USEME File

Set Up

1. Go to Run -> Edit Configuration
2. In Program Argument:
   1. Script: Type “-script <FileName>.txt” (with no quotation marks)
      1. Ex: -script ex1.txt
   2. Interactive: Type “-interactive” (with no quotation marks)
      1. Ex: -interactive

Commands

\*Commands are case-sensitive\*

\*Should always create a layer first\*

1. First, create a layer
   1. Command: **create-layer**
2. Set the layer to be the current one
   1. Command: **current <int index>**
      1. Ex: current 1
3. Load the image
   1. Command: **load res/<image FileName>.<Format>**
      1. Ex: res/bird.png
4. Call the editor method
   1. Command**: blur, sepia, greyscale, sharpen** 
      1. Ex: blur
5. Save the Image

**\*\* Always have to save** **before** **calling save all. Save all will only save image locations, if it was saved before\*\***

* 1. Command **save res/<image FileName>.<Format>** 
     1. Ex: res/birdBlur.png

1. Save All the image into one file that has the location of each image file
   1. Command **saveall res/<text FileName> (no need to write the format type)**
      1. Ex: saveall res/helloworld
2. Additional methods:
   1. Draw Checkerboard
      1. Command: checkerboard tileSize tileNumber
         1. Ex: checkerboard 2 2
   2. Draw rainbow
      1. Command rainbow width height
         1. Ex: rainbow 3 3
   3. Remove
      1. Command **remove-layer** **<int index>**
   4. Invisible
      1. Command **invisible <int index>**

**\*Once the program ends, it will export all the files\***

Rationale:

Our program doesn’t create a file for each multilayer image projects. Instead, it gives the user the option to insert the name of each file and make them each different, so that when the multilayer image is called, it calls the right files.