RedHawkImages User Manual

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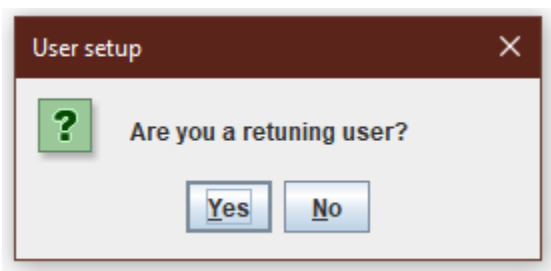
Introduction

RedHawkPhotos is a photo editing application that allows users that share the same machine to create individualized photo libraries for the use of managing and modifying images.
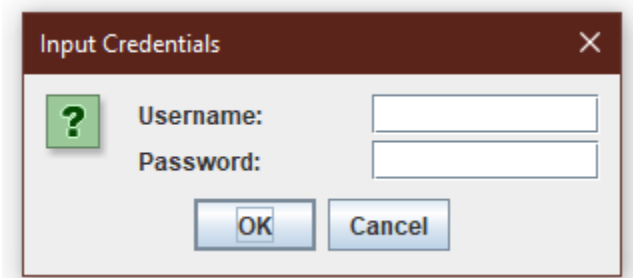
Creating an Account

When the application starts the user will be prompted to identify whether they are a returning user or a new user.

New User Set Up

Select the "No" option when prompted to create a new account.

Note that canceling at any point of this process will terminate the account creation progress and the application. Input a Username and Password and select "OK" to continue.
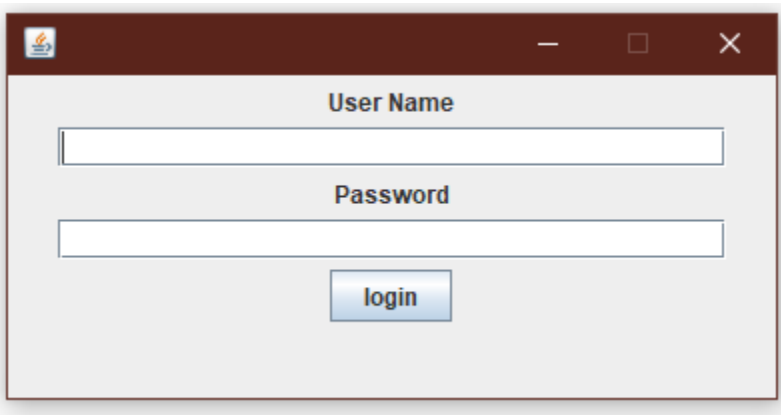
Returning User Set Up
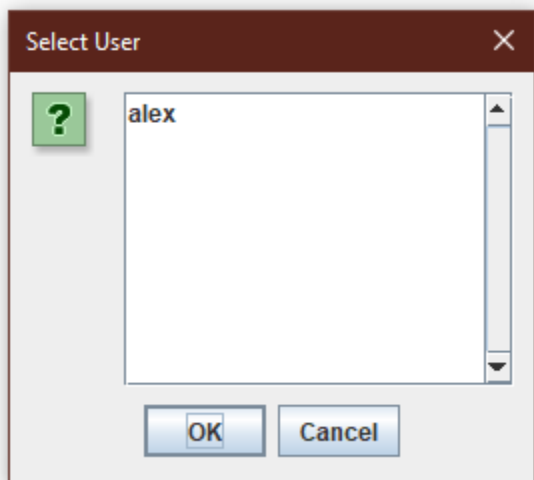
Select "Yes" when prompted to signify this is a return user. A dialog displaying all current users will be displayed.
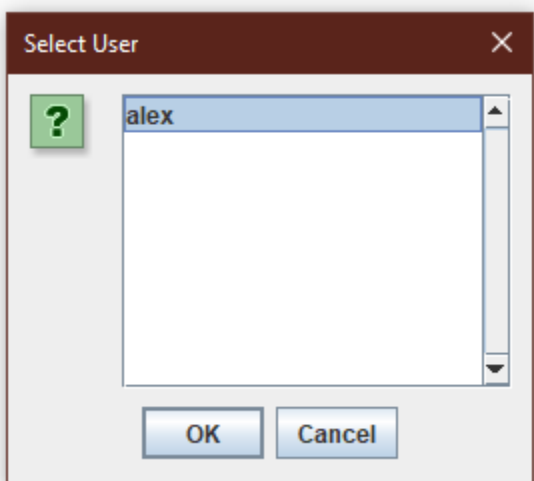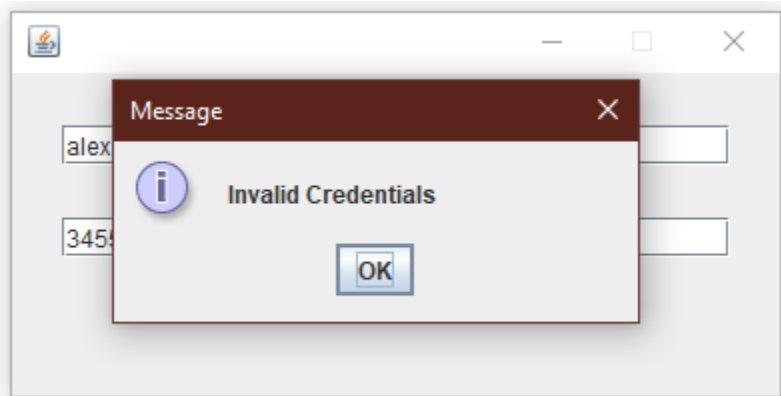

Click on the account the user is trying to log onto and then select the "OK" option.

Logging In

After selecting an account or creating a new account the user will be sent to the main login screen. Input credentials and press login to validate Login will fail if credentials are invalid.

If login is successful, the users Image Library will open instantly. The user will be greeted with the main Interface for uploading images.

Image Library

The Image Library is the main interface the user will interact with when uploading and managing photos.
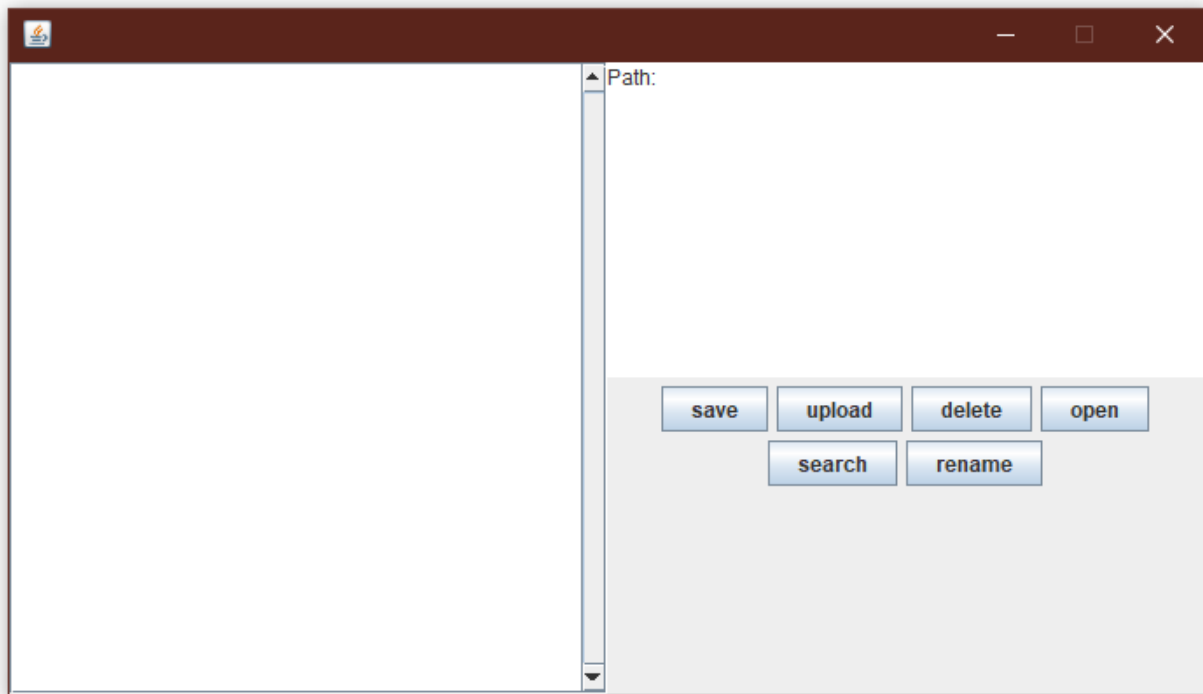

The image Library comes with 6 main functions: Upload, Rename, Search, Open, Save, and Delete.

Upload

Upload allows users to upload users from disk to the Image Library. Only images can be uploaded, (preferably JPG's). Do not try to manually upload files that are not images. This will corrupt user data and render uploading impossible, and the entire application useless.

When the Upload option is clicked a file explorer dialog will show up displaying image files currently on the users machine.
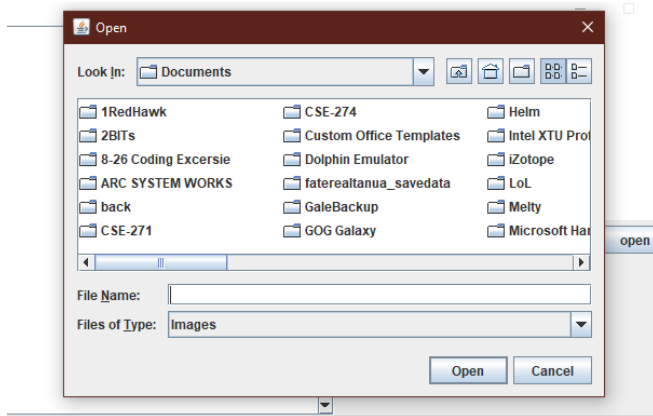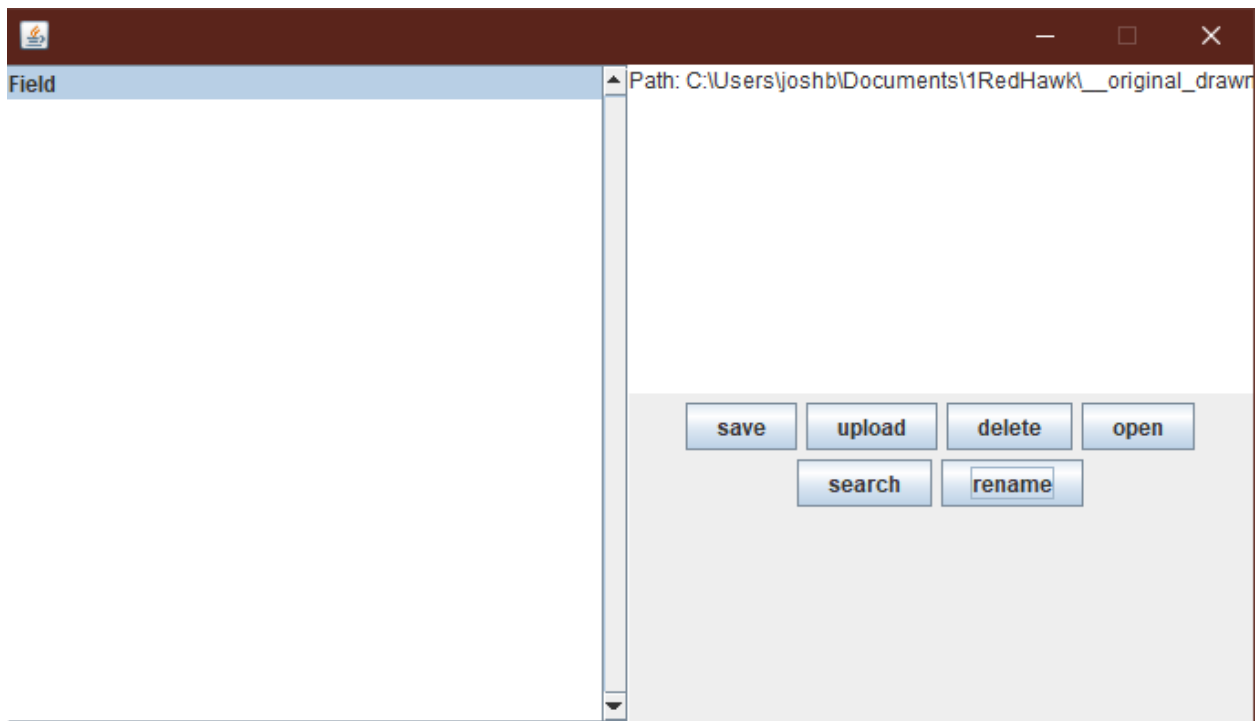
Select a file and click open to upload it.
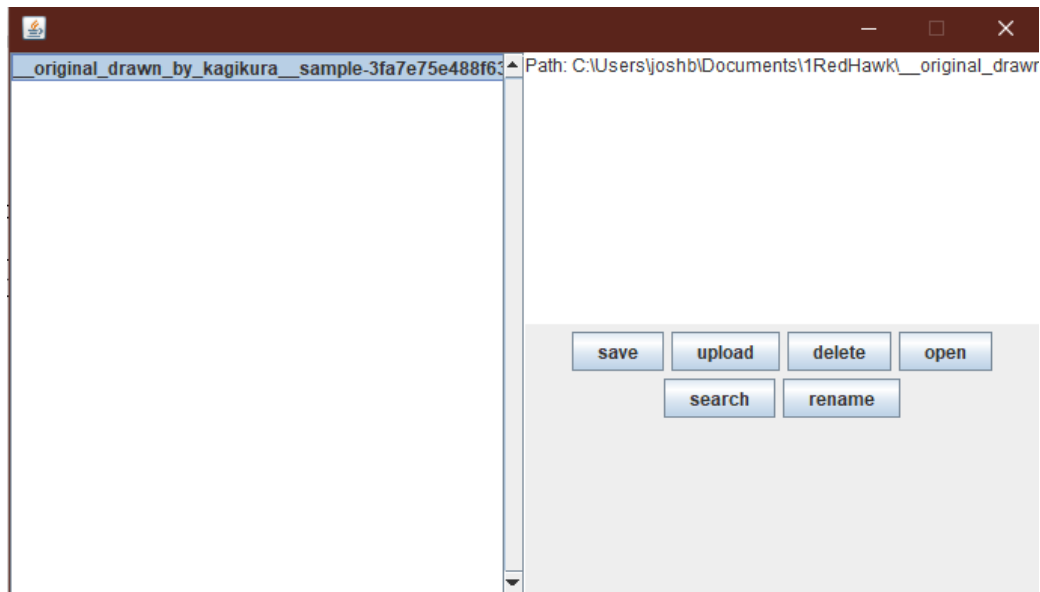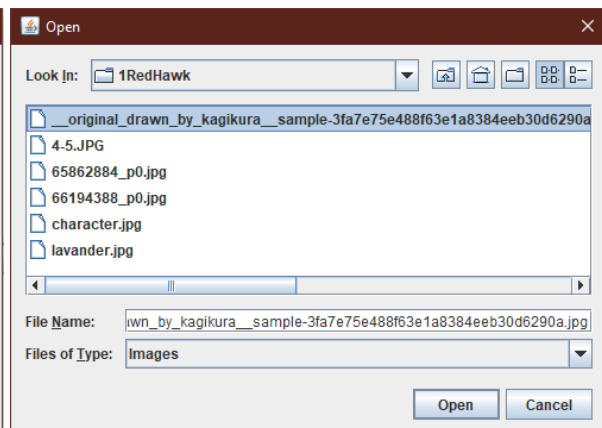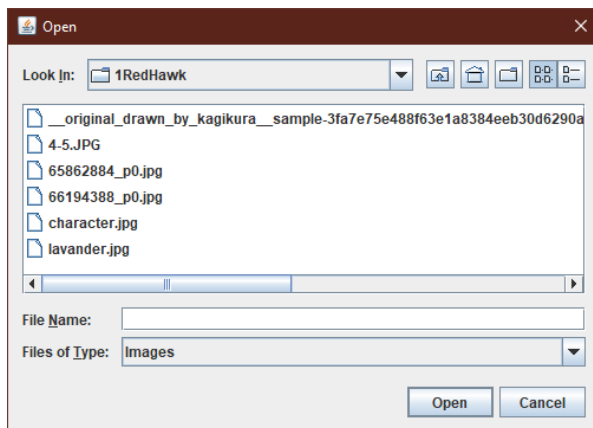
Uploaded images will appear on the left scrollable section. The right hand section contain the path of the uploaded image.

Rename

Opens a dialog to rename the image in the Image Library.
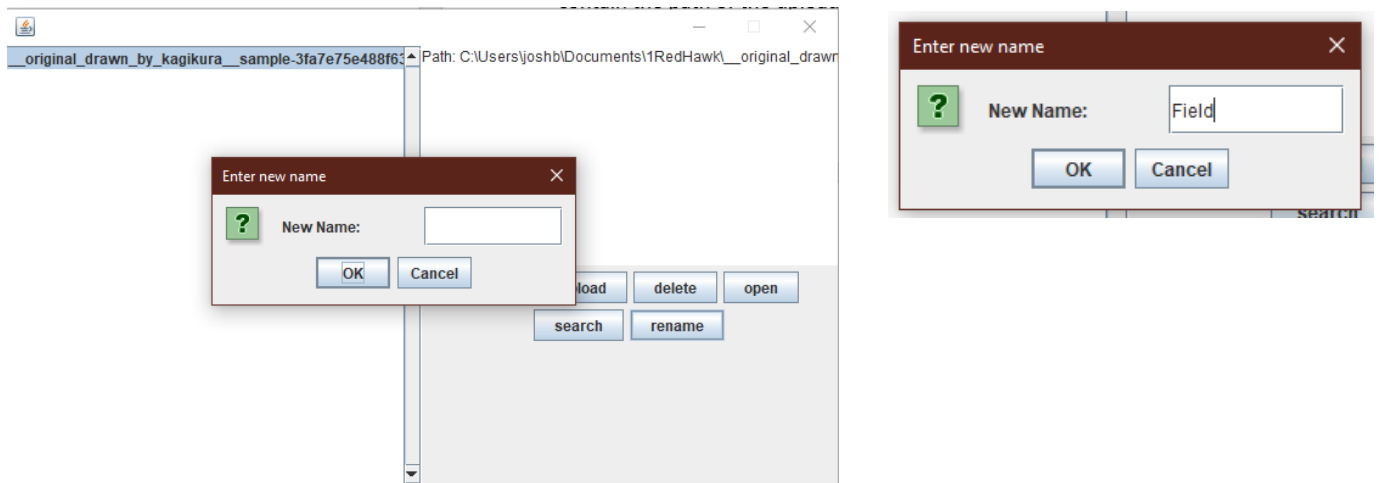
Search

Opens a dialog to search for an image in the Image Library.

After typing in a File to search for an window show a list of matches will appear.

Pressing "OK" will open the image.

If there are not matches found, and empty list will be returned.

Open

Opens a new window that displays the selected image and tools to edit said image.
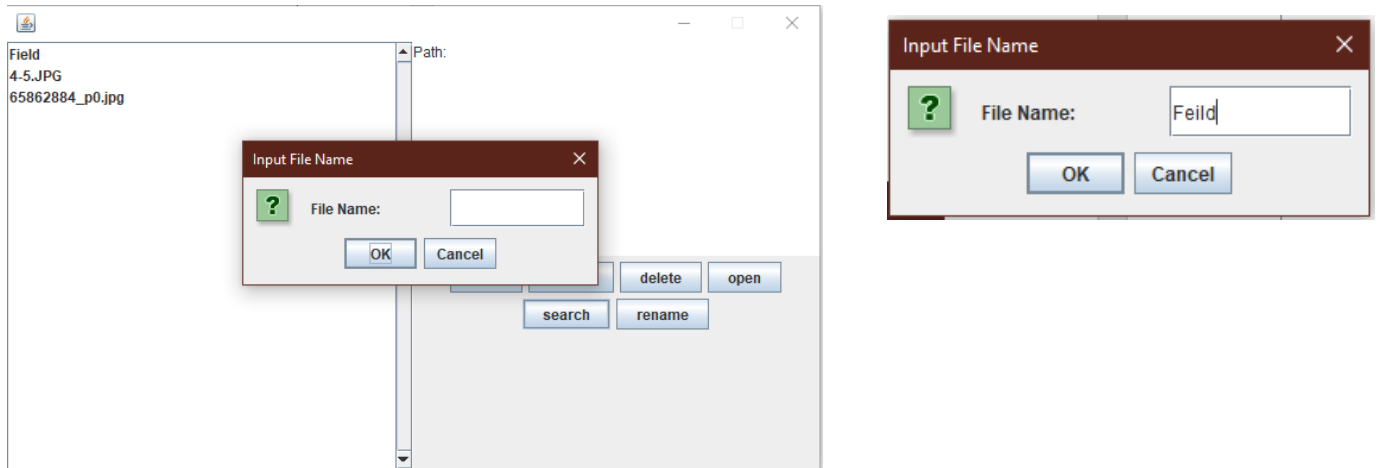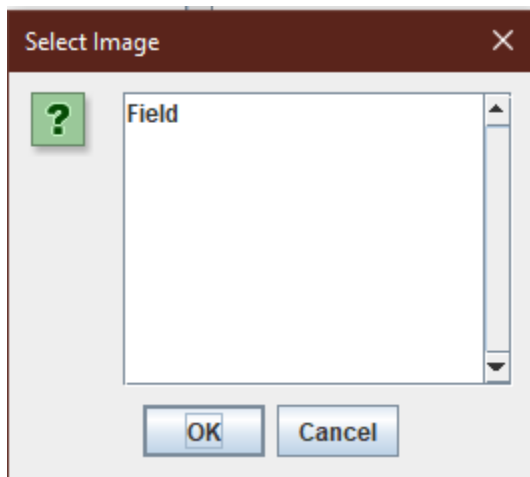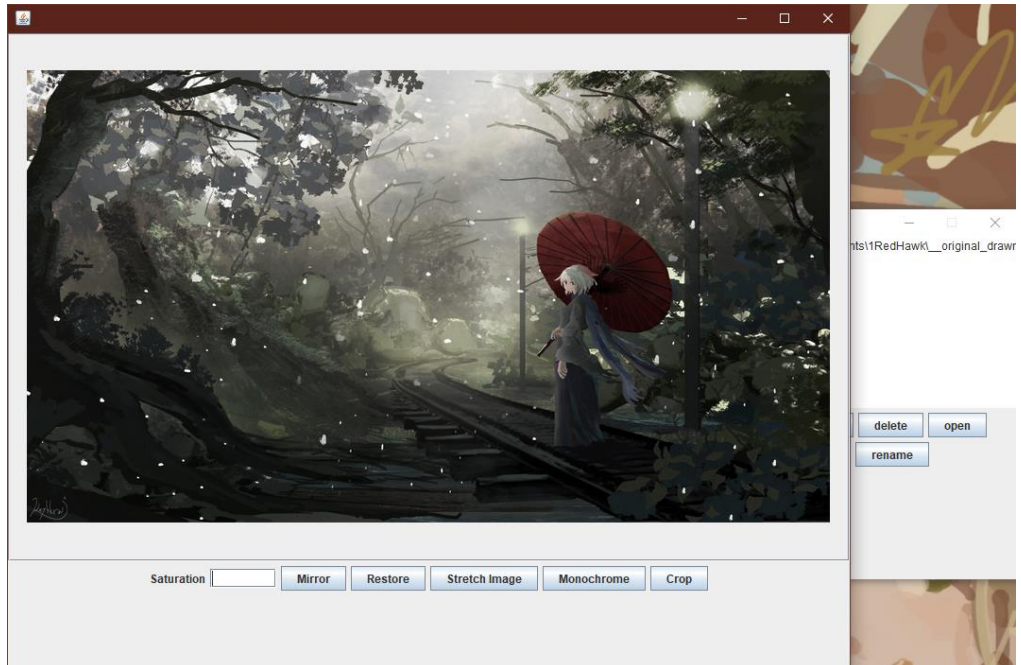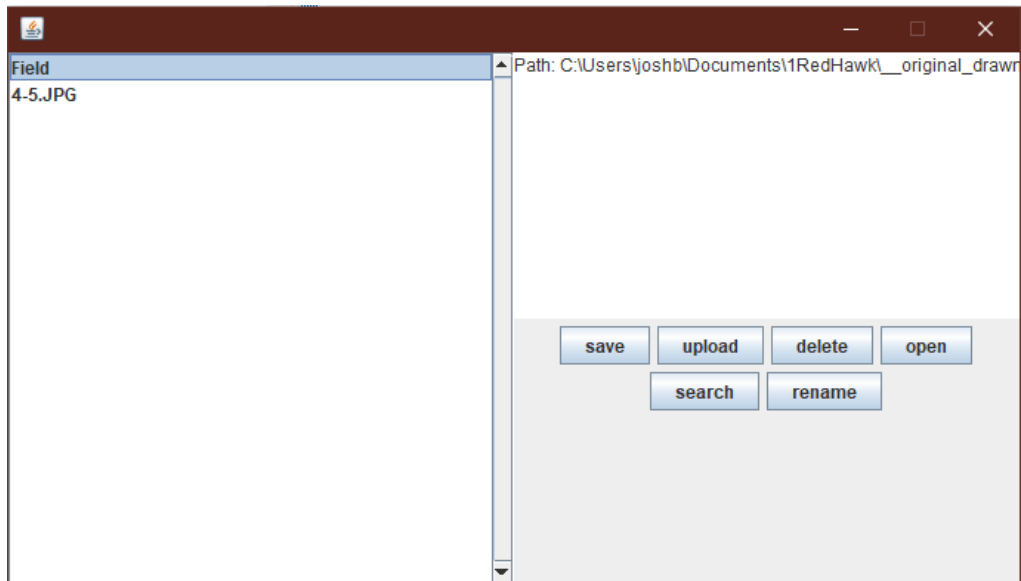
Save

Saves changes made to the selected image and exports in to the disk. File is saved in the same Path in a JPG format.

Note about save: Images are only export in a format JPG no matter what format the original file was. The path will remain the same but the image will be represented on as a JPG. Features unique to PNG and JPEG will not be supported.

Though unlikely, When exported these images may be saved with a path – [OldPath].jpg. For the application the work properly delete the saved you just saved in the image library and upload the image generated with the new path.

Delete

Deletes the selected image from the image library. The file on the disk is retained.
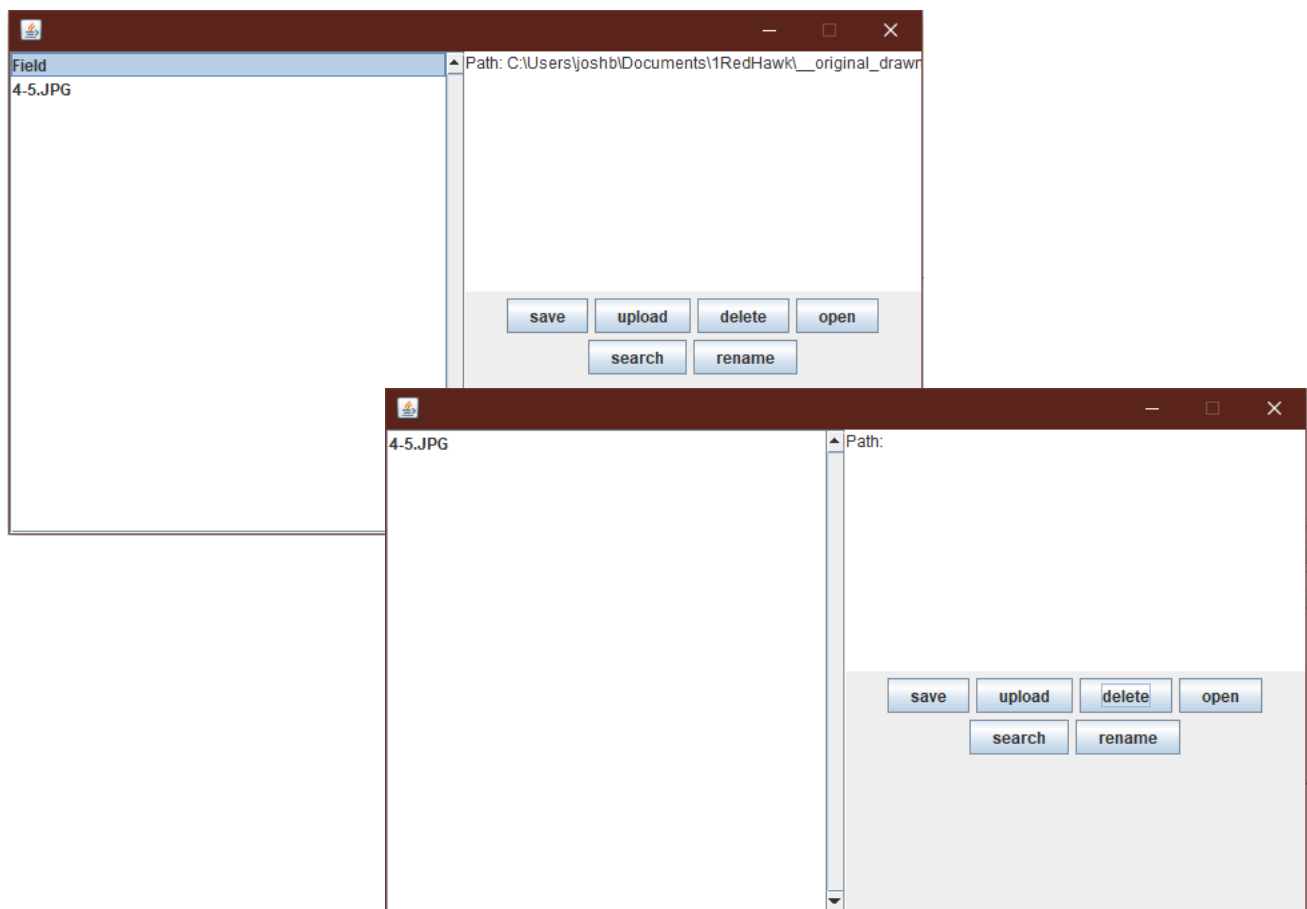
Image Viewer

The Image Viewer is the window the user will interact with when editing images uploaded into the Image Library.
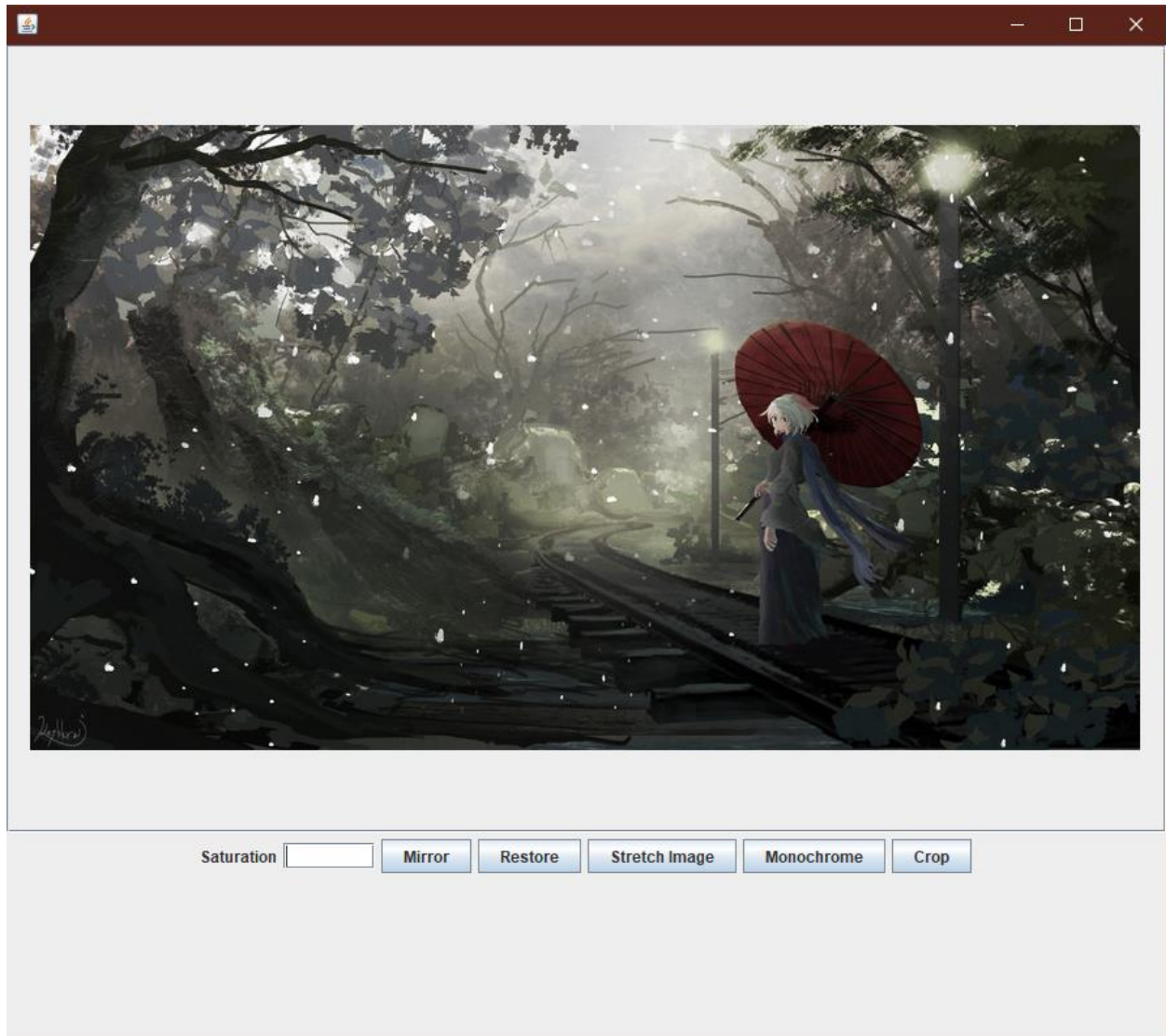
The tools provided to modify images included Mirror, Stretch, Monochrome, Crop, Saturation, and Restore.

Mirror

Flips the image over the Y Axis.
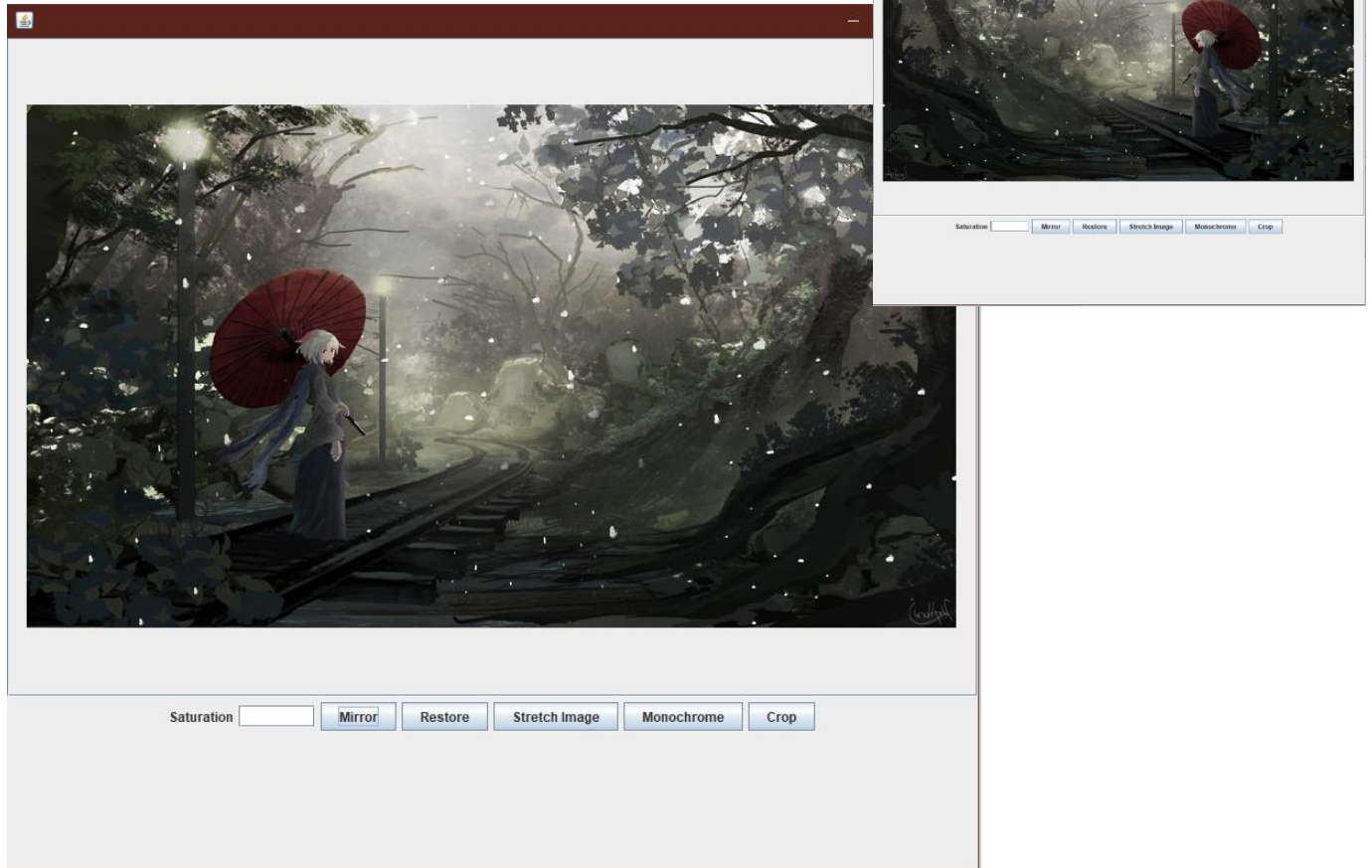
Stretch

Scales the image based on given inputs; Increase the Width and Height of the image by a factor of the first and second user input respectively in a pop-up dialog.

Monochrome

Converts the image to a monochrome version of said image given RBG values input by the user in a pop up dialog.
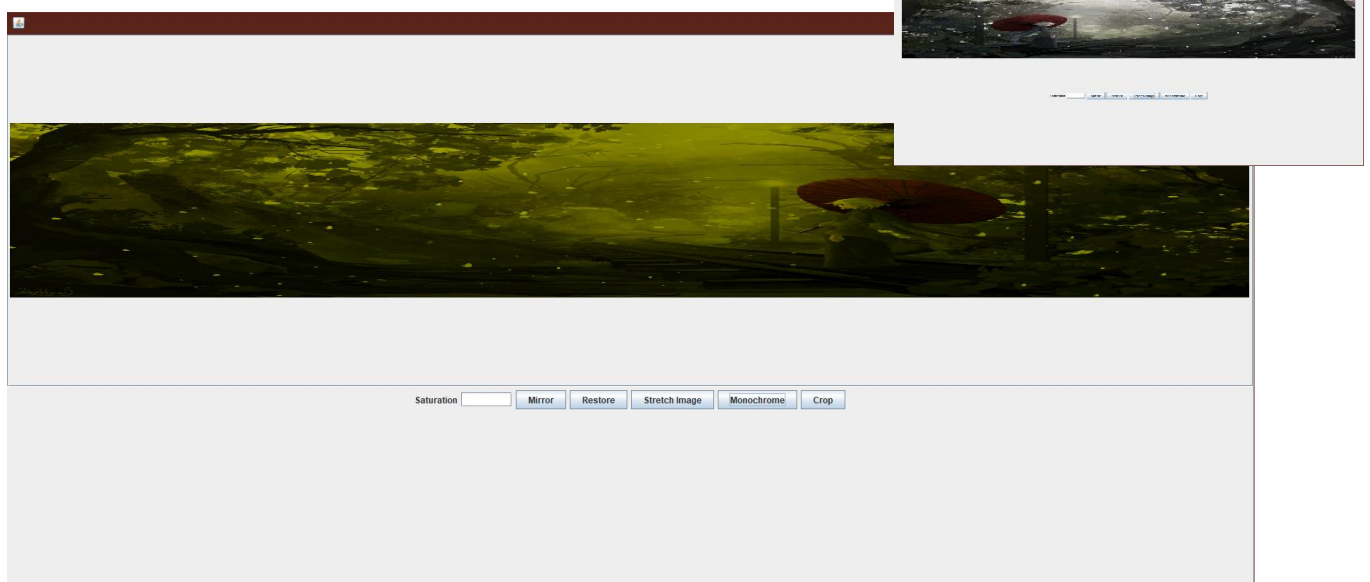
Crop

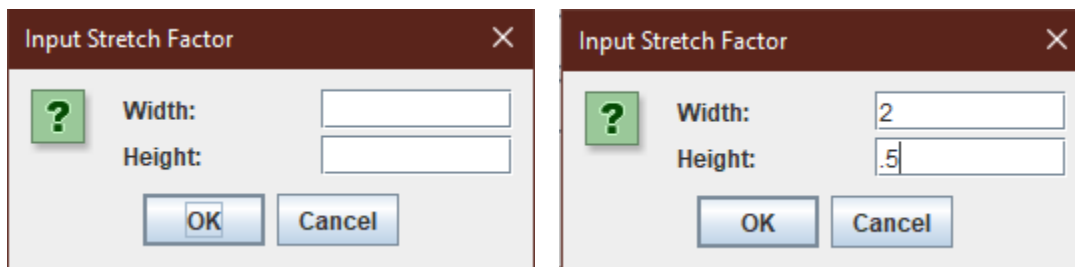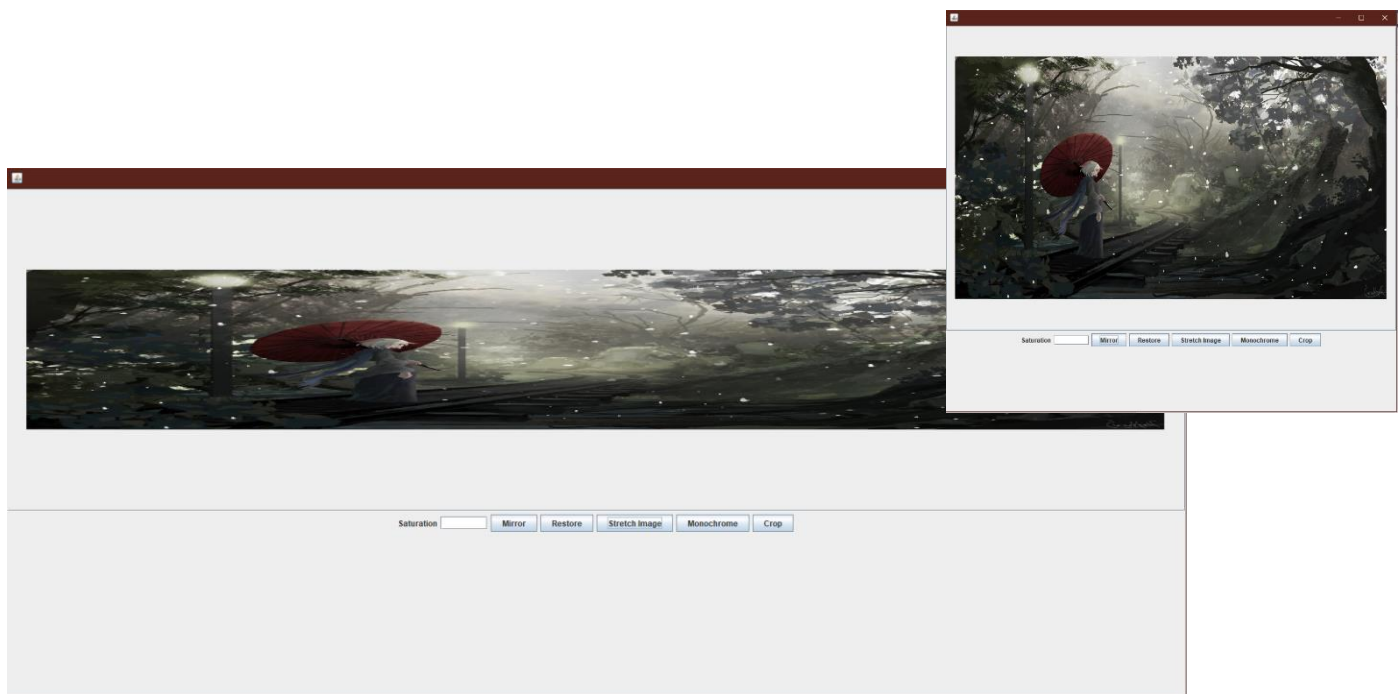Crops the image based on boundaries defined by the top left and bottom right on the image as selected by the user by two bottom clicks.
Clicking the crop option at any point before the user click on the image twice will cancel the crop operation.
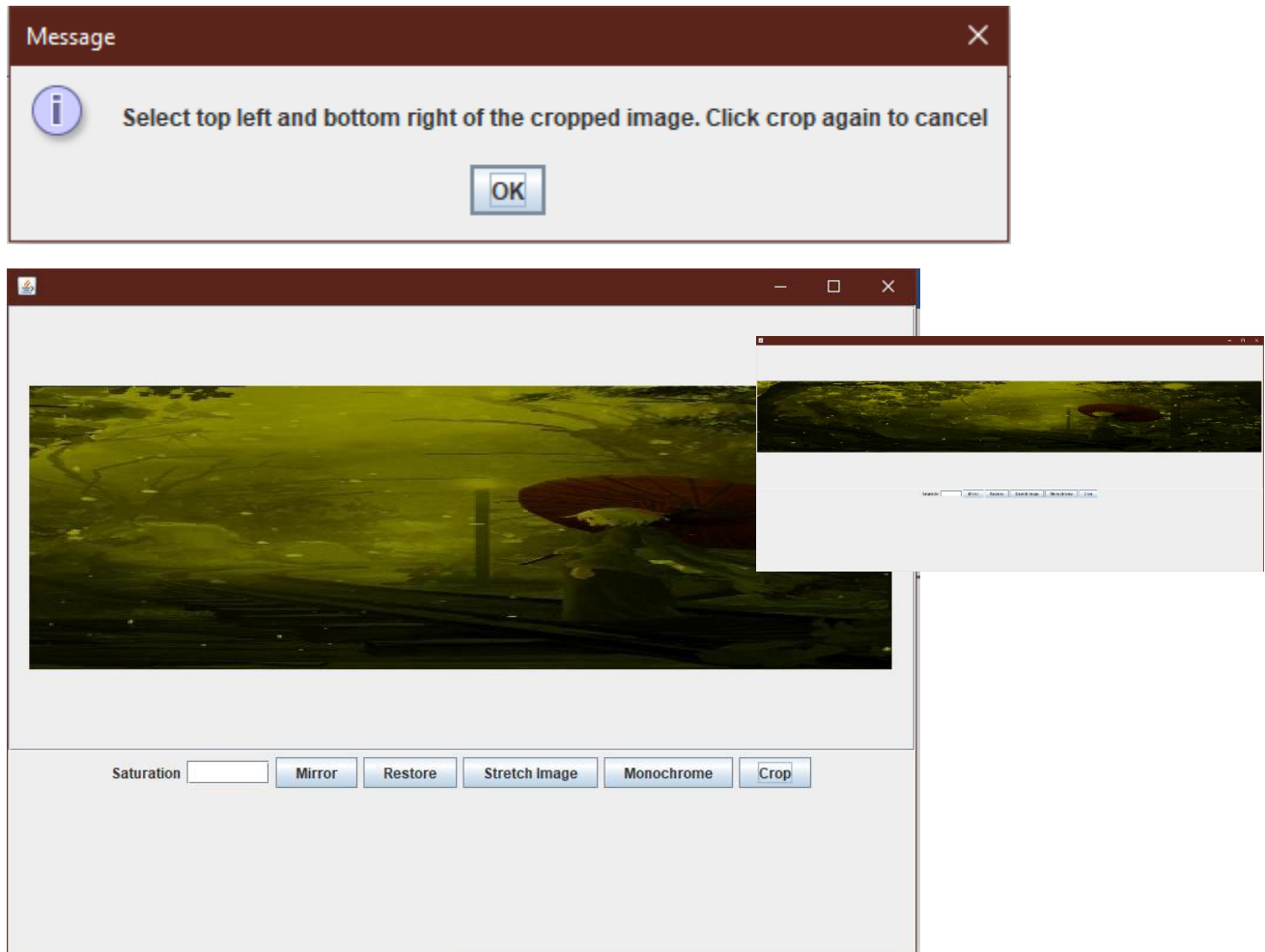
Saturation

Increases or decreases the saturation of an image based on a given value.
0-100 decrease the saturation.
100+ increase the saturation.

Restore

Converts the image back to the image stored on disk in the specified path

Note: Since save exports a new image at the specified path, saving an image will always set a new restore point with no way to go back. Backing up the data of the original image is advised.

FAQ

Q: How many users can be added?
A: Functionally Unlimited.

Q: Are their username restrictions?
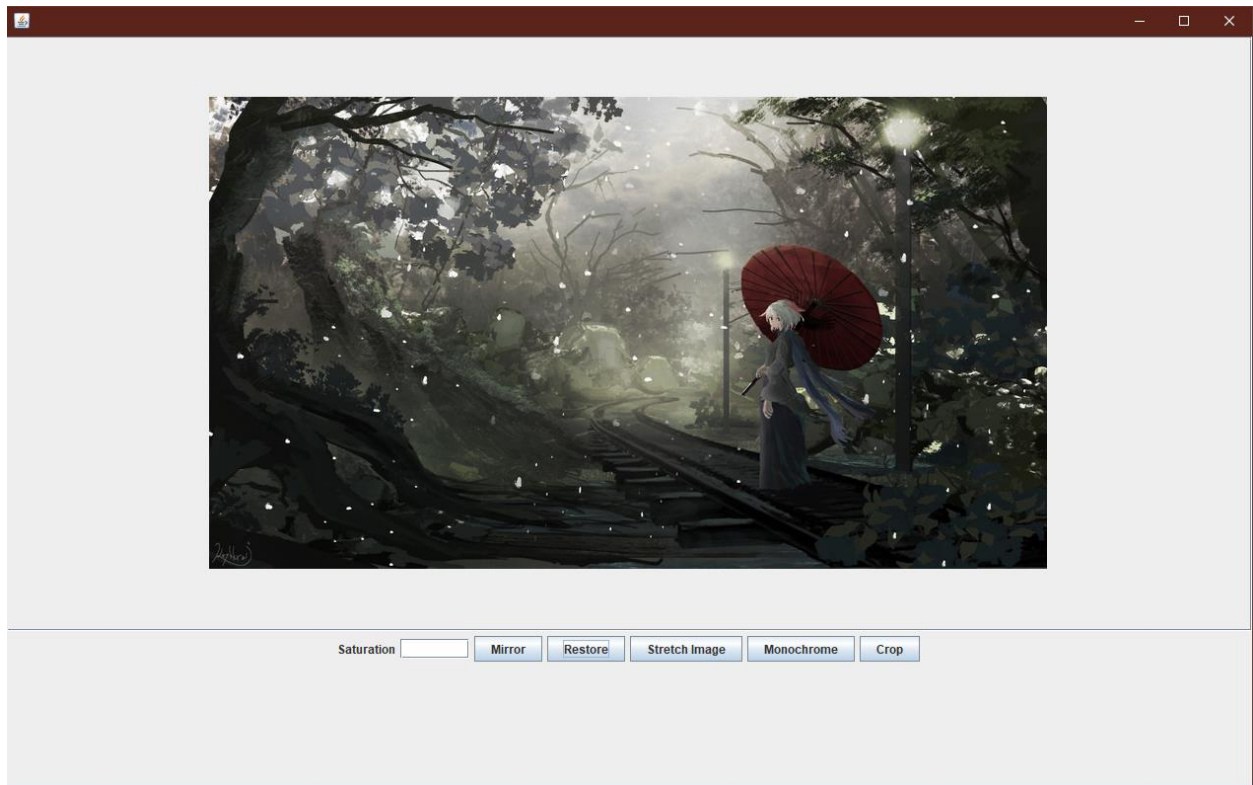A: Each username must be unique, and usernames are case sensitive. There are no character restrictions.

Q: How many images can be added per user?
A: Functionally unlimited. Be aware that adding a lot of images will reduce the performance of the application.

Q: I saved an Image, where is it?
A: Images are saved at the save path at which they were uploaded. The original image will be overwritten. Check to make sure that image has changed.

Q: The application closed before I saved!
A: Changes are autosaved (to the image Library, not the disk) after every modification. Simply log back in and all your changes will be there.

Q: Why aren't my tools working?
A: Trying saving, deleting, and reuploading the image.

Q: I keep getting an error for monochrome
A: Monochrome is not functional after stretching in most instances. Referring refer to the last question.

Q: Saturation is acting strange.
A: Saturation increases the saturation for an image without regard to the original image. It will keep increasing the hues of images until the reach max intensity. If you inputted a value to large simply restore the image and try again.

Q: What if a type in a large number for the Stretch option?
A: No worries! The application will exit the function. A dialog will pop up telling you the input was too big or small.