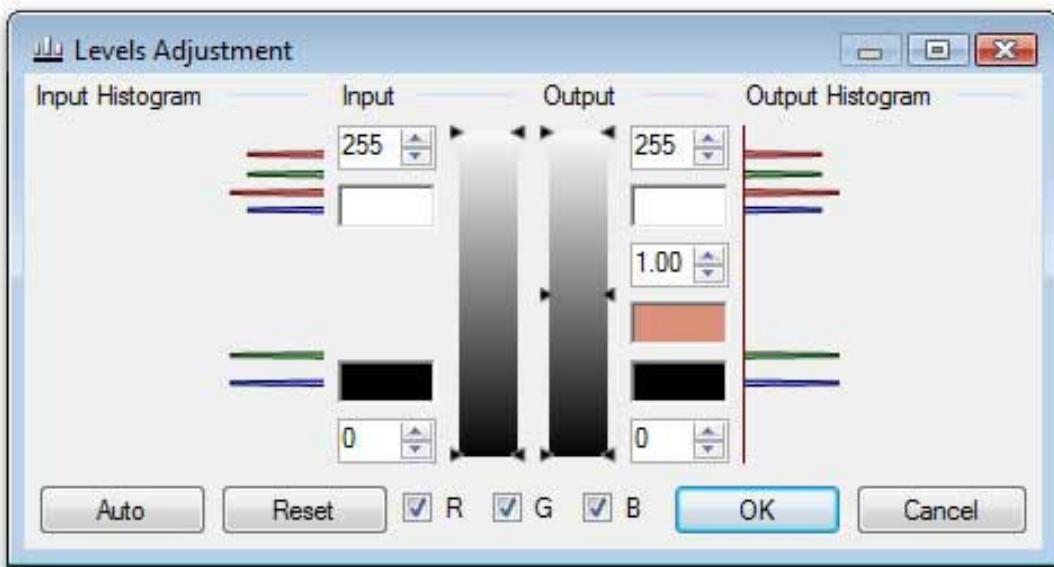


Original design(left), design after it has been inverted(right)

Colors> Image Color Adjustments> Levels Adjustment...

Shortcut Key:- Ctrl+L

The Levels adjustment can be used to alter the color range (or "exposure") of an design, including gamma adjustments, on a channel-by-channel basis. Most adjustments performed using levels consist of changing a designs input and output white point, black point, and grey point. The white point of an design is the brightest color that appears in the design, while the black point is the darkest color that will appear in an design. The grey point represents the average color of the entire design.



Colors > Image Color Adjustments > Sepia...

Shortcut Key:- Ctrl+Shift+P

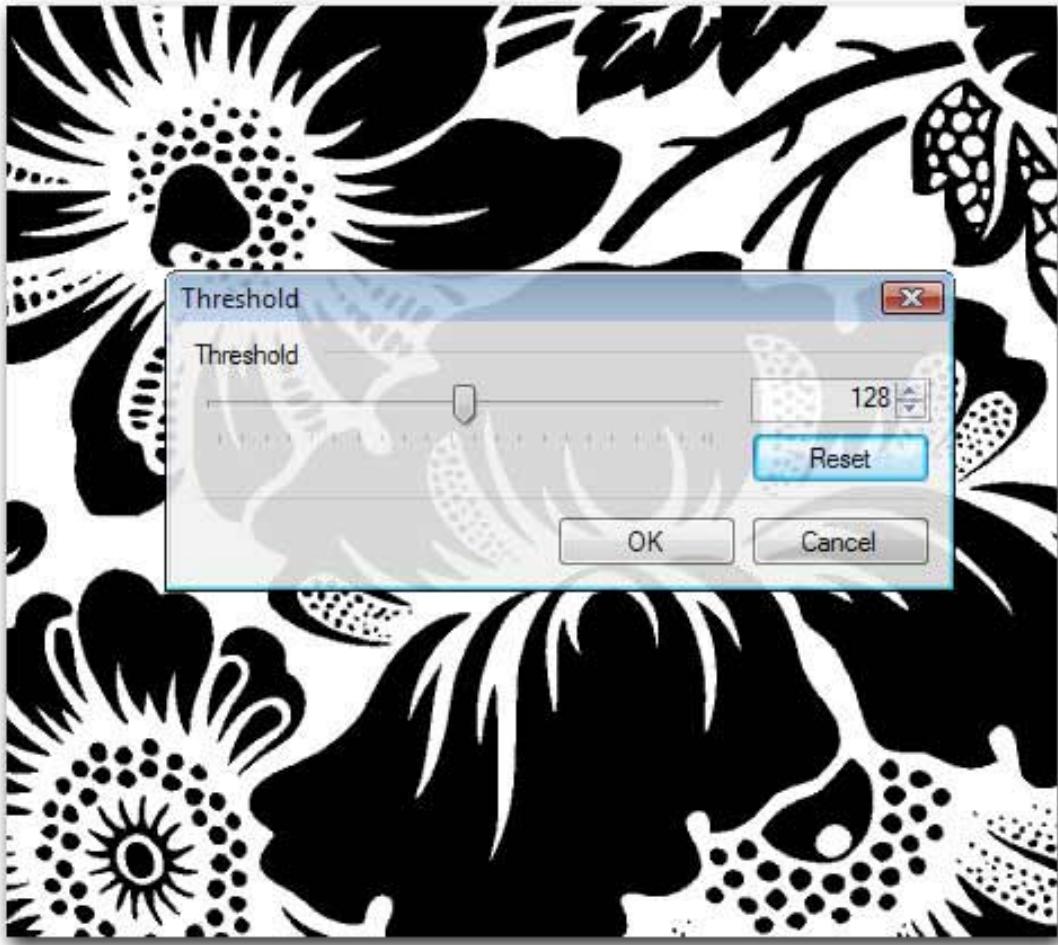
This adjustment turns the design black & white, and then adds a sepia tone. This can be used to give your design a nostalgic look.

Original design after the Sepia adjustment:



Colors> Image Color Adjustments> Threshold...

Threshold converts each pixel into black, white or unchanged depending on whether the original color value is within the threshold range. Threshold is a very important command that is often used to prepare scanned RGB or RGBa 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.

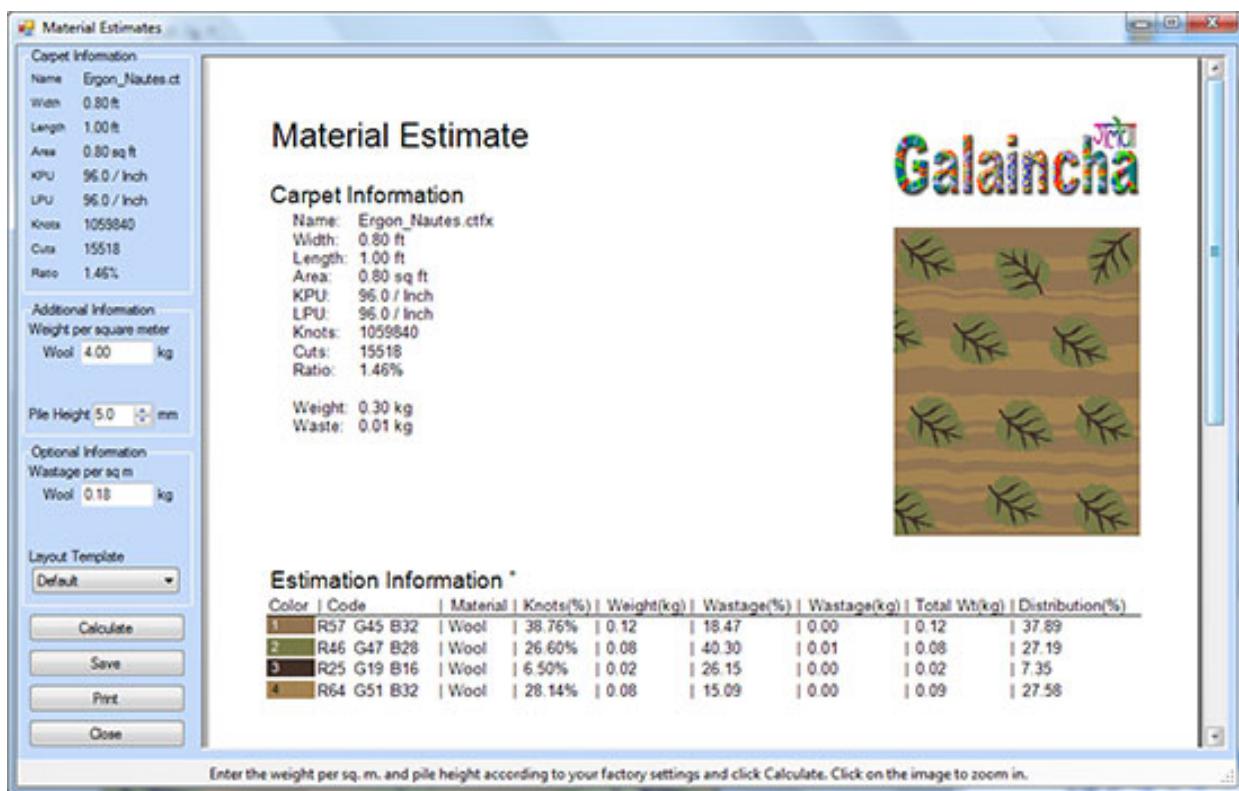


Colors> Reduce Colors in Design...

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 88 with *Approx. number of colors* to 10. After clicking OK, you have now reduced the numerous colors into just 10 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

Colors> Material Estimate...



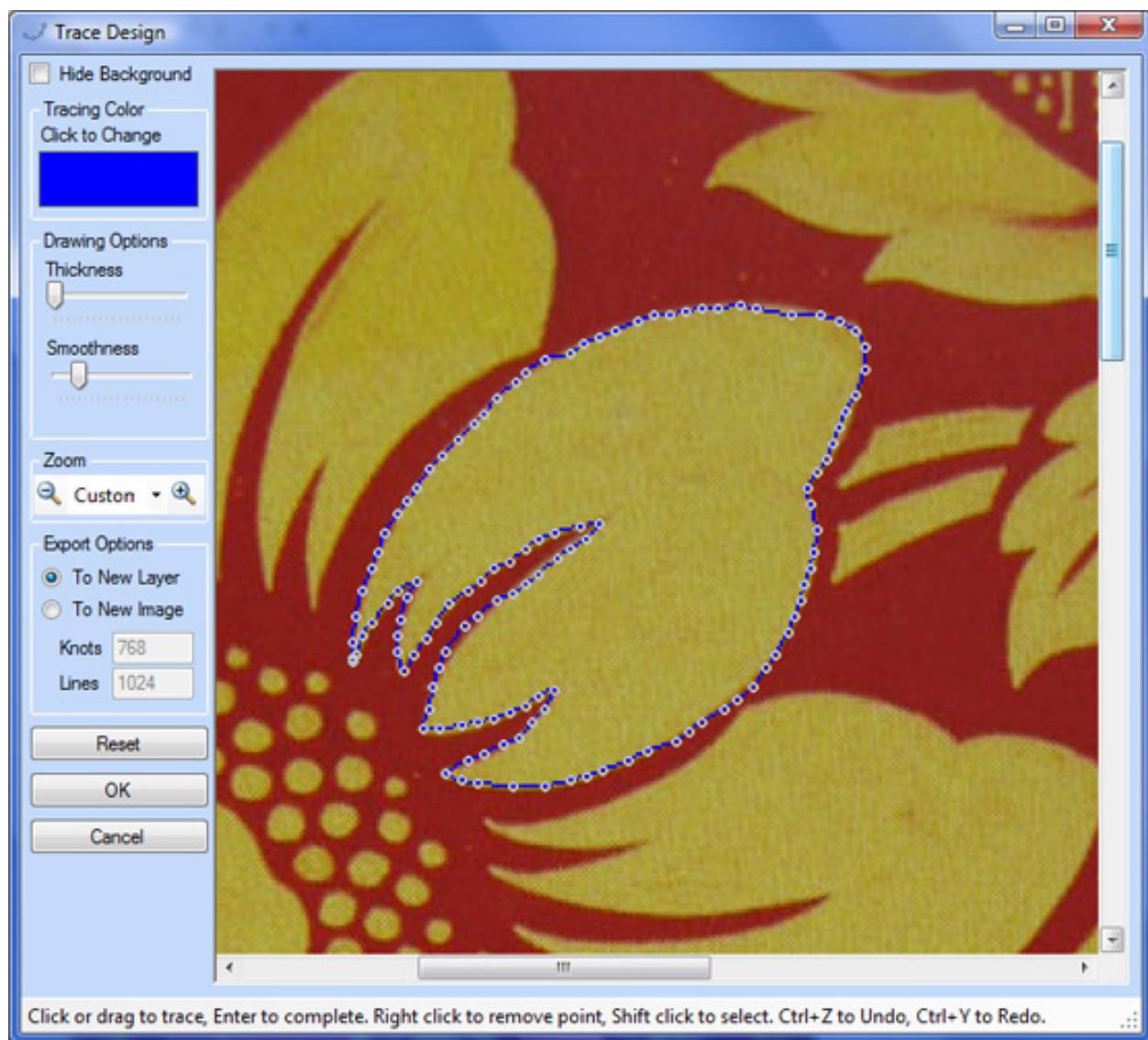
- This tool is most important and mostly used tool in the Galaincha Software. By using the Material Estimate function we can know how much yarn is to be used, wasted and other information before the actual production process takes place.
- Galaincha software estimates the consumption details of the raw material to be 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.
- Material Estimate can only display 35 colors in one page.** To have all colors in a single file, click on Save button and select Save as type> **CSV format (*.csv)**.

CarpeTools menu

CarpeTools> Input> Trace Design...

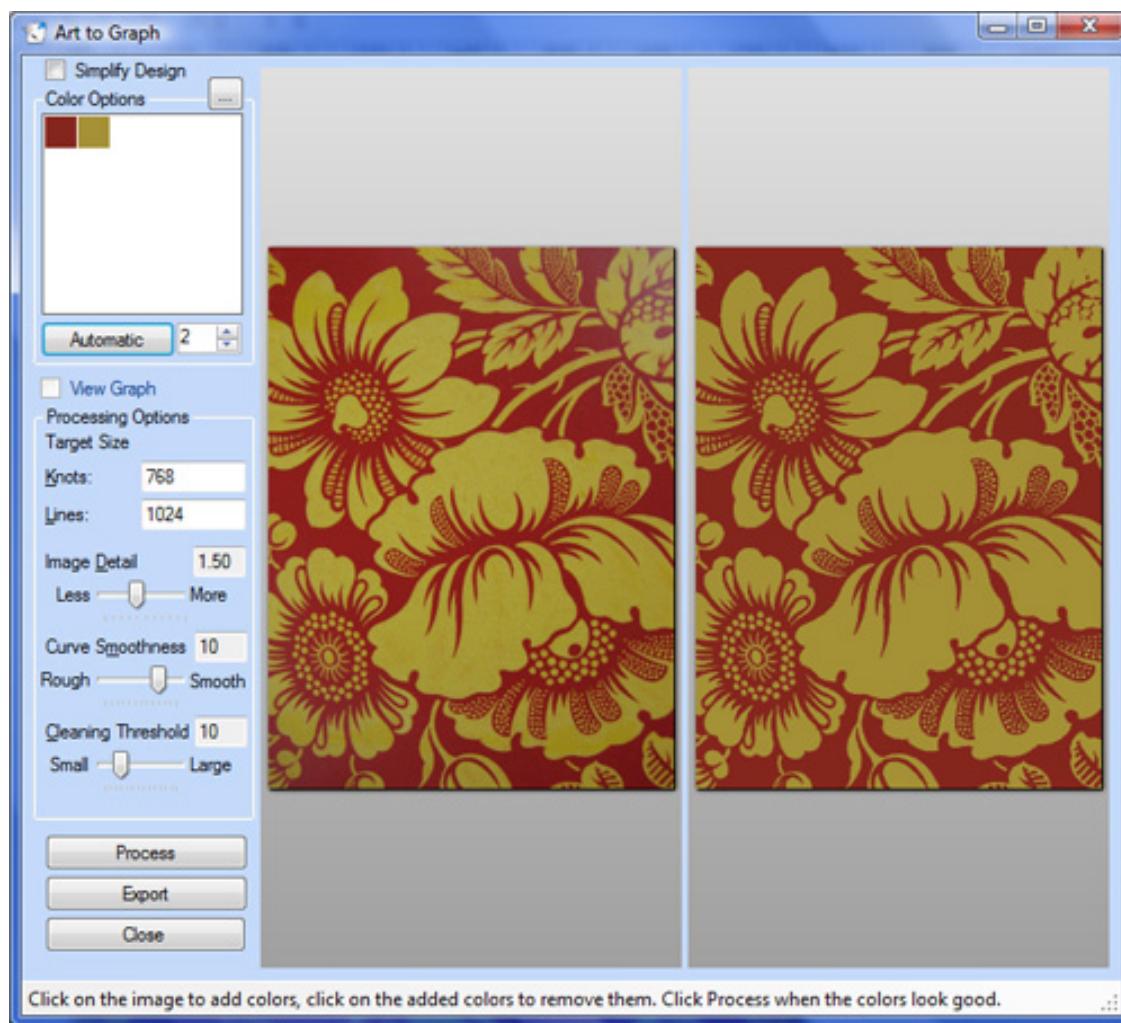
This is tool mainly used for processing of the design. You can trace the design to be further processed by using this tool. While tracing design, you simply have to move the cursor above the design.

You can also select the color of the pencil to trace, its thickness and its smoothness while tracing the design. You can change zoom factor which will help you to trace the design more accurately. You can export the output to a new layer in orginal image or to a new image.



CarpeTools> Clean> Art to Graph...

Art to Graph is powerful tool for processing the design. There may be artwork designs, designs with contrast colors, abstract designs and designs that does not need precise tracing , in such designs Art to Graph can convert the designs in just few clicks.



Please visit the online flash demo of [Art to Graph](#)

CarpeTools> Room View...

Shortcut Key:- 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. Please note that you cannot directly load a jpeg image for it. A simple way to place a carpet in a room is CarpeTools> Perspective

That means you can visualize how your finished carpet is going to look like when it is actually used in the real room.



Room View

CarpeTools> Perspective...

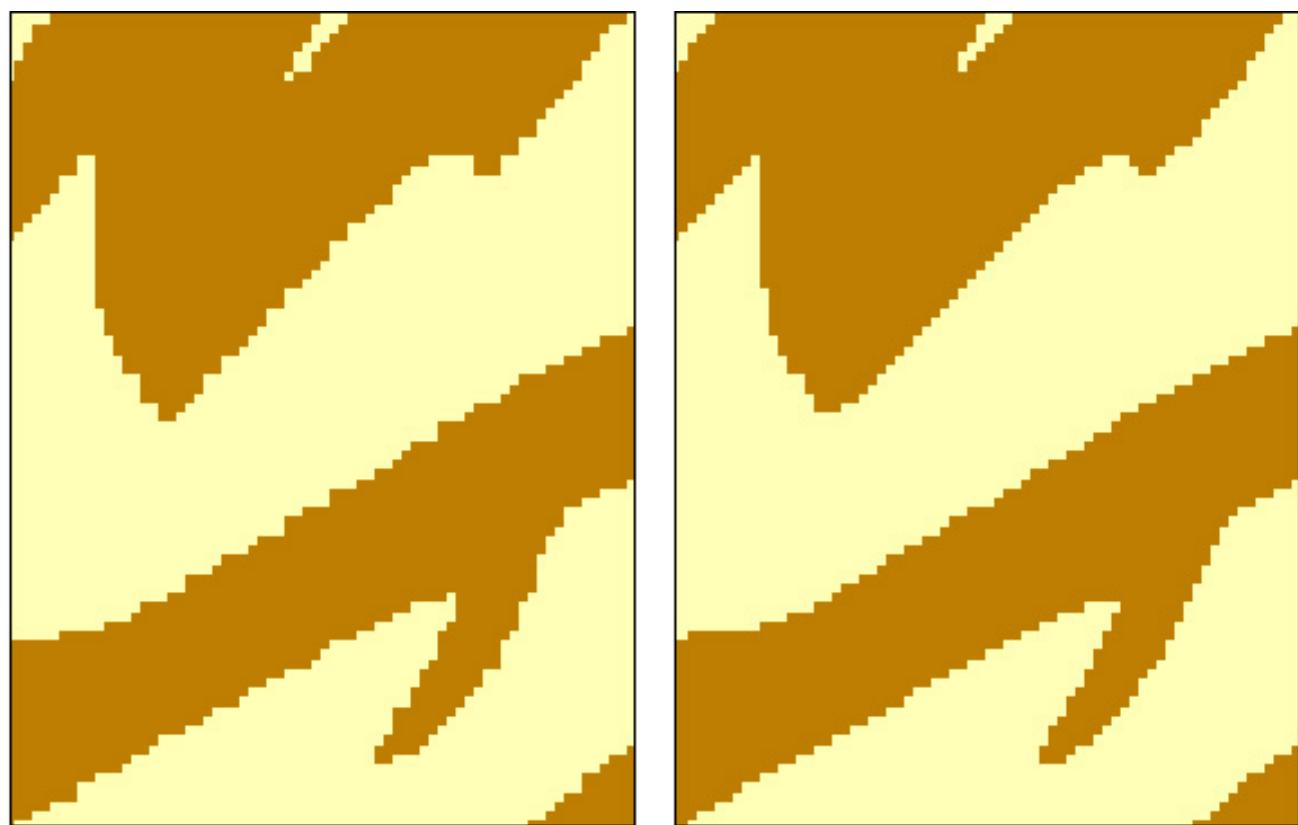
A simple way to place a carpet in a room.

1. Open your carpet design in Galaincha. If you would like to apply different textures and pile heights to the design, do so in the Visualization Module
 2. Choose CarpeTools > Perspective
 3. In the File Open dialog that appears, select an image of the room where you want to lay the design
 4. In the perspective tool, the room image you selected will appear as the base image, with a rectangle with adjustable corners. Drag the corner points to indicate the area where the carpet will be laid
 5. Click on Show Design to show the carpet laid in the room
 6. If the orientation of the carpet is not correct, click on Rotate Points to achieve the correct orientation
 7. Press Export. This will create a new window in Galaincha with two layers - one for the perspective design and another for the room.
 8. Close the Perspective Tool
 9. In the main Galaincha window, move the Room layer to the top
 10. Using the various selection tools in Galaincha, select the area that should show the carpet in the room
 11. Press Delete to remove the selected area in the room image so that carpet layer underneath shows through
-

CarpeTools> Clean> Refine

Shortcut Key:- 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](#). If the design have zig zag curves then it can be made smooth by using this tool.

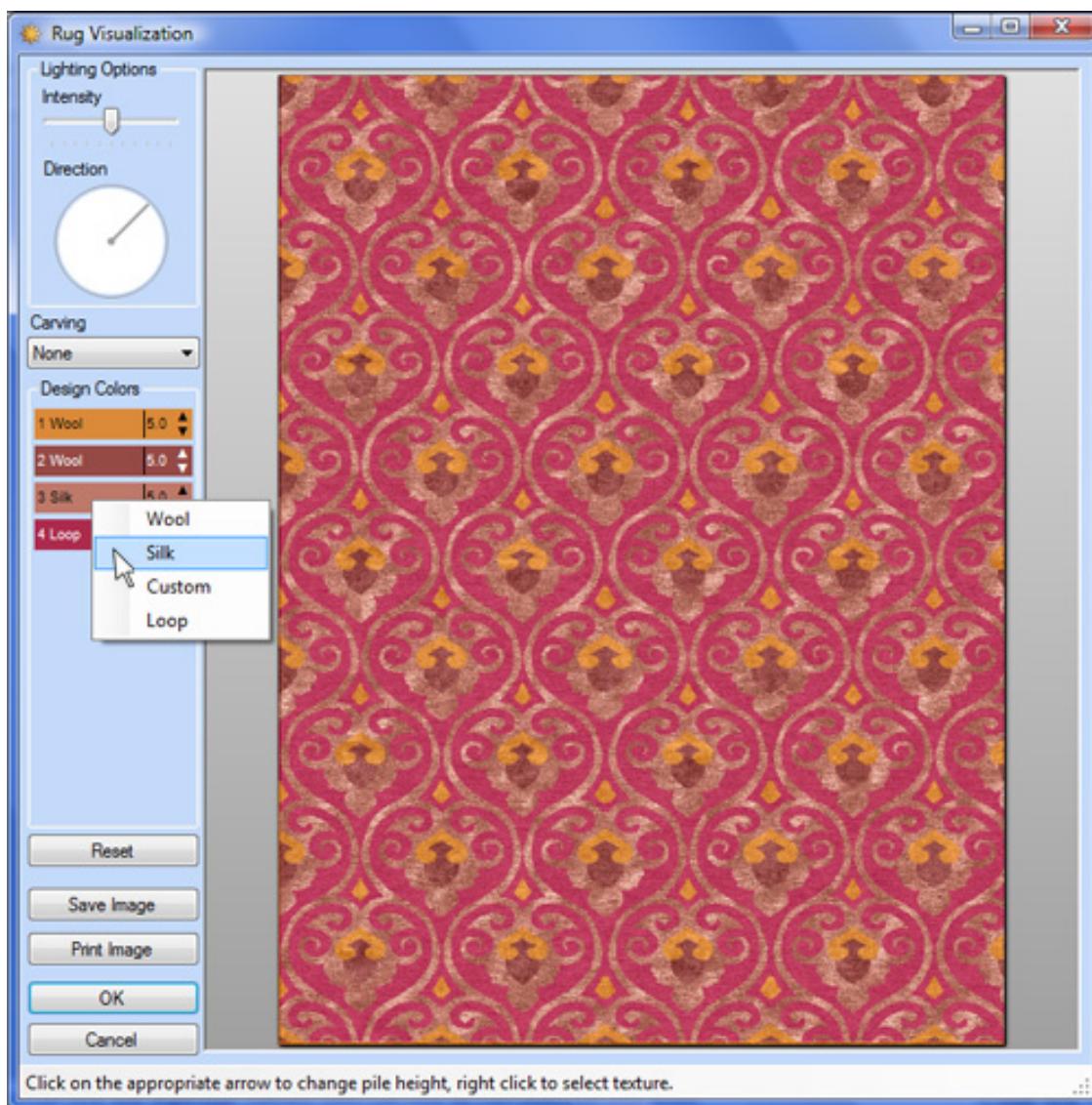


Original design(left), the output after applying Refine(right)

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 had currently created.

Also you can select the type of material (wool, silk and loop) or load your own one custom texture in it. You can define individual pile height according to your needs.



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 as 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 the high pile and low pile by clicking on the arrows with the colors. (up arrow for high pile and down arrow for low pile)

 Please visit the online flash demo of [Visualization](#)

CarpeTools> Strikeoff...

The strikeoff tool in Galaincha enables you to visualize a strikeoff of your design. You can email or send a printout of the realistic strikeoff to your customer.



The design

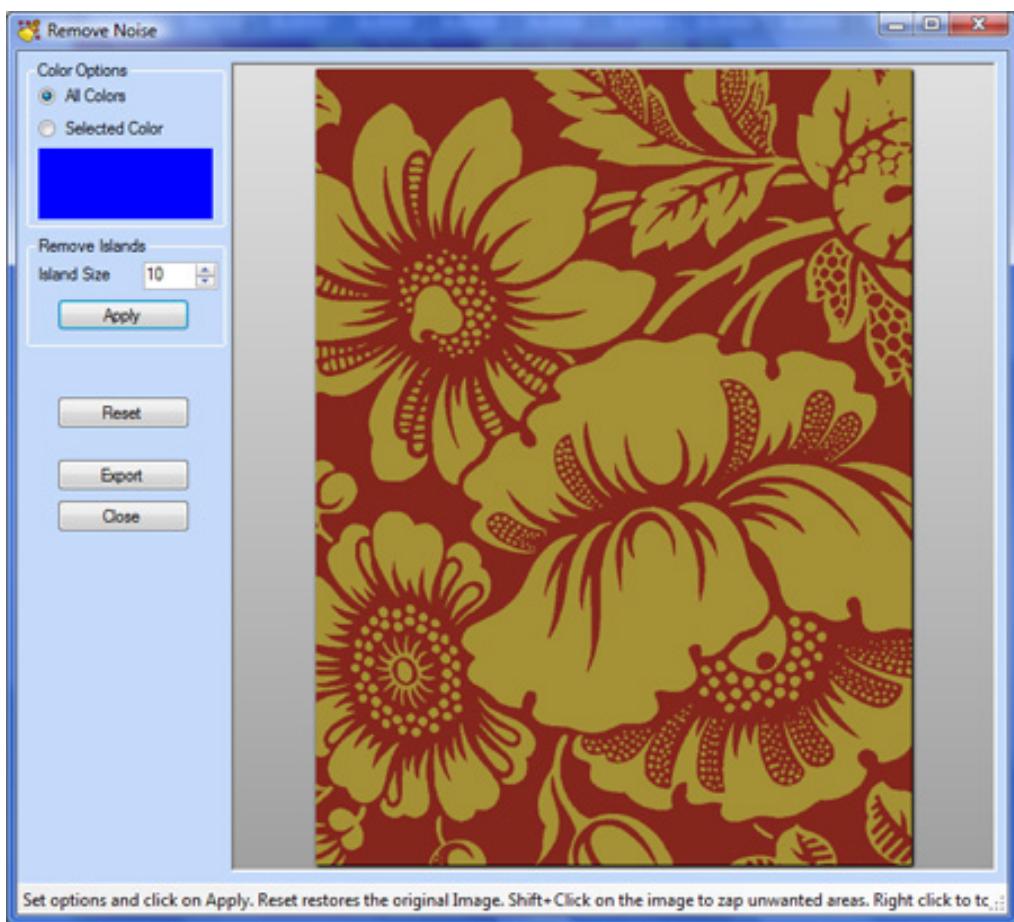


Strikeoff view

 Please visit the online flash demo of [Strikeoff](#)

CarpeTools> Clean> Remove Islands

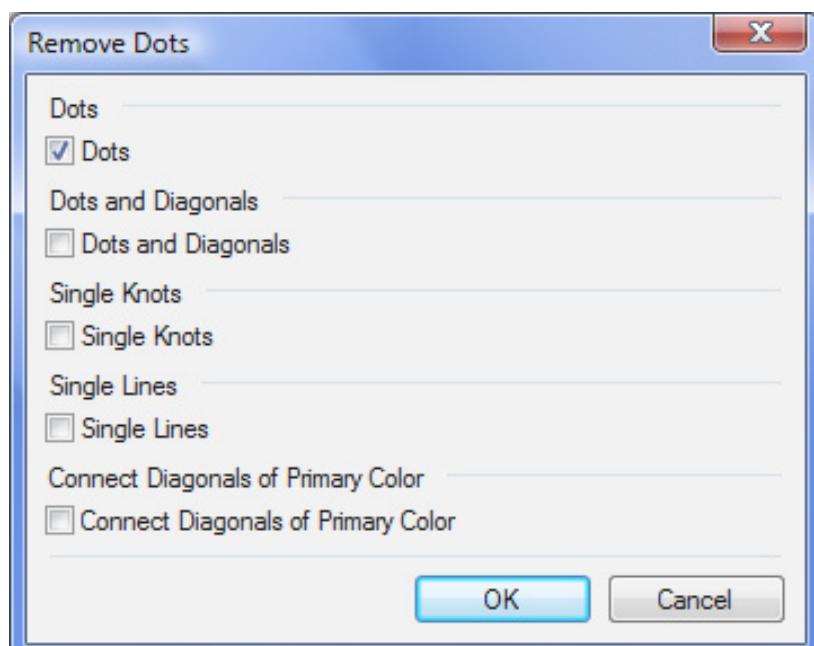
This tool is important in the processing phase of the carpet. While Cleaning , there may be unwanted islands which has to be removed, like after doing Art to Graph. So all that unwanted islands have to be removed, so for that purpose we can use this function to remove all those unwanted islands all in the same time.



We can specify the islands size to be removed. Also you can specify the color of the islands to be removed.

CarpeTools> Clean> Remove Single Knots

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



CarpeTools> Create> Carpet Elements> Center Motif...

This tool is used to create the Center design from the current design.



Original design(left), the output after applying Center Motif(right)

We can create the center motif or center design by selecting and adjusting various options like Sides, Variation , Side, Zoom, Rotation etc. If you want to create center motif only from the current design then select the 'transparent' option or if you want to create center motif above the current design the uncheck 'transparent' option.

CarpeTools> Create> Carpet Elements> Fill Pattern...

This is used to fill the current design area with some common pattern extracted from the current design.



Like shown above we can create design of same pattern using this tool.

CarpeTools> Clean> Greek Key Border

Based on your primary and secondary colors, greek key board is created on your design.



Original image

Greek Key Border

X

Design

Double

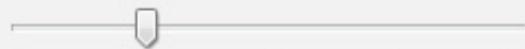
Inverse

Inverse

Lines

Lines

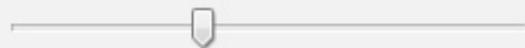
Tums



1

Reset

Size



8

Reset

Symmetric

Symmetric

OK

Cancel

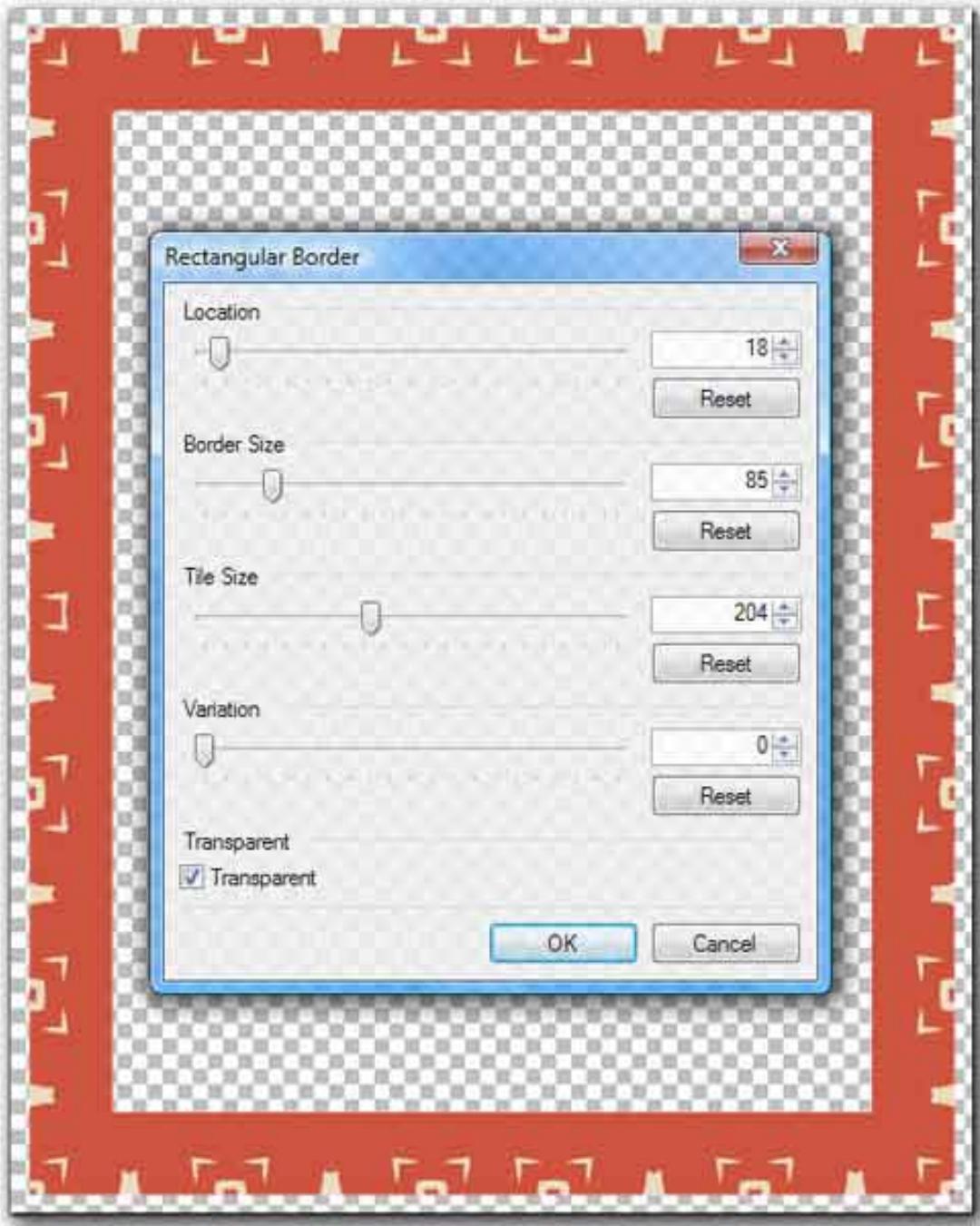
Greek key border window



Final output after applying greek key border

CarpeTools> Create> Carpet Elements> Rectangular border...

This is used to fill the current design area with some common pattern extracted from the current design.

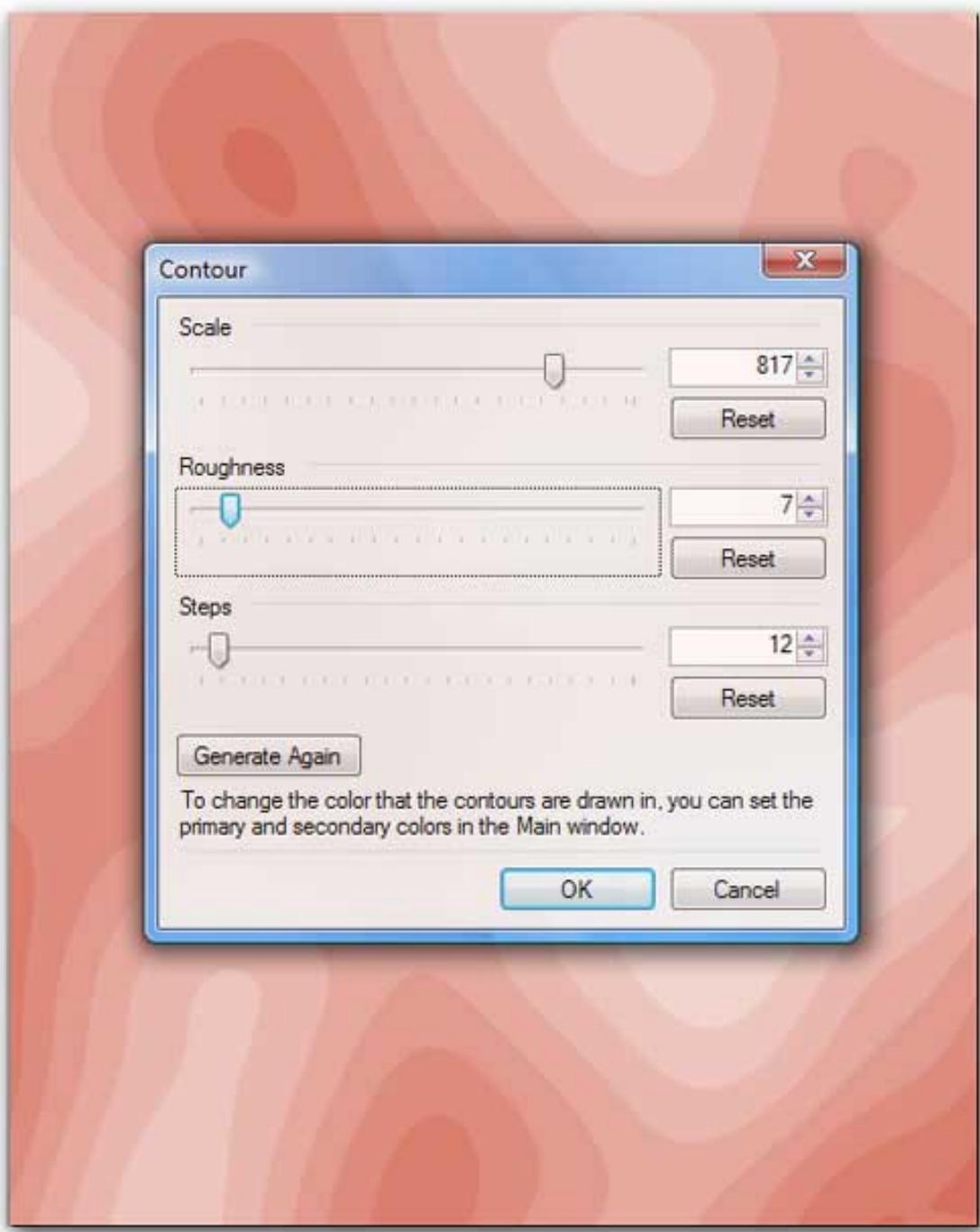


We can select the border's location, size, tile size , variations etc.

Note: You can also use [Border tool](#)  to create border.

CarpeTools> Create> Irregular> Contour...

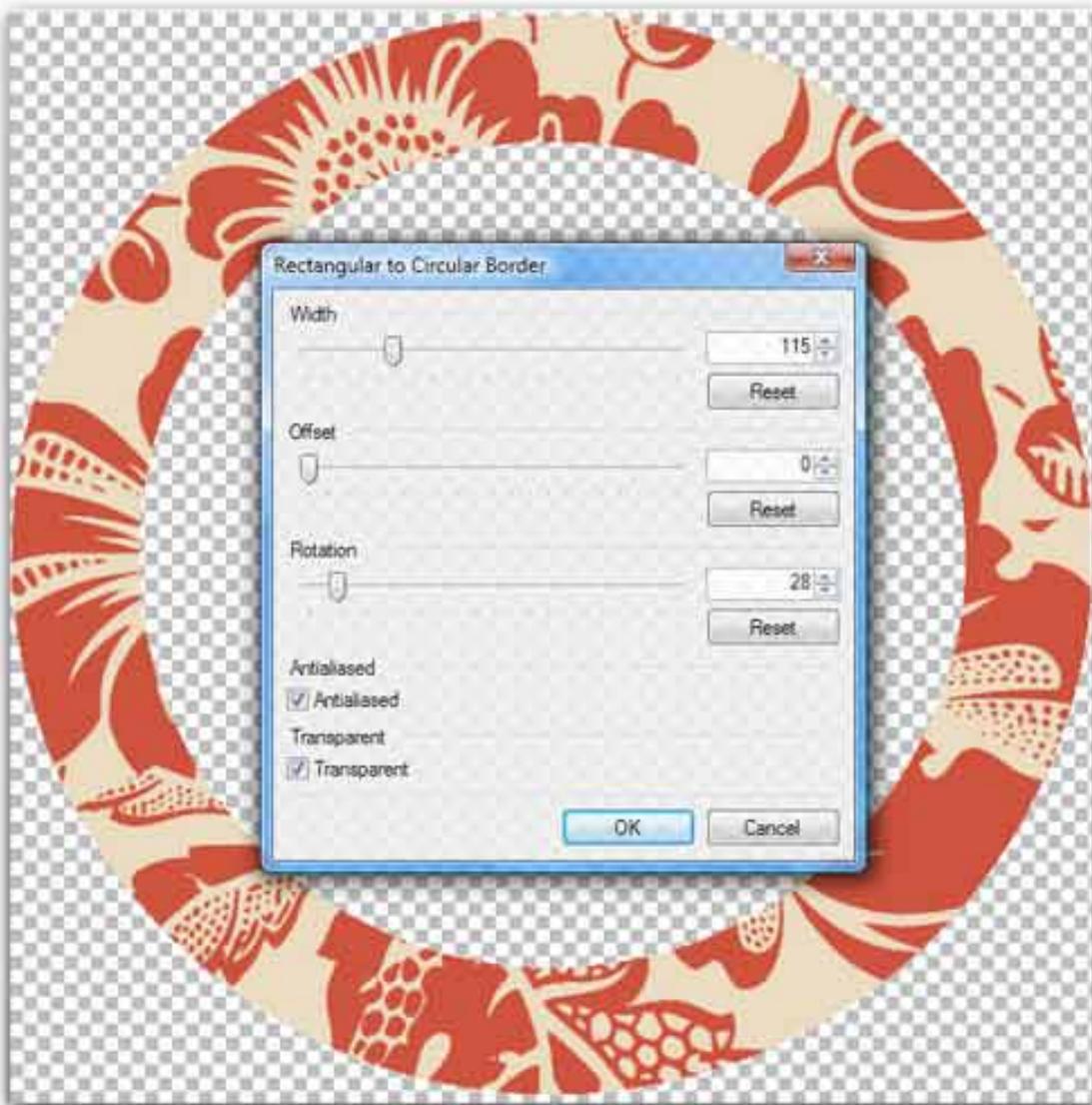
It is a powerful tool to create Abstract designs. This effect is created by the blend of foreground color and background color. As with clouds effects , when you apply this effect, the design on the active layer is replaced.Generally contour effects is applied to create effects as shown below.



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)

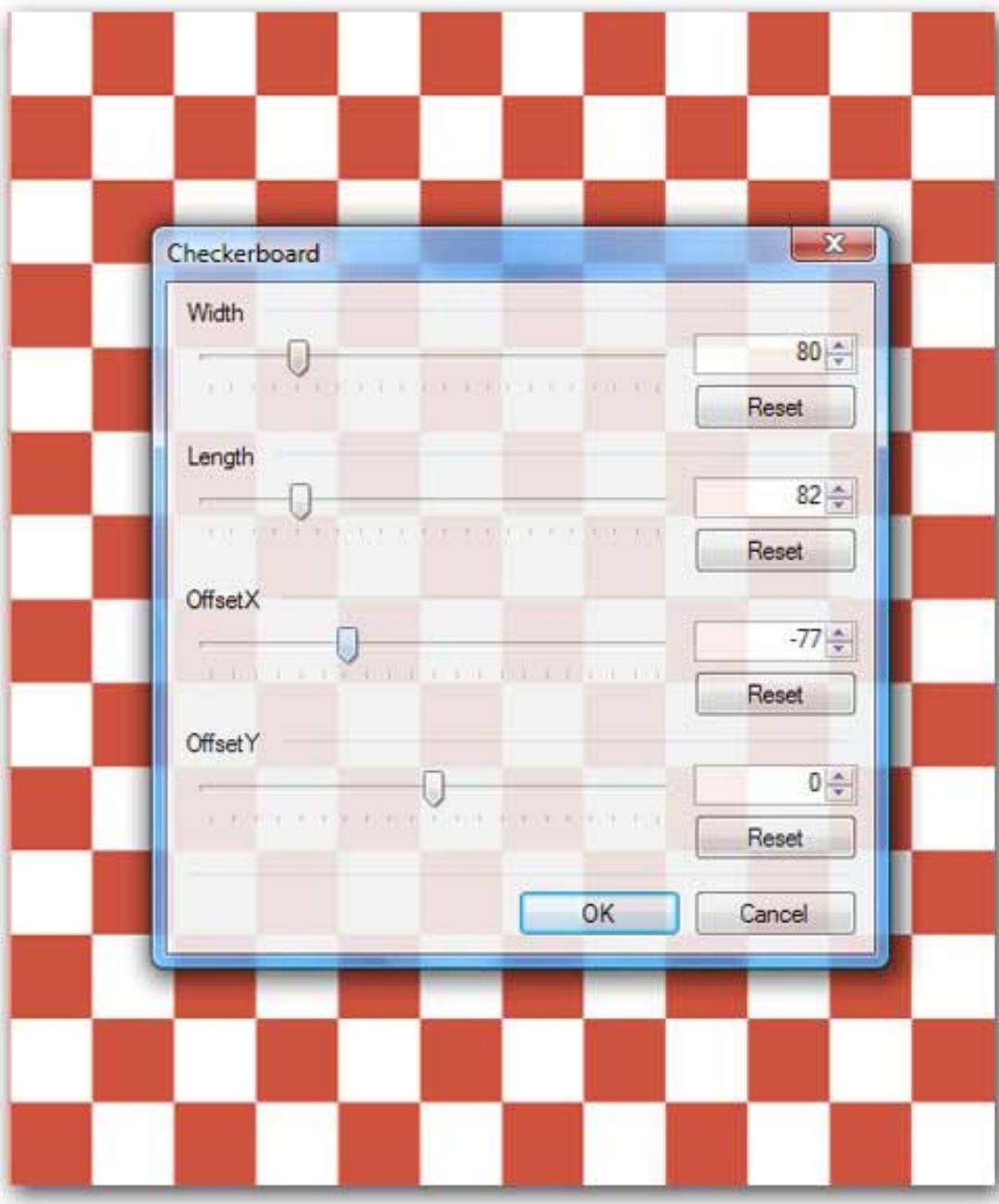
CarpeTools> Create> Carpet Elements> Rectangular to Circular border...

This tool is helpful in creating circular border for the design. In general circular border are hard to design and are time consuming, but by using this tool you can create circular design of your size, variation in just few clicks.



CarpeTools> Create> Geometric> Checkerboard...

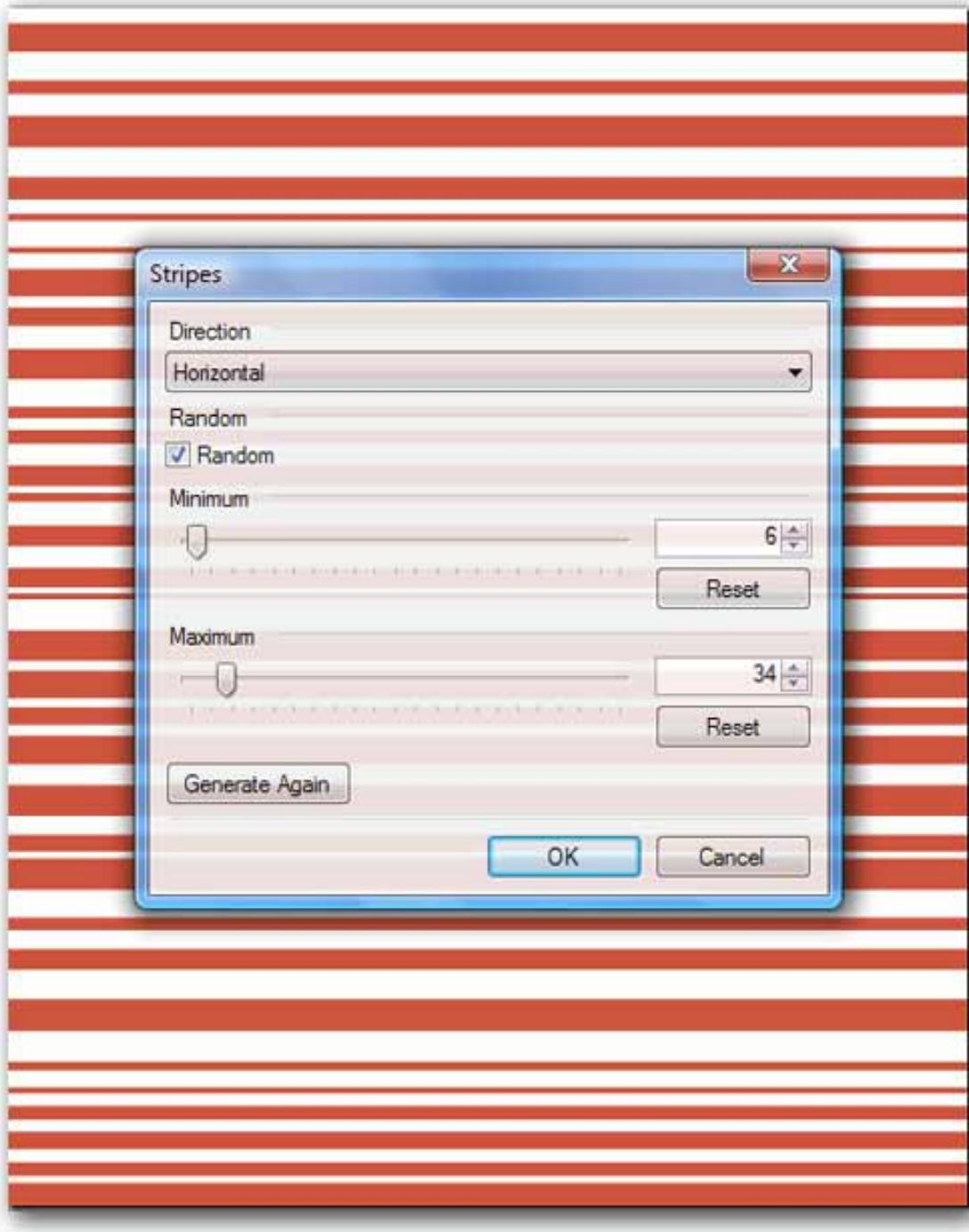
If you want to create two color checkerboard design, then this tool will help you. This tool creates checkerboard of the active colors (Foreground and background color).



We can specify the height and width of each box and also left and right position of the checkbox.

CarpeTools> Create> Geometric> Strips...

Like checkerboard , you can create Vertical or Horizontal Strips using this tool. This tool creates Strips of selected width of active colors (Primary and Secondary color).



We can specify create strips of fixed width or random width.

 Please visit the online flash demo of [Stripes](#)

CarpeTools> Create> Irregular> Clouds...

If you want to create clouds design then you can create it by using this tool. Basically it is used to create Abstract designs. It Generates a soft cloud pattern using random values that vary between the foreground and the background colors. When you apply the Clouds effect, the design on the active layer is replaced. So if you don't want to overwrite into the design of active layer, create a new layer first and use this function.

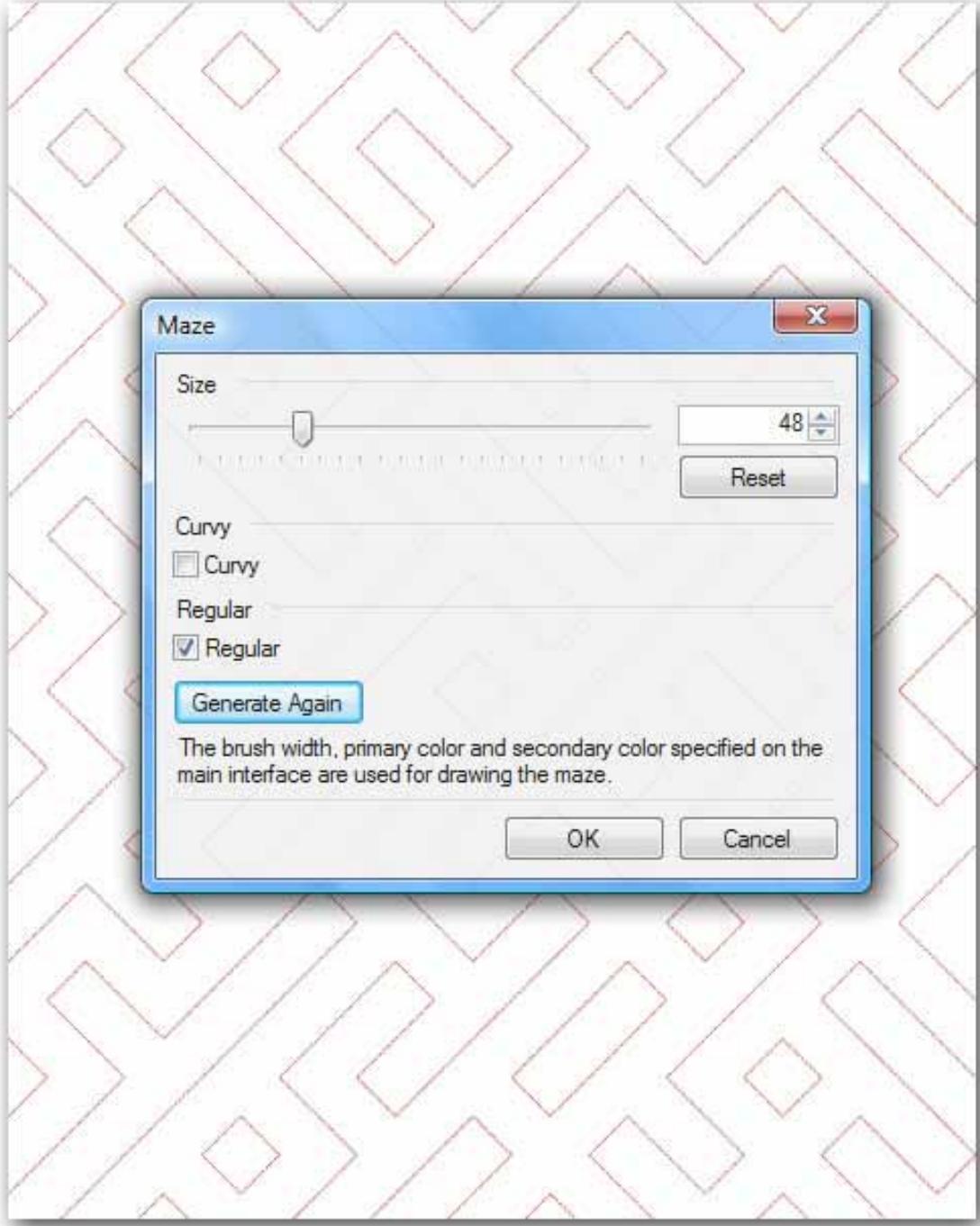




Original design (left), design with cloud (right)

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.



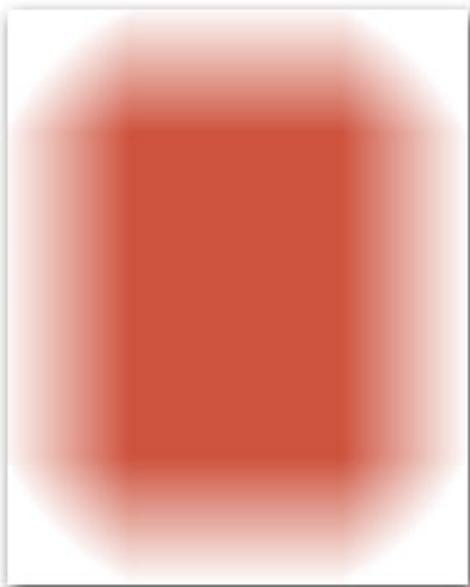
Curvy Maze



Normal Maze

CarpeTools> Create> Irregular> Selection Gradient...

Selection Gradient is used to create a gradient pattern on to the selected part of in the whole document. It creates a gradient design assuming the middle of selected part or the middle of the document as center. Like other in this category, It also replaces the designs on the active layer.



Simple Example of Selection Gradient.



Selection Gradient controller.



Original design (left), same design after applying selection gradient (right)

CarpeTools> Create> Motif Effects> Spread...

This is used to spread a particular design part into the document. To use the Motif Effects, you need to have a motif on a transparent layer by itself with no active selection.



The extracted motif to be spread.
(This should be in a new layer with no other selection)

When this motif is spread the output is like shown below:-

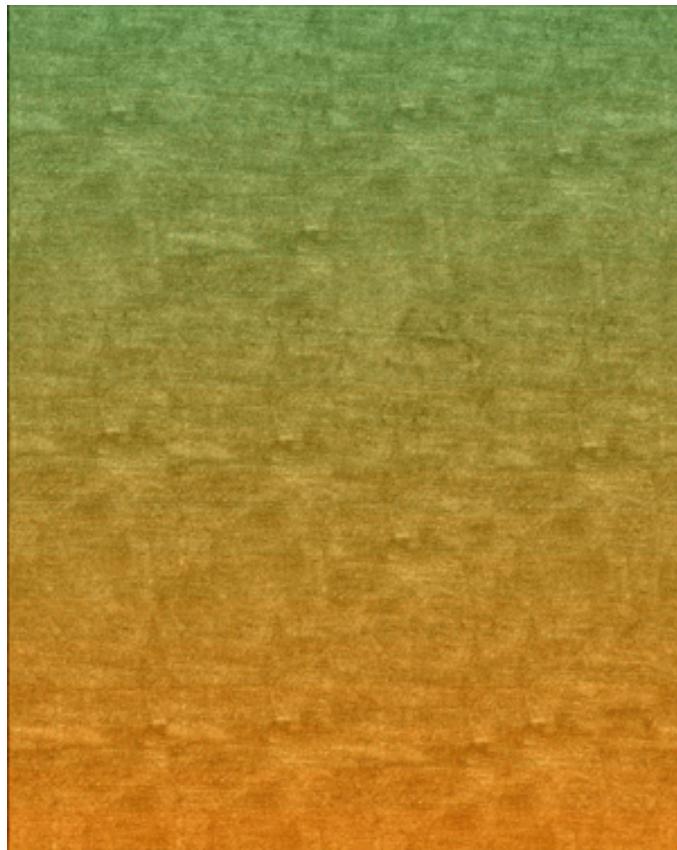


CarpeTools> Create> Textures> Gradient...

This tool is used to create gradient pattern composed of foreground color and background color.



Eight colors - twenty shades gradient applied using the active colors as shown above :-



There are various gradient options that you can apply. They are :-



Note: You can also use [Gradient Tool](#)  to create blend between multiple colors and draw it in various style.

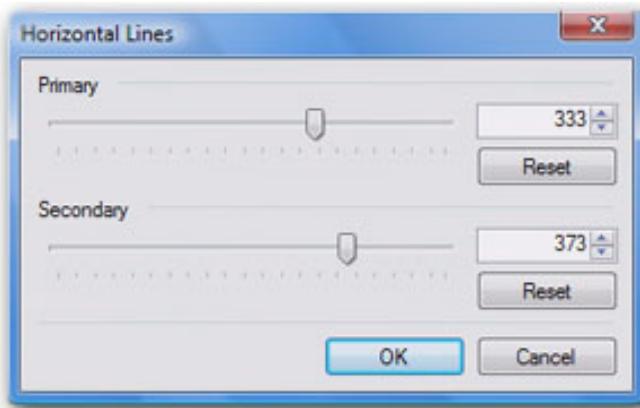


Original design (left), design with gradient background (right)

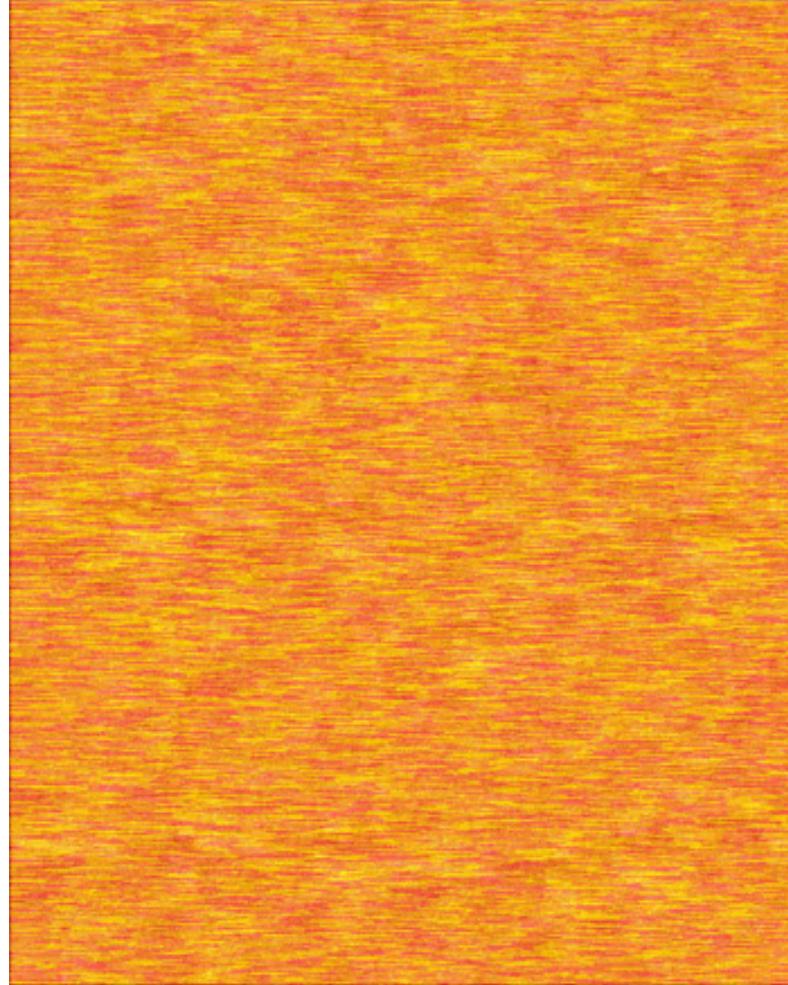
 Please visit the online flash demo of [Creating Gradient](#)

CarpeTools> Create> Textures> Horizontal Lines...

If you want to create horizontal lines into the design then you can use this tool. This tool creates horizontal lines composed from foreground and background colors.



You can specify how much primary (foreground) and how much secondary (background) color to blend to create horizontal lines.



Horizontal lines



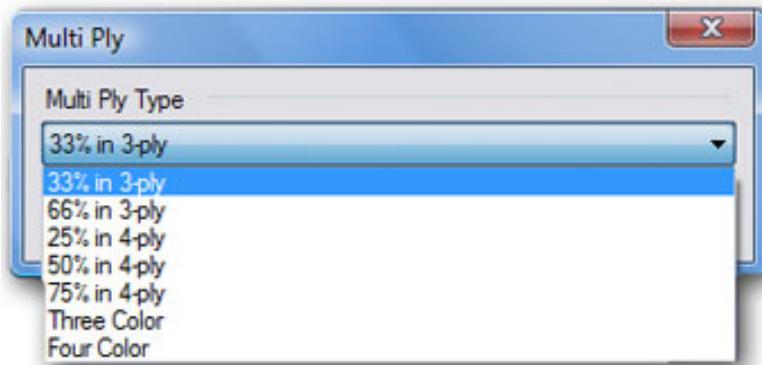
Original design (left), design after applying horizontal lines (right)



Please visit the online flash demo of [Horizontal Lines](#)

CarpeTools> Create> Textures> Multi Ply...

Multi ply effect can be shown in the Galaincha software. The effect shown using this tool is of mix ply. (Multi ply means combination of multi color to make one thread).



Original design



Applying multi-ply on certain area

Please visit the online flash demo of [Multi Ply](#)

CarpeTools> Modify> Resize Design...

If you had already created your design and you want to add more knots or lines into the design to increase its size then instead of creating that design from the begining You can use this tool to resize the design.

For resizing you have to specify the path to resize and also specify whether you want to resize horizontally (adding knots) or vertically (adding lines). This usually happens when resizing the design from lower size to higher size like from 3X6 to 4X8 or vice-versa. So to overwrite this problem you can use this tool.



Resize Design from the path shown



Resized Design with 100 knots added from the path shown

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 .



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

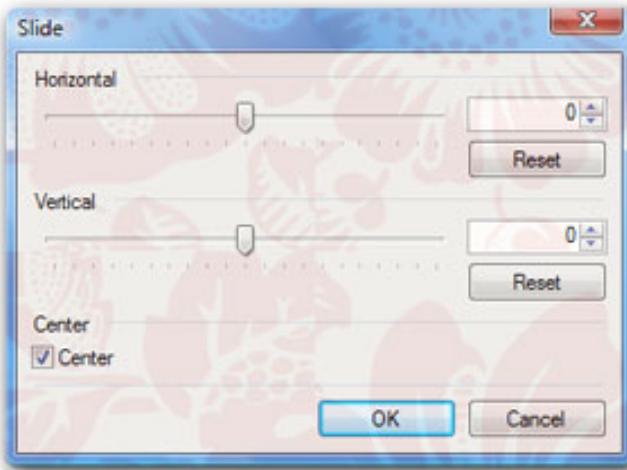


CarpeTools> Input> Deperspective...

This is helpful option before the processing of the carpet. If you have image in which the design or carpet is laid out or is not perfectly aligned to be processed, then you can use this tool. By using this tool you simply have to select four points representing the four corners of the carpet, then Galaincha software will automatically align that image within that area ready to be further processed.

CarpeTools> Modify> Slide Design...

If you want to continuously slide the design horizontally or vertically, then this tool can be used. While sliding design the patterns positions are changed horizontally or vertically and the hidden part of the design follows from another side.



This tool can be useful where the motifs are repeated. If you select the center option in the slide design controller as shown above then the design looks like this :-



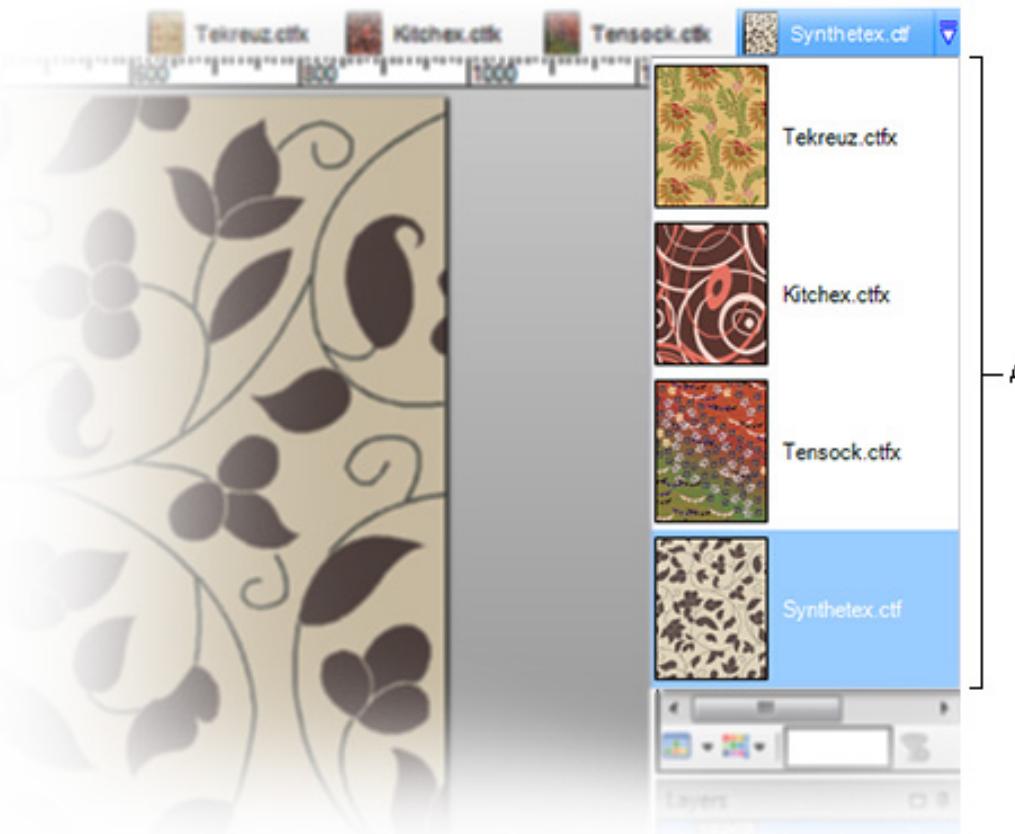
Design Slide as horizontally(-200) and vertically (200)

Slide Design from center

Window menu

Show Image List

This will display the thumbnails list of your currently opened design in drop down.



A. Thumbnails list

Next Image

This will switch to the image that is next in the image list.

Previous Image

This will switch to the previous image in the image list

Window> Reset Window Locations

You can restore the default workspace even if you move or close a panel. If you have "lost" any of the panels (Tools, History, Layers, Used Colors, Factory Colors, Quick Colors) you can use this to reset them all to their default locations.

Window> Autohide All Windows

This command will hide all panels, including the Tools panel and palettes as well.

To unhide all panels: choose, Windows> Reset Window Locations
