

TealPaint User's Manual



Program Version 4.95

Last Updated: September 13, 2001

Table of Contents

Description	1
Contents	1
Installing	2
Overview	2
Using the Program	2
Index Page	2
Overview	2
Details	3
Special Features	3
Drawing Page	4
Special Drawing Tools	6
Special Edit Menus	8
Special Animation Menus	9
Compatibility Notes	11
Downloaded Images	11
Macintosh	11
Use as an external editor	11
Appendix A - Using TealPaint Image Manager	12
Opening an existing database	12
Exporting/Printing an existing image	12
Adding a new image	12
Adding a sequence of images	13
Creating a new database	13
Appendix B - Using PicUtil	13
Interactive Mode	13
Batch Mode	14
Appendix C - Products	15
Appendix D - Revision History	16
Appendix E - Credits	17
Appendix F - Contact Info	17
Appendix G - Registering	18
Appendix H - Disclaimer	18

Description

TealPaint is a full-featured and easy-to-use paint, sketch, and animation program. TealPaint offers a host of easily-accessible features, including:

- Multiple annotated records
- Dithered thumbnail images
- Multiple image databases
- Color
- Grayscale (under OS 3.5)
- Animation capabilities
- Image compression
- Image Templates
- Locked backgrounds
- Horizontally and Vertically oversized images
- Magnified draw mode (fat bits)
- Freehand draw tool
- Spotty draw tool
- Smoothed draw tool
- Line draw tool
- Constrained line tool
- Freehand shape/polygon tool
- Box, filled box draw
- Rounded box, filled rounded box
- Circle, filled circle
- Oval draw tool
- Snap to grid
- Erase tool
- Paint bucket
- Text tool with selectable fonts, color
- Selector tool (rect lasso)
- 16 Draw patterns
- 12 Brushes
- Cut/Copy/Paste images
- Undo
- Horizontal and vertical flipping
- Image scaling
- Image rotation
- Screen-grabbing import function
- Printing via TealPrint
- TealPaint Image Manager, a Windows import, export, and print utility

Contents

This archive contains the following files:

Program files:

TEALPNT.PRC	The TealPaint program file
PAINTMGR.EXE	Image Database import/export/print utility (Windows)
PICUTIL.EXE	Image Database import/export utility (DOS)

Document files:

PNTDOC.PDF	This document in Adobe Acrobat (PDF) format
PNTDOC.HTM	This document in HTML format (sans images)
PNTDOC.PRC	This document in TealDoc format
REGISTER.HTM	TealPoint Registration form in HTML format
REGISTER.TXT	TealPoint Registration form in text format

Installing



Use the Pilot installer to install the program file TEALPNT.PRC. It will appear on the Palm Computing device after the next HotSync.

This manual is also provided in this archive as the PalmPilot document **PNTDOC.PRC**, which can be viewed with our other application TealDoc.

Instructions on how to use the Palm installer are in the Palm Handbook that came with your Pilot, PalmPilot, Visor or WorkPad.

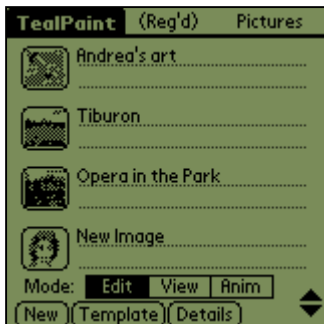
Overview

TealPaint is powerful and fun drawing and sketching package, giving you a full array of tools with which you can easily create and edit images and animations, or use it with other TealPoint applications to illustrate documents and folios.

Using the Program

TealPaint's intuitive interface is largely self-explanatory for anyone with experience using a traditional PC-based drawing package. It consists of two main interface screens: the drawing page and the index page.

Index Page



Overview

Images in TealPaint are organized as records individual named databases. The **index page** lists all the pictures in a single image database. From the **index page** you can create, delete, or open a new image databases. The current database is shown in the upper right-half corner of the screen. Click on it to bring up a list of all active databases.

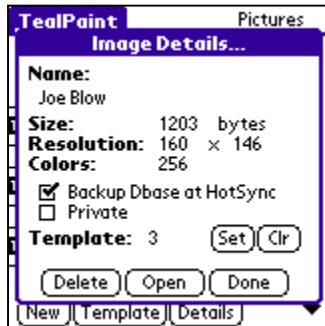
The images stored in a database are shown as small dithered thumbnail representations, and are accompanied by optional descriptive text. Up to four images in the list can be shown at any one time, with the rest accessible by the up and down scroll buttons. On a color device, color images appear in green and tan, while monochrome images are in black and white.

To create an image, click on the **New** button or **Template** button, if you've defined a template database (described later in this document). To view, edit, or animate an image, click on its thumbnail representation to go to the drawing page. Choose which of these to do by first selecting one of these three options from the pushbuttons on the bottom of the screen.

When you animate, all the pictures in the database will play in sequence, looping, until you press a button or tap on the screen.

To create, delete, or rename an image database, choose the appropriate menu item from the **Dbase** menu. To delete, sort, or replicate a single image in the current database, select the image by clicking in its descriptive text and then choosing an appropriate item from the **Recs** menu.

Details



The details dialog allows you to adjust the properties of a selected image. To use it, click in the text description of any image and press the **Details** button. In the **Details Dialog**, you can see the image dimensions and color depth, set whether the image is marked as private (hidden when system Private Records are hidden), and set the backup bit for the whole image database. Lastly, you can attach (link) or detach (unlink) an image to/from a Template image if a 'Templates' database has been defined.

Image-links affect how the background-lock selector is initialized when an image is opened (see below), and are specified by image number. Images with links appear with a 'T' to the left of the image's thumbnail. It's not often useful to add a link to an image if the linking images was not originally created from the same template image. If this is done, the template image will not appear behind the linking image, but will be revealed when sections of that image are erased with the erase tool.

Typically, the **templates** item in the Details dialog is used to remove existing image links or repair references which have gotten misnumbered because image have been added to or removed from the Templates database.

Special Features

Preferences

Under the Options menu on the list screen, a Preferences option is available. This brings up the preferences dialog, in which you can set a delay value to slow down animation playback.

A second option lets you set the **grayscale mode** on monochrome Palms. By default, on OS 3.5 or newer, Palms open in grayscale mode. When "**run in black and white only**" is checked, then TealPaint only runs in black and white, which is faster to edit, load, and save images.

Templates

TealPaint allows you to specify a number of images as **template** images. These images are then made handily available as instant starting points when creating a new image. If you often make drawings when are annotations drawn on top of a standard image, diagram, or image border, simply create these base images in a database named "Templates". (Note that capitalization must match exactly). Afterwards, you can use the "Templates" button on the Index page to create a new image. Instead of a blank page, you'll instead start with a copy of a template image you choose.

When an image is created from a template, it's linked to the original template image. When opened, the template image is loaded into the background-locking buffer, so that each time you open the image, you can still erase sections of the image back to the original template image with the erase tool. This feature has the limitation of only supporting a single screen-sized background, however.

You can remove the template link from within the **details** dialog on the list screen, or add a link to an existing image.

Screen Grab

The **Grab Screen** menu item is available on the index page. The Screen Grabber can capture the screen image from most any program and import it into *TealPaint* as an editable image record. This is particularly useful for, say, importing images drawn in other drawing programs. To use it, select **Grab Screen** from the **Edit** menu and choose an elapsed time. Then, switch applications to the one you wish to grab and wait. When the elapsed time passes, an alert will appear informing you that the image has been captured. When you return to *TealPaint*, the image will appear as a new record in your image list.

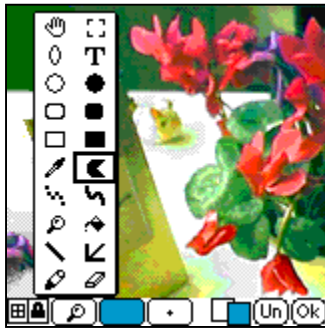
Global Find

TealPaint supports the Palm OS system **Global Find** feature accessible by the silkscreened button to the lower right of the graffiti writing area. TealPaint returns the first match in any database found in a global search, and automatically opens the database if selected from the list of successful matches.

Printing

TealPaint supports printing images from the Palm with our printing program TealPrint through a menu item on the edit screen. Printing oversized images (larger than one screen) is supported, as is color when running TealPrint version 1.40 or newer.

Drawing Page

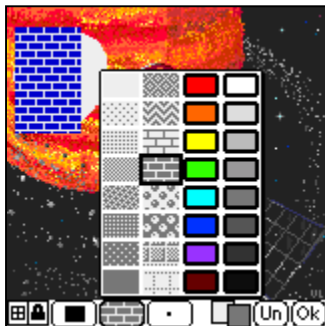


The drawing page provides an interface for creating or modifying images. At the top of the display is the viewing window, which shows the current image. If the image is larger than the display area, the page may be scrolled using the **Hand** tool or using the hardware buttons if they are mapped to the scrolling controls. By default, the page-up and page-down buttons are mapped to vertical scrolling, but you can map these buttons or others to horizontal scrolling too.

At the bottom of the display are the drawing tools and options. To the far left are two special mode selections: **grid snap**, which constrains applicable drawing tools to snap their endpoints onto an invisible graph paper-like grid, and the **background-lock** button, which protects the current background so that drawing operations can be erased back to the saved background. Both are described in further detail below.

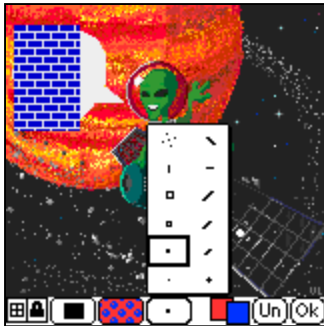
On the middle left are three selection buttons, all of which show the current item and bring up a popup window of choices when pressed.

The first of these is the **tool button**, which allows selection of the current drawing tool. These include various **line**, **freeform**, and **shape** tools, along with a **text tool**, **selector tool**, **magnify tool**, and **paint can tool**.



The second button is the **pattern/quick-color selector**, which selects the current pattern or drawing pen (foreground or background) used by the current tool. On a pre-OS 3.5 Palm, the foreground pen is always black and the background pen white, while on a newer Palms, any two colors or gray shades may be used for the two pens. Patterns are either all-foreground, all-background, or a pattern consisting of both foreground and background pens.

Under Palm OS 3.5 or higher, the pattern/color selector also offers a list of color entries used to quickly select a current foreground pen color. Monochrome Palms show a scale of gray colors, while Color Palms show both a list of gray colors and a list of the eight last-used colors.



The last button is the **brush selector**, which determines the pen tip shape used by drawing tools which draw lines or dots. This includes the line, curve, freehand, rectangle, circle, and oval tools.

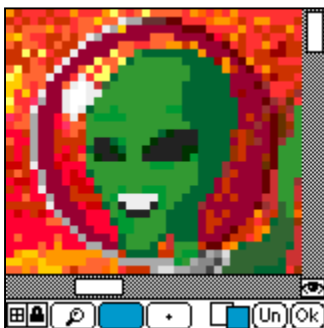


Under Palm OS 3.5+, two overlapped squares appear to the right of the three buttons at the bottom of the screen. This is the **full-color selector**. The squares represent your current foreground and background pen colors. Click on either one to bring up a **color picking palette** to change the current drawing colors or shades of gray.

Two final buttons appear on the drawing screen: **Undo** and **Done**. The **Undo** button reverts the image back to before its last change. Pressing it twice undoes the last **Undo**, reinstating the image to the way it was before. The **Done** button saves all changes and returns to the index page.

Special Drawing Tools

Magnifying Glass



The magnifying glass operates in two modes, viewing and editing. The viewing mode allows you to preview the magnified area in normal size and drag the around the box defining the magnified area. In edit mode, the magnified area can be drawn on using the pen tool, but appears at 4x size. All patterns and brushes operate in magnified mode too. When the magnifying tool is active, it can be switched from one mode to the other using the **eye** button, which appears in the lower right hand corner of the drawing area. To erase in magnify mode, simply draw with the white drawing pattern

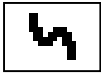
Polygon/Free Shape Tool



The *Polygon/Free Shape Tool* (resembling Pac-Man) has two modes of operation. You can tap points on the screen to define a straight-edged polygonal region to fill. Each tap creates a new corner (vertex) for the polygon. The polygon is closed when you tap once again on the first vertex.

To define a freehand filled shape using the same tool, simply hold down the pen as you draw the outline of the shape to be filled. The shape will fill in when you raise the pen.

Smoothed line (curve) tool



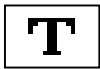
The *Smoothed Line Tool* (shaped like a sideways 'S') differs from the pen tool slightly in that it averages your pen movements to give you a smoother line. This is particularly useful for Palms with shaky pen digitizer hardware or perhaps shaky operator hands.

Color Picking Tool



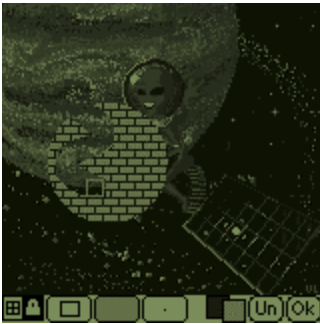
Shaped like an eyedropper, the *Color-Picking Tool* works only on a device running OS 3.5. It allows you tap on the screen to change the current foreground color to match the tapped area. On earlier versions of the OS, grayscale and color are not supported, so this tool has no effect.

Text Tool



The *Text Tool* allows entry of text onto an image. To use it, select the text item ('T') using the popup tool button, click on the display area at the location to type text, and enter text and numbers using Graffiti. To change fonts, use the *Set Text Font* item from the *Options* menu. Here you can also select white text on black instead of the default black on white.

Background Lock



The *Background-Lock Selector* provides a way to “fix” the current image, protecting it from modification. Subsequent drawing operations are done on top of this protected background. When results from a new drawing operation are erased using the *erase tool* or *Clear Screen* menu, the erased region is restored to the locked background image rather than being set to the current background color.

Locking the background is a powerful way to modify an existing image, trying new changes without committing to any changes until you're ready. Lock the background by tapping on the padlock-shaped button in the toolbar. The current screen contents will be saved off and protected. To commit to changes and unlock the background, simply tap on the button again. If you wish to once again protect the background, you can reselect the button. You will then be given an option to return to continue where you left off, so that the erase tool returns to the image saved when first locked the background, or committing to subsequent changes and locking the image as it currently appears.

Note that a locked background only saves the current screen-sized image, and that scrolling or panning the screen will automatically turn off background-locking mode and free the current locked background. If you manually re-lock the background, it will incorporate the current contents of the screen, including any changes you may have made.

Image templates use the background-lock mechanism automatically. When an image is created from a template, a link is stored pointing back to the original image number in the Templates database. When you open the new image for editing, the template image it was created from is preloaded into the background and locked. Unlike manually-locked backgrounds, the original image is always available, so the locked background stays persistent even if you scroll around the screen.

Grid Snap



The *Grid-Snap Selector*, present in the lower left corner of the drawing screen, constrains the tools to starting and ending on points of an invisible graph paper grid. It allows easy lining-up of shapes drawn on the drawing surface. It has no effect on freehand, curve, or fill tools, or when drawing in magnified mode.

To change the coarseness of the grid-snap size, select the *Grid Snap Dist* item from the *Special menu*.

Selector Tool



To use the *Selector Tool*, shaped like a four-corner target sight, activate it and drag the pen diagonally across the drawing surface to highlight a rectangular region. Then, click and drag within the highlighted region to copy the selected pixels to another location on the screen. To move the region and delete the area below, use the *Cut* menu item after selecting a region followed by the *Paste* menu before dragging the selected image area. You can also use either the *Cut* or *Copy* menu items to copy the selected pixels to the image clipboard, where they can later be *Pasted* into another selected region.

Special Edit Menus

Cut/Copy/Paste

When the selector tool is active, the *Copy* and *Paste* menu items are available. The *Copy* item saves the current selected area to a temporary buffer, while the *Paste* menu, draws the current contents of the temporary buffer into the selected area. To use these menus, use the selector tool to outline a rectangular area. Then select the *Copy* menu. You can then use the selector tool to select a region in either in the current image or another image and *Paste* the copied pixels there. The *Cut* menu functions similarly to the *Copy* menu, except that it also clears the selected area.

If no area is selected, the *Paste* menu will draw into the upper left corner of the display. The *Copy* and *Paste* menus can be used to duplicate regions of an image or copy pixels from one image to another. Normally, the selector tool copies the area below to wherever you drag it. To use the selector tool to move pixels without leaving the previous ones below, use the *Cut* menu followed by the *Paste* menu before dragging the region.

Paste Scaled to Fit

When the selector tool is active and an image has previously been copied to the clipboard, you can use this menu to paste the image into the selected region. The image will be scaled up or down to fit the dimensions of the selected area. To use it, select source pixels using the selector tool and *Copy* them. Select a different rectangular area as use *Paste Scaled to Fit* to lay down the copied pixels. Unlike the normal *Paste* command, the copied region is stretched to fit the new selected area.

Rotate Copy Buffer

This menu rotates imagery in the copy buffer clockwise by 90 degrees. It can be repeatedly called to perform a 180 or 270 degree rotation. To use it, you must first *Cut* or *Copy* a selected region into the copy buffer. Then, use the *Rotate* menu and *Paste* the rotated imagery elsewhere in the picture.

Full View Menu Item

The *Full View* menu item lets you see an oversized drawing all at once, shrinking it to fit on the screen. To exit the full view mode, just press a button or tap on the screen. You cannot edit while in full view mode, however.

Nudge Menu Items

The *Nudge* menu items allow you to finely move a selected region up, down, left or right, a single pixel at a time. It is ideal for fine-tuning the placement of items on screen.

Clear/Fill/Flip Menu Items

Use the Clear, Fill, and Flip menu items in conjunction with the selector tool to erase a selected area, fill it with the current drawing pattern, or vertically or horizontally mirror the pixels in the selected region.

Close Without Saving

The *Close Without Saving* menu item returns one to the **List Page** without saving any changes made to the image since entering the **Drawing Page** or the last page scroll.

Special Animation Menus

Unique to *TealPaint* are simple animation tools that let you use the program as a simple paint box for testing character animations or creating animated storyboards. All the images in a single animation database can be treated as consecutive frames in a linear animation flipbook. The following functions help you to draw the individual frames in a flipbook animation.

Previous/Next Image

These menu items appear both under the *Edit* and *Anim* menus. They allow you to conveniently move to the next or last image in the database. Often, it's convenient to map hardware buttons to these features (see below for more info on how to do this).

Replicate Frame

This makes a duplicate of the current frame after the current image and moves forward to this image. This is useful for doing cell animation.

Junk Current Frame

Deletes the current frame and moves forward to the next

Set Animation Speed

Lets you specify an addition delay pause between display of individual animation frames. A setting of zero corresponds to animation at the Palm's top speed. The additional delay is in hundredths of a second.

Go Play

Animates the images in the current database by cyclically stepping forward through them until you press a button or tap on the screen. You cannot currently adjust the speed or direction of the animation.

Button Mappings



The *Button Mappings* Special menu item allows you to map a variety of functions to any of the four hardware applications buttons (DateBook, Address, To Do, or Memo) or to the up or down scrolling buttons. This allows you to customize the buttons for quick access to commonly needed functions. When an application button is not mapped, it switches applications normally.

You may create independent mappings for when you are in *Edit* mode or *View* mode. The following function mappings are available:

Scroll Up/Down/Left/Right

Scrolls the image around on screen. The screen defaults to the upper-left-hand corner of a canvas limited in size only by memory. The canvas expands as you use it. By default, the page-up and page-down buttons are mapped to the vertical scrolling controls while in *Edit* mode.

Prev/Next Image

Moves forward or backwards through the list of images in the current database. By default, the page-up and page-down buttons are mapped to the Prev/Next controls when in *View* moding.

Prev/Next Tool/Pattern/Brush

Moves forward or backwards through the list of available brushes, tools, or patterns.

Draw/Erase/Hand Tool

Selects the indicated tool if it is not the current one, or switches back to the last-selected one if the button is pressed again.

Black/White

Selects the indicated color if it is not the current one, or switches back to the last-selected pattern if the button is pressed again.

Undo/Done

Functions the same as the on screen button of the same name.

Replicate Frame/Junk Frame/Go Animation

These commands allow you to easily access animation tools when using *TealPaint* as a simple animation-test drawing tablet.

Compatibility Notes

When using OS 1.0, the Graffiti state (Caps) indicator overwrites the left-hand side of the *Undo* button on the menu screen due to the older, large *Caps* symbol. This does not affect the functionality of the program.

Downloaded Images

TealPaint Image Databases are compatible with other *TealPaint* programs such as *TealDoc*, *TealLock*, *TealInfo*, and *TealNotes*. They aren't compatible with *Imageviewer* files, however, which are commonly found on the Internet, even though they have a .PDB extension. In fact, "PDB" stands for "Palm Database", and is the extension used for all PalmPilot data files, no matter what their format or purpose is on the PalmPilot. If you download an image file and install it on the PalmPilot but TealPaint cannot find it, chances are that it's not a TealPaint file.

Macintosh

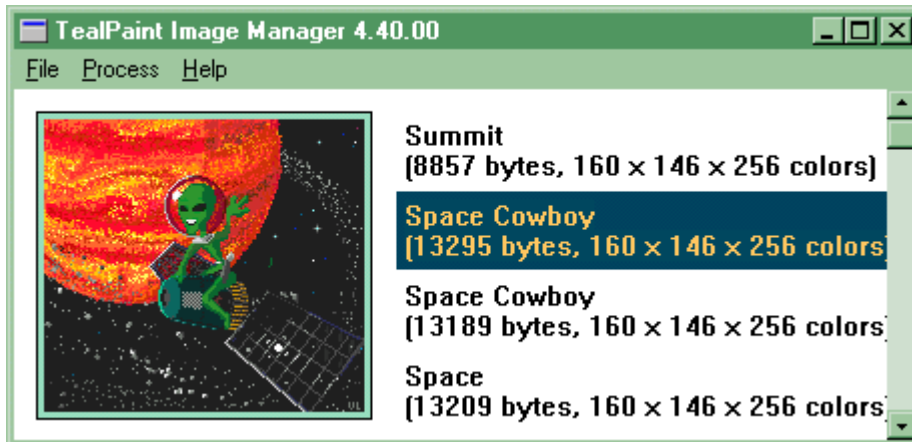
TealPaint is fully compatible with the Macintosh, as it runs entirely on the Palm regardless of whether it is installed from a PC or a Mac. The conversion utilities included in the base archive are PC-only, however. For Mac-compatible utilities, download the TealPaint Mac Pack, which at this time contains a Mac version of the simple command line tool PicUtil, which is admittedly quite un Mac-like.

Use as an external editor

TealPaint supports a calling convention which allows it to be used as an external editor for other programs, opening a TealPaint database for editing, and returning to the original host when done. TealNotes uses this mechanism to edit images with more tools than the standard TealNotes set. Visit the TealPoint software developers page or contact us for more information on adding this feature to your own programs.

Appendix A - Using TealPaint Image Manager

Use *PAINTMGR.EXE* under Windows to manage your image databases. You can use it to view images in each database, print them, or export them as Windows Bitmap (.BMP) files or the Windows clipboard. You can also create new database files, or add to existing ones by importing .BMP files into them.



When you HotSync your PalmPilot, the most current *TealPaint* image databases are stored on the PC in a directory called *BACKUP*, which resides in a folder named after your **Hotsync User Name**. For instance, if your user name is “*John Smith*”, the backup folder would be in another folder named “*SmithJ*”. The backed-up files are named the same as the databases on the PalmPilot, but have a '.PDB' extension, like “*PICTURES.PDB*.” Other PalmPilot files also have .PDB extensions too, but most are not TealPaint Image Databases.

Opening an existing database

To run *TealPaint Image Manager*, double-click on its icon. Open a database by choosing the *Open Database* menu selection and find the .PDB file containing the images you wish to view.

Exporting/Printing an existing image

Use the vertical scroll bar to go up and down the list of images. Click on an image's name to view that image. Choose the *Print* menu item to print the current selection, or *Export to .BMP* to convert the currently-selected image to a Windows .BMP file. You can export the image to a .BMP file, or copy it to the Windows clipboard and “paste” it into a graphics program. Lastly, you can export all the images in one step to a sequence of numbered .BMP files by choosing the *Export database as sequence of BMPs* menu item and choosing a file name with a number before the extension like “*Images0001.bmp*” as the first image name.

Adding a new image

To add an image to the current database, choose the *Import .BMP* menu item. The .BMP files must be Version 3 .BMP files (i.e. Windows95 or newer files, not Windows 2.x or 3.x files), and small enough to fit within TealPaint's work memory. For color images, you can fit about a 250 x 250 pixel image. Black and white images can be considerably larger. If you try to import too large of an image, the image manager will warn you if it detects a problem to keep you from creating a corrupted database.

The image will be added to the currently open database. You do not need to perform a separate "Save" operation. The image won't instantly be reflected in your PalmPilot, however.

To see the changes on the Palm, or to upload a new database to the PalmPilot, use the Palm Install Tool to copy the new or modified file back to the PalmPilot after the next HotSync. Just copying or changing the file in the backup folder will not cause it to be uploaded back to the Palm..

Adding a sequence of images

The image manager supports adding sequentially-numbered images to a database in one step. Typically, this is used to load animation frames exported from another program into a database. To use this feature, name the images using a base name of characters followed by 3 or more numbers, followed by the ".BMP" extension, e.g. anim0001.bmp, anim0002.bmp.. etc, and choose the "Import Sequence of BMPs" item from the process menu.

Creating a new database

To create a new database, select the *New Database* menu selection. You will be prompted for the name of a new .PDB file to create. Note that the name of the file you select will also be the name of the database as it appears on the PalmPilot. Do not choose a name that already exists on your PalmPilot, as it will overwrite any database of the same name. Use the PalmPilot Install tool that came with your PalmPilot to upload any databases you create to your PalmPilot.

Appendix B - Using PicUtil

For performing batch operations, **PicUtil**, a simple command-line utility is also included. A version of PicUtil is also available for Macintosh customers.

PicUtil performs most of the same operations as the *TealPaint Image Manager*, but using a primitive keyboard-based interface.

Interactive Mode

When you run PicUtil, you will be presented with a text menu of operations to perform. Enter the letter of an operation to perform.

```
C:\WINDOWS>picutil
-----
PICUTIL Image management utility for TealPaint
Version 4.22.01, Mar 27 2000
(c)1998-2000 TealPoint Software, All Rights Reserved
-----

Menu:
(L) = List images in .pdb file
(N) = Create new .pdb file
(X) = Extract image from .pdb file
(E) = Extract image from .pdb file (b&w)
(A) = Append image to .pdb file
(C) = Append image to .pdb file for color Palm
(Q) = Quit

Please Enter Selection->
```

After you select a choice, you'll be asked for any other necessary information to complete the operation. In the example below, you need to enter the path to an image database to list. Typically, it's best to copy the database to the same folder as PicUtil before running the utility. Then you can simply enter the name of the database instead of describing a directory path to it.

```
Please Enter Selection-> 1

Enter TealPaint .PDB file to list (in this folder or use full path) ->pictures.pdb

5 Record(s) Found

0 . (160 x 146) 8857 bytes, 256 colors: Summit (8-bit)
1 . (160 x 146) 5044 bytes, 16 colors: Summit (4-bit)
2 . (160 x 146) 2283 bytes, 4 colors: Summit (2-bit)
3 . (160 x 146) 1128 bytes, 2 colors: Summit (1-bit)
4 . (160 x 146) 13295 bytes, 256 colors: Space Cowboy
```

When done, you can choose the "Q" option to quit PicUtil, or the close menu on the Macintosh version.

Batch Mode

PicUtil supports batch-mode commands for automating common conversion operations. For a full list of batch commands, run PicUtil from the command line with the "/" parameter. Batch mode does not apply to the Macintosh, of course, which does not have a command line interface.

```
P:\tealpnt\picutil>picutil /?
-----
PICUTIL Image management utility for TealPaint
Version 4.44.00, Apr 26 2000
(c)1998-2000 TealPoint Software, All Rights Reserved
-----
Usage: PICUTIL [<options>]
    where <options> =
        -l <.pdb file>                = List images in .pdb file
        -n <.pdb file>                = Create new .pdb file
        -x <.pdb file> <.bmp file> <index> = Extract image from .pdb*
        -e <.pdb file> <.bmp file> <index> = Extract image from .pdb (b&w)**
        -a <.pdb file> <.bmp file>      = Add image to .pdb (b&w)
        -c <.pdb file> <.bmp file>      = Add image to .pdb (color or greys)***

        * 1-bit images will be exported as black on blue-green
        ** 1-bit images will be exported as black and white
        *** viewable only on devices running OS 3.5
```

Appendix C - Products

Visit us online for our complete product line, including:

TEALAGENT

A Palm data converter, installer, and web clipper, TealAgent intelligently formats local, network, and web-resident data for the Palm handhelds, converting them to standard TealDoc, TealMeal, and TealInfo files.

TEALDOC

A Doc format text reader that's nice... without the price! TealDoc reads thousands of free docs and ebooks on the web, and has exclusive support for images, link buttons, protected documents, and more.

TEALECHO

Palm text entry as it always should have been. Real-time preview in digital ink lets you see what you're writing, increasing speed and accuracy

TEALGLANCE

Keep the info you need the most at your fingertips. Shows date, time, upcoming appointments, and to-do items at power up.

TEALINFO

The reference library at your fingertips; TealInfo lets you make or browse from hundreds of free interactive TealInfo Folio files, which are mini information applets with lists, tables, popup windows, and more.

TEALLAUNCH

Lets you quickly launch your favorite apps and useful system and editing functions. Powerful button-programming features map functions and apps to hundreds of keypresses and keypress combos.

TEALLOCK

What the security app should have been: custom text and images, graffiti shortcuts for hide privates, show privates, and lock, and automatic locking when turned off or by time.

TEALMAGNIFY

Never squint at a phone number again. An ever-ready magnifying glass compatible with most any program.

TEALMASTER

A hackmaster-compatible system extensions manager with advanced features such as multiple profiles, hack priorities, delete-protection, and automatic timed reenable after system reset.

TEALMEAL

Answer the day's biggest question... where to go for lunch! A Restaurant chooser and editable database.

TEALMEMBRAIN

A memory monitor and stack adjustment utility, TealMemBrain identifies potential conflicts and greatly increases stability with hacks, pop-up programs, and drivers.

TEALMOVER

A file manager for the Palm, TealMover is the application Palm Computing forgot to include. Use TealMover to inspect, rename, and delete files, and move and manage files in external media cards.

TEALMOVIE

Play movies and videos on your Palm with sound! Amazing system supports smooth video, sound playback, and full screen display. Includes windows encoder for making your own movies.

TEALNOTES

Sticky notes for your PalmPilot! Draw freehand notes, maps and doodles directly into your Memos, To-do entries, datebook entries--almost anywhere.

TEALPAINT

The most full-featured paint and sketch program on the Pilot. Includes 16 patterns, 12 brushes, paint bucket, magnified mode, text tool, lasso tool, screen-grabber, color and grayscale support and much more.

TEALPHONE

The better Address book app, with large, easy-to-see numbers, viewing by first, last, or company name, advanced searching, and more!

TEALPRINT

The all-in-one PalmPilot printing solution. Print both text and graphics to Infrared, Serial, and Parallel Printers (with adapter), and even any Windows printer with exclusive 'HotSync' printing!

TEALSCRIPT

Graffiti reinvented; a replacement for the system text recognition system that allows you to tune, modify, and add your own strokes

TEALTOOLS

An invaluable collection of pop-up Palm Desk Accessories, including a pop- up calculator, lock/stopwatch, preferences panel, editing panel, memopad, and a file and backup manager.

Appendix D - Revision History

Version 4.93 September 13, 2001:

- Added "security" menu under PalmOS 3.5 and higher
- Fixed automatic returning to edited image
- Fixed image editing when called from external program
- Fixed loading of template image into background

Version 4.91 June 6, 2001:

- Fixed screen glitches added to images in upper left corner
- Fixed importing of monochrome images to color under OS 4.0

Version 4.90 May 4, 2001:

- Fixed cropping or horizontally oversized images in monochrome modes
- Fixed support for PalmOS 4.0 color saving
- Changed darkest color in quick popup color palette to true black
- Added support for auto-switching to 8-bit color when default mode changed to 16-bit with ScreenPrefs app

Version 4.87 March 28, 2001:

- Added option to sort images in a database alphabetically or by increasing or decreasing size
- Added support for future PalmOS
- Added support for external calling mechanism using SysCmdLaunchCmdOpenDB launch command
- Added optional "Run in black and white only" for faster saving and painting on monochrome Palms
- Updated PaintManager to support compressed images
- Updated PaintManager to support chopping up large images into separate screen-sized images (for TealDoc)
- Updated PaintManager to support optionally scaling images to screen size
- Fixed flashing bottom bar when animating full screen animations
- Fixed "saving" banner from appearing in image thumbnails
- Fixed flood fill abort to wait for key release

Version 4.76C December 26, 2000:

- Added Transparency to icon for new launcher replacements

Version 4.76 September 23, 2000:

- Added Background-lock tool, protecting an existing image so you paint in a layer above
- Added support for system global find command
- Added feature where images created from Templates "Erase" back to original template image
- Added Template linking and unlinking options to image list and details dialog
- Added Adjustable grid snap
- Added support for private images and animations (respect palm secret record setting)
- Added full screen animation playback
- Added history/grayscale color selection to pattern popup
- Updated interface to match new Palm UI standards
- Made maximum animation speed much faster
- Added obvious record-saving indicator when saving changes
- Added Animation-test menu to Paint Manager
- Added sequential .bmp batch import to Paint Manager
- Added sequential .bmp export of entire database to Paint Manager
- Fixed crash when deleting last image from inside edit screen from animate menu
- Fixed graphic corruption when text cursor is dragged down into toolbar

Appendix E - Credits

Manual by Vince Lee, Tex Tennison, and Sara Houseman

Appendix F - Contact Info

TealPaint by TealPoint Software
©1999-2001 All Rights Reserved.

TealPoint Software
454 Las Gallinas Ave #318
San Rafael, CA 94903-3618

Please visit us at www.tealpoint.com, or email us at support@tealpoint.com.

We look forward to hearing from you.

Appendix G - Registering

Currently, you may register by snail mail, electronically through our website at www.tealpoint.com with a credit card and a secured server, or through PalmGear HQ at 1-800-741-9070. For the first option, the enclosed registration form is provided for your convenience. You may use this form or simply send the following to the address above.

- Product Name
- E-Mail Address
- HotSync User ID (Pilot Name Required for Passkey generation. It can be found on the main screen of the HotSync application on the Pilot as "Welcome _____" or in the corner on a PalmIII or higher)
- Check (drawn off a US Bank) or Money Order for (\$17.95 US) to TealPoint Software

Appendix H - Disclaimer

We at TealPoint Software are committed to providing quality, easy-to-use software. However, this product is provided without warranty and the user accepts full responsibility for any damages, consequential or otherwise, resulting from its use.

This archive is freely redistributable, provided it is made available only in its complete, unmodified form with no additional files and for noncommercial purposes only. Any other use must have prior written authorization from TealPoint Software.

Unauthorized commercial use includes, but is not limited to:

- A product for sale.
- Accompanying a product for sale.
- Accompanying a magazine, book or other publication for sale.
- Distribution with "Media", "Copying" or other incidental costs.
- Available for download with access or download fees.

This program may be used on a trial basis for 30 days. The program will continue to function afterwards. However, if after this time you wish to continue using it, please register with us for the nominal fee listed in the program.

Thank you.