



Cameron White <cameronwhite91@gmail.com>

Proposed Addition of Text Layers

10 messages

Don McComb <don.mccomb@gmail.com>
Reply-To: pinta@googlegroups.com
To: pinta@googlegroups.com

Sun, Dec 30, 2012 at 9:20 AM

Hi guys,

I've been thinking about possible improvements to the Text Tool in Pinta. Please see the attached document. What's your opinion of the proposed changes?

Best regards,
Don McComb.



New TextLayer Proposal.pdf
253K

Jonathan Pobst <jpobst@gmail.com>
Reply-To: pinta@googlegroups.com
To: pinta@googlegroups.com
Cc: Don McComb <don.mccomb@gmail.com>

Sun, Dec 30, 2012 at 12:24 PM

This is pretty much the way I would implement it.

I had messed around with what I was calling "live layers". In my case, I was making a layer that was the blur effect that was rendered on demand. That way you could make changes to layers beneath it and they would be added to the blur.

My intention was to then add live text layers pretty much exactly how you propose using this new layer framework.

I probably won't get back around to this, so here's the little bit of code I have:

<https://github.com/jpobst/Pinta/commit/8793429c37f550d0d4b0eaf23e5aa035a5501f37>

If you run it, I've remapped the "Resize Image" menu command to add a new Blur layer. You can draw on the layer beneath it and you will see it get blurred in real time (though too slow to be used right now).

Also, code is an afternoon hack, so there's probably better/faster ways to do things. :)

Jonathan
[Quoted text hidden]

Andrew Davis <andrew.3.1415@gmail.com>
Reply-To: pinta@googlegroups.com
To: pinta@googlegroups.com

Sun, Dec 30, 2012 at 12:57 PM

When I implemented Pinta's current text system over the summer, I considered every possible way of doing it that's

conceivable. We had basically narrowed it down to the way I coded it and the way you're suggesting now (which is basically how Photoshop does it), however this idea was explicitly turned down. It was deemed too complicated for Pinta users because Pinta was supposed to be a very simple to use drawing application, etc.

If you do implement this system instead, I suggest you consider the potential consequences to new users of Pinta and to noobs in general: make sure that they can easily use the TextTool as well.

- Andrew

[Quoted text hidden]

IgorZ <igor2x@gmail.com>

Sun, Dec 30, 2012 at 2:44 PM

Reply-To: pinta@googlegroups.com

To: Pinta Project Mailing List <pinta@googlegroups.com>

Excellent to have a fresh idea... Yes, Andrew is right, we have already discussed how to have re-editable text... and we came up with current implemented idea. Now I realize that current implementation is difficult to use - specially new user most probably will not even know that this re-editing is even possible. Also we must not forget that we have always positioned Pinta as non-geek tool and in my humble opinion we should not over complicate the Text tool and so not creating another Photoshop or Gimp. We need to know noobs are the users that don't know what the layer is and he/she does not even want to learn. Noobs are using Pinta for simple image editing and adding some text on image etc. I was also testing 7 years old child and he can perfectly well use Pinta like it is currently designed (only some minor problems on using Eraser - he expected to get white after erasing), so I think we are on correct path...

Reading Don's proposal I got some ideas, my humble suggestions:

1. When user clicks on Text object from Tools pad no new layer is created, just like it is now, text is added to current standard layer. Mouse Text icon is exactly like now. So no changes to current (no new layer), which is just perfect for non-geek users. Sometimes I just do some print screens and add the text to the top of image and that is it and in this case I don't need any fancy text editing.

2. If user would like to create a new Text layer and add text to it, then CTRL+click on Text tool icon is performed and then click on canvas. We can use some other mouse icon to indicate that Text_layer_+_Text will be performed. In my humble opinion text mouse icon with plus sign (as suggested by Don) is not the best solution, because currently we use (see Paint Bucket tool) plus sign to display hot spot where action is performed. Maybe we can use standard text mouse icon (icon in shape of letter I) but instead of plus sign (suggested by Don) we could use "T" letter with rectangle border (see Don's icon in Text Layer in Layers pad).

3. If user would like to add text to existing Text layer then user first selects Text layer from Layers pad and then normally clicks on Text object. Text is added to currently selected Text layer.

4. If user would like to create additional Text layer and add new text to it then CTRL+click again on Text tool and new Text layer is created. So user has an option to have multiple separate Text layers.

5. If text is added using CTRL+click (so new Text layer is created) then all of the tools from Tools pad should get grayed out (impossible to click) except Text tool and Move Selection tool. To use some other tool user must select Standard layer before continue - we need to know that user can have more then one Standard layer, so we need to know on which layer he/she would like to continue his/hers work on. Click on one of the standard layer and all of the tools are no un-grayed and possible to use.

6. I think there is no need for converting special Text layer to Standard layer. Don't really understand why is this required. If user would like to get Text and Standard layer joined in single layer, user can use existing Merge Layer Down functionality - merged Text and Standard layer would result in Standard layer. User can always use some new standard layer to add some actions. Is there some special case that I don't understand why is converting required? Keep is simple...

IgorZ <igor2x@gmail.com>
Reply-To: pinta@googlegroups.com
To: Pinta Project Mailing List <pinta@googlegroups.com>

Tue, Jan 1, 2013 at 3:23 AM

Just wondering one thing, does OpenRaster format support 'Text layers' or will this solution only work for new text fields in images that are still opened and 'Text layers' will disappear (or be automatically converted to standard layers) after saving/closing a file?

Andrew Davis <andrew.3.1415@gmail.com>
Reply-To: pinta@googlegroups.com
To: pinta@googlegroups.com

Tue, Jan 1, 2013 at 3:25 AM

I'm not too familiar with the OpenRaster format, but I'm fairly certain that any file you save with Pinta will save just the resulting image and nothing else.

- Andrew
[Quoted text hidden]

IgorZ <igor2x@gmail.com>
Reply-To: pinta@googlegroups.com
To: Pinta Project Mailing List <pinta@googlegroups.com>

Tue, Jan 1, 2013 at 9:56 AM

Andrew, Pinta beside bitmap images like png, jpg, etc can also save in raster format like OpenRaster (*.ora).

IgorZ <igor2x@gmail.com>
Reply-To: pinta@googlegroups.com
To: Pinta Project Mailing List <pinta@googlegroups.com>

Tue, Jan 1, 2013 at 9:57 AM

I have investigated an OpenRaster format. Bellow are my findings.

In Pinta I created two layers (Background layer having some drawings with Line tool and Layer 2 having a single Text field with some sample text. I have saved file in OpenRaster format. Then to investigate how

Pinta stores OpenRaster file format I have uncompressed ORA file with program 7-zip on Windows <http://www.7-zip.org/> or unzip <ora_file> on Linux. I see Pinta ORA files contains PNG file for each layer and a very simple XML file specifying some basic info.

I have read in detail about OpenRaster file format specifications from: <http://www.freedesktop.org/wiki/Specifications/OpenRaster/Draft/LayersStack> and I see 'Text layers' are not part of specification.

If we would like to save 'Text layers' to OpenRaster format we must use something non-standard and make sure other image programs https://en.wikipedia.org/wiki/OpenRaster#Application_support can open a file without a problem (using Text layers as standard layers).

Because ORA file only saves bitmaps (PNG in Pinta case) for each of layer, in order to have text editable after re-open of ORA file we must provide several information for each of text field:

1. Content of text itself.
2. Start position of text field (width and height),
3. font name,
4. font size.
5. bold, italic, underline,
6. alignment (left, center right),
7. text Style (normal, normal and outline, outline, fill background),
8. outline width and
9. and color of text.

I see ORA file type supports comments, so we could probably save all above info in comments. I have been playing around and prepared some sample, how we could stored those info in comment, see sample: <http://shrani.si/f/40/1Y/2gebg4nW/textlayerincomment.png>

Don McComb <don.mccomb@gmail.com>

Wed, Jan 2, 2013 at 6:52 AM

Reply-To: pinta@googlegroups.com

To: pinta@googlegroups.com

Thank you all for your responses.

Jonathan: I'm keen to look into your Live Layers. Thanks a lot.

I now understand that the focus for the default functionality of the Text Tool needs to be ease-of-use for basic users with little-to-no familiarity with paint programs or layers. My proposed changes to the Text Tool would be quite confronting to these users.

Having said that, I like the idea of catering to the needs of both basic and advanced users, so I like IgorZ's idea of using ctrl-left-clicking on the text tool to create a Text Layer. It's a good idea to hide the Text Layer functionality away from basic users, but I'm not sure how advanced users would discover the Text Layer functionality.

I had also considered disabling all tools/operations which would be inappropriate for the Text Layer while a Text Layer is selected, but I have my concerns that an advanced user who is unfamiliar with Pinta could get "stranded" on the Text Layer and not know what to do to re-enable those tools, especially if the Layers window is hidden. There would need to be some cues to the user to indicate that they need to select a Standard Layer, convert the Text Layer or merge down/visible. I think I will stick with my idea of displaying the "Please Convert" message box for now. We can change things later if we come up with a better way or if general consensus is for disabling tools.

This will be a far more significant change than the bug fixes I have contributed so far. I hope I haven't bitten off more

than I can chew :-D I will see what I can come up with.

I hadn't yet considered what to do about saving the Text Layers. Initially, I intend to convert all Text Layers to Standard Layers.

Another alternative to ctrl-left-clicking the Text Tool to create a TextLayer would be to add a new Text Layer Text Tool as an extension to Pinta, but that will still require significant modification of the core Pinta code and I suspect will present additional challenges in itself.

Thanks again for all the input.

Best regards,
Don McComb.

[Quoted text hidden]

IgorZ <igor2x@gmail.com>
Reply-To: pinta@googlegroups.com
To: Pinta Project Mailing List <pinta@googlegroups.com>

Wed, Jan 2, 2013 at 8:00 AM

On Jan 2, 12:52 pm, Don McComb <don.mcc...@gmail.com> wrote:

> It's a good idea to hide the Text
> tLayer functionality away from basic users, but I'm not sure how advanced
> users would discover the Text Layer functionality.

By adding help. For example move mouse to Line object and hold (don't click). Help tip appears that using Shift key has some special meaning. So in the same way for Text object adding the help to tip.

> I had also considered disabling all tools/operations which would be
> inappropriate for the Text Layer while a Text Layer is selected, but I have
> my concerns that an advanced user who is unfamiliar with Pinta could get
> "stranded" on the Text Layer and not know what to do to re-enable those
> tools, especially if the Layers window is hidden.

Another idea. What about adding objects to previous selected standard layer? For example:

a) User creates new image and Background layer appears.
b) User selects Text object and CTRL+click on canvas. New Text Layer is created and text added to it.
c) User selects Ellipse and draw an ellipse. --> Text Layer is selected with previous step, but Ellipse can't be added to Text Layer so first action is done to automatically select previous selected standard layer (in this case Background layer) and ellipse is drawn on canvas.

In this way there would be no need for error message and also no need to change layers manually (very useful if Layers pad is hidden).